

OPEN ACCESS E-COURSEWARES

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OUTLINES

- ◉ Introduction
- ◉ E-learning
- ◉ Traditional Learning Vs e-learning
- ◉ Courseware
- ◉ Open Courseware
- ◉ Importance of Open Coursewares
- ◉ E-coursewares
- ◉ Others
- ◉ Softwares
- ◉ Creative Commons

INTRODUCTION

- ◉ In the information age, free flow of information is a basic necessity for bridging the gap between information rich and information poor community.
- ◉ The concept of e-learning in the form of computer based training, computer aided instructions for smooth and uninterrupted delivery of quality education to local and distant users is increasing day by day.
- ◉ Open access of information and knowledge is a primary step to provide universal access to make optimum use of the resources. With the help of ICTs, open access is a revolutionary moment to promote free access to the resources over the internet.
- ◉ Open courseware is a new movement towards Open Access which provides an opportunity to spread knowledge beyond traditional learning to users.

E- LEARNING

- ◉ E-learning is the computer and network-enabled transfer of skills and knowledge. It is the online delivery of information, communication, education, and training.
- ◉ It can be in offline form in mass storages like CD, DVD, etc.
- ◉ E-learning sometimes termed as online learning, Computer Based Learning (CBL), Web Based Training (WBT), Online Resource-Based Learning (ORBL), Networked Collaborative Learning (NCL), Computer Supported Collaborative Learning (CSCL)
- ◉ Content is delivered via
 - Internet/intranet
 - audio or video tape
 - satellite TV
 - Mass storages
- ◉ It can be self-paced or instructor-led and includes media in the form of text, image, animation, video, audio.

TRADITIONAL LEARNING VS. E-LEARNING

	Traditional Learning	eLearning
Classroom Discussions	Teacher talks more	The student talks at least as much as or more
Learning Process	Whole class participation, almost no group or individual study	Mostly in groups or by the individual student.
Subject Matter	The teacher conducts the lesson according to the study program and the existing curriculum	the studying is based on various sources of information, like web data banks and net-experts
Emphases in the Learning Process	The students learn “what” and not “how	The students learn “how” and less “what
Teacher’s Role	The teacher is the authority	directs towards the information.
Location of Learning	the classroom and the school	no fixed location
Lesson Structure	Predecided structure of the lesson and the division of time	The structure of the lesson is affected by the group discussion

COURSEWARE

- As per wikipedia,

Courseware is a term that combines the words 'course' with 'software'. Its meaning originally was used to describe additional educational material intended as kits for teachers or trainers or as tutorials for students, usually packaged for use with a computer

The courseware itself can be in different formats, such as html pages, pdf files or other types of document files. Many forms of e-learning are now being blended with term courseware.

- Courseware can include:

- Material for instructor-led classes

- Material for self-directed computer-based training (CBT)

- Web sites that offer interactive tutorials

- Material that is coordinated with distance learning, such as live classes conducted over the Internet

- Videos for use individually or as part of classes

- The CD-ROM is the most common means of delivering courseware that is not offered online.

HISTORY

- ◉ The Open Courseware (OCW) movement started in 1999 when the University of Tübingen in Germany published videos of lectures online.
- ◉ The OCW movement took off with the launch of MIT Open CourseWare at MIT in October 2002.
- ◉ Yale, the University of Michigan, and the University of California Berkeley.
- ◉ In India, OCW movement was started with the launch of NPTEL.

BENEFITS OF OPEN ACCESS E-COURSEWARE

- ◉ To enhance the quality of teaching and learning
- ◉ To produce globally competitive environment
- ◉ To minimise the duplication of efforts of preparing self-learning study materials.
- ◉ any time access whenever and wherever
- ◉ Eliminate travel costs
- ◉ updates are immediately available
- ◉ global awareness of the institution's unique educational approach and curriculum.

OPEN ACCESS E-COURSEWARES

NPTEL

- ◉ The **National Programme on Technology Enhanced Learning (NPTEL)** is a curriculum building exercise and is directed towards providing learning materials in Science and Engineering by adhering to the syllabi of AICTE and the slightly modified curricula of major affiliating Universities
- ◉ Civil Engineering, Computer Science and Engineering, Electrical Engineering, Electronics & Communication Engineering, General Humanities and Social Sciences, Management, Mathematics, Mechanical Engineering
- ◉ Funded by MHRD
- ◉ 7 IITs & IISc Bangalore
- ◉ <http://nptel.iitm.ac.in/>

EKLAVYA PROJECT

- ◉ Project **ekalavya** is an endeavour to provide an interactive platform for the creation, absorption, dissemination and usage of knowledge for the well being of the individual and the society.
- ◉ Affordable Solutions Laboratory (ASL), Department Of Computer Science & Engineering, IIT Bombay in 2004.
- ◉ Engineering & Computer Science
- ◉ e OUTREACH programme creates high quality digital text, audio, video and HTML contents of educational value for knowledge dissemination.
- ◉ e CONTENT programme creates Open Source digital contents in Indian languages through translation and new writing, mainly on topics of relevance to education at all levels.
- ◉ e GURU is designed to provide e-guidance and mentorship to needy students of engineering and computer science programmes, in carrying out their final year projects and encouraging them to think of innovative technical solutions to various real life problems.
- ◉ <http://ekalavya.it.iitb.ac.in/ekalavyaHome.do>

E-GYANKOSH (NATIONAL DIGITAL REPOSITORY OF LEARNING RESOURCES)

- ◉ National Digital Repository to store, index, preserve, distribute and share the digital learning resources developed by the Open and Distance Learning Institutions in the country.
- ◉ Indira Gandhi National Open University
- ◉ Courses offered by open universities
- ◉ <http://www.egyankosh.ac.in/>

CEC-LOR

- ◉ CEC's(Consortium for Educational Communication) Learning Object Repository (LOR) is having educational resources in different subjects like Archeology, Biology, Botany, Chemistry, Commerce, Computer Science, Economics, Education, English, Fine Arts, etc.
- ◉ Users have the facility to browse the LOR by using various options such as Topic, Subject, Learning Object, Keywords, etc.
- ◉ UGC
- ◉ <http://cec.nic.in/lor/Pages/Search.aspx>

ALVCOM- ACTIVE LEARNING VIDEO LECTURE COMMUNICATION SERIES

- ◉ Gujarat Technological University has started the Video Lecture Telecasting series in September 2012.
- ◉ This venture of GTU is supported with the help of technical facility through BISAG – Bhaskaracharya Institute for Space Applications and Geo-Informatics.
- ◉ Communication Skills, Engineering Drawing, Engineering Mechanics, Mathematics
- ◉ Computer Programming and Utilization, Calculus, Mechanics Of Solids, Engineering Graphics
- ◉ <http://gtu.ac.in/elearning.asp>

OPEN COURSEWARE CONSORTIUM

- ◉ The Open CourseWare Consortium is a worldwide community of hundreds of higher education institutions and associated organizations committed to advancing Open CourseWare and its impact on global education. We serve as a resource for starting and sustaining OCW projects, as a coordinating body for the movement on a global scale, and as a forum for exchange of ideas and future planning.
- ◉ Search for free online courses from prestigious higher education institutions around the globe. Our search index currently contains 6,974 courses from 65 sources and 19 languages,
- ◉ Video/Audio Lectures, Student Work, Lecture Notes, Assessments, Online Textbook, Interactive Simulations
- ◉ Engineering, humanities, business, health and medicine etc.
- ◉ William and Flora Hewlett Foundation
- ◉ <http://www.ocwconsortium.org/>

MIT(MASSACHUSETTS INSTITUTE OF TECHNOLOGY) OPEN COURSEWARE

- ◉ MIT Open CourseWare (OCW) is a web-based publication of virtually all MIT course content that reflects almost all the undergraduate and graduate subjects taught at MIT. MIT Open CourseWare makes the materials used in the teaching of almost all of MIT's subjects available on the Web, free of charge. With more than 2,000 courses related to Engineering, Languages, Medical Sciences, etc are available in the form of :
- ◉ Lecture notes, Audio-video lectures, Projects and examples, Assignments and solutions, Online Textbooks, Multimedia Content
- ◉ William and Flora Hewlett Foundation, the Andrew W. Mellon Foundation, and MIT
- ◉ <http://ocw.mit.edu/index.htm>

MERLOT(MULTIMEDIA EDUCATIONAL RESOURCE FOR LEARNING AND ONLINE TEACHING)

- ◉ MERLOT is a free and open online community of resources designed primarily for faculty, staff and students of higher education from around the world to share their learning materials and pedagogy.
- ◉ MERLOT is a leading edge, user-centered, collection of peer reviewed higher education, online learning materials, catalogued by registered members and a set of faculty development support services.
- ◉ Science and technology, mathematics, social sciences, arts, business, humanities
- ◉ California State University Center for Distributed Learning
- ◉ <http://www.merlot.org/merlot/index.html>

OPEN YALE COURSES

- ◉ It provides free and open access to a selection of introductory courses of various disciplines like Science, Language, Philosophy, Arts etc taught by distinguished teachers and scholars at Yale University.
- ◉ All lectures were recorded in the Yale College classroom and are available in video, audio, and text transcript formats
- ◉ grant from the William and Flora Hewlett Foundation
- ◉ <http://oyc.yale.edu/>

TUFTS OPEN COURSEWARE

- ◉ Tufts University provides the world's learners free access to its many academic resources. It seeks to capitalize on the potential of the internet to eliminate borders and geographic distance as obstacles to the instantaneous exchange of knowledge and new ideas. Educators from around the world may upgrade their classes; students may enhance their coursework or pursue self study; the general public may glimpse the depth and breadth of what leading universities are offering and benefit from reading lists and lectures.
- ◉ Health and medicine
- ◉ Funded by The William and Flora Hewlett Foundation, The Kurtz Family Foundation, The Jonathan M. Tisch College of Citizenship and Public Service, Tufts University
- ◉ <http://ocw.tufts.edu/>

UTAH STATE OPENCOURSEWARE

- ◉ Utah State OpenCourseWare is a collection of educational material used in formal campus courses, and seeks to provide people around the world with an opportunity to access high quality learning opportunities.
- ◉ Engineering, Economics, Education, History, Instructional Technology & Learning Sciences, Languages, Philosophy, Mathematics and Statistics, Physics, Psychology, Theatre Arts.
- ◉ William and Flora Hewlett Foundation
- ◉ <http://ocw.usu.edu/>

WEBCAST.BERKELEY

- ◉ Webcast.berkeley is the University of California, Berkeley's campus service for recording and publishing course and campus events for students and learners around the globe. Audio and video recordings of class lectures and special events are processed and made available to everyone through webcast.berkeley.edu.
- ◉ Computer Science, Electrical Engineering, Information Systems, Mathematics Mechanical Engineering, Nuclear Engineering, Physucs, Statistics, Psychology, Law ,Journalism etc.
- ◉ BMRC(Berkeley Multimedia Research Center) was aided by grants from the National Science Foundation
- ◉ <http://webcast.berkeley.edu/>

NOTRE DAME OCW

- ◉ Notre Dame OCW is a free and open educational high-quality course materials for faculty, students, and self-learners throughout the world.
- ◉ Lecture notes, syllabus, assignments, video lectures
- ◉ Aerospace and Mechanical Engineering, Africana Studies, Anthropology, Arabic and Middle East Studies, Architecture, Center for Social Concerns, Civil Engineering and Geological Sciences, Classics, Computer Applications, English, History, Mathematics, Physics.
- ◉ William and Flora Hewlett Foundation
- ◉ <http://ocw.nd.edu/>

ACADEMIC EARTH

- ⊙ Academic Earth is an organization founded with the goal of giving everyone on earth access to a world-class education.
- ⊙ a user-friendly educational ecosystem that will give internet users around the world the ability to easily find, interact with, and learn from full video courses and lectures from the world's leading scholars.
- ⊙ Our goal is to bring the best content together in one place and create an environment in which that content is remarkably easy to use and where user contributions make existing content increasingly valuable.
- ⊙ Engineering, sciences, humanities, arts, business
- ⊙ <http://www.academicearth.org/>

PRINCETON OPEN COURSES

- ◉ Princeton University offers free lectures on a huge number of subjects. The free Princeton Open Courses consist of complete, free online college courses, free online college classes, free audio lectures and other forms of free open courses.
- ◉ Humanities, Social Sciences, Natural Sciences and Engineering
- ◉ Princeton, New Jersey
- ◉ Audio, Video
- ◉ www.princeton.edu/WebMedia/lectures/

OTHER OPEN COURSEWARES

- ◉ NYU Open Education :
<http://www.nyu.edu/academics/open-education.html>
- ◉ The University of California, Irvine **Open CourseWare** :
<http://ocw.uci.edu/courses/index.aspx>
- ◉ Tufts University Open Courseware :
<http://ocw.tufts.edu/-> Medicine
- ◉ Alison : <http://alison.com>
- ◉ ACADEMIC INNOVATIONS @ PEC : <http://pec.edu.in/>

SOFTWARES

- ◉ Moodle
- ◉ Dspace
- ◉ Eprints
- ◉ Greenstone

CREATIVE COMMONS

- ◉ The idea of universal access to research, education, and culture is made possible by the Internet, but our legal and social systems don't always allow that idea to be realized.
- ◉ The default setting of copyright law requires all the actions to have explicit permission, granted in advance, whether you're an artist, teacher, scientist, librarian, policymaker, or just a regular user.
- ◉ Creative Commons is a nonprofit organization that enables the sharing and use of creativity and knowledge through free legal tools.
- ◉ Easy-to-use copyright licenses provide a simple, standardized way to give the public permission to share and use creative work — on conditions of required choice. CC licenses let you easily change your copyright terms from the default of “all rights reserved” to “some rights reserved.”
- ◉ Creative Commons licenses are not an alternative to copyright. They work alongside copyright and enable you to modify your copyright terms to best suit your needs.
- ◉ Creative Commons develops, supports, and stewards legal and technical infrastructure that maximizes digital creativity, sharing, and innovation.
- ◉ we provide consists of a set of copyright licenses and tools that create a balance inside the traditional “all rights reserved” setting that copyright law creates.

REFERENCES

- ◉ <http://www.nyu.edu/academics/open-education.html>
- ◉ <http://ocw.uci.edu/courses/index.aspx>
- ◉ <http://ocw.tufts.edu/-> Medicine
- ◉ <http://alison.com>
- ◉ <http://pec.edu.in/>
- ◉ <http://creativecommons.org>
- ◉ www.princeton.edu/WebMedia/lectures/
- ◉ <http://www.academicearth.org/>
- ◉ http://www.researchtrail.com/articles/Traditional_Learning_vs_eLearning.pdf
- ◉ www.wikipedia.org/
- ◉ <http://ocw.nd.edu/>

- ◉ <http://webcast.berkeley.edu/>
- ◉ <http://nptel.iitm.ac.in/>
- ◉ <http://ekalavya.it.iitb.ac.in/ekalavyaHome.do>
- ◉ <http://www.egyankosh.ac.in/>
- ◉ <http://www.merlot.org/merlot/index.html>
- ◉ <http://cec.nic.in/lor/Pages/Search.aspx>
- ◉ <http://gtu.ac.in/elearning.asp>
- ◉ <http://www.ocwconsortium.org/>
- ◉ <http://ocw.mit.edu/index.htm>
- ◉ <http://oyc.yale.edu>
- ◉ <http://ocw.tufts.edu>
- ◉ <http://ocw.usu.edu/>

THANK YOU!!!

NEED & IMPORTANCE OF E-LEARNING

Scope of this lecture

Definitions

Concept evolution

Techniques

Beginning Benefits

Open Source Courseware (India)

OSCW (Other)

Course Evaluation

Benefits

Project OSCAR

What is e-Learning ?

- **Electronic learning** or **e-Learning** is a general term used to refer to a form of learning in which the instructor and student are separated by space or time where the gap between the two is bridged through the use of online technologies.
- Wikipedia
- The use of network technology to design, deliver, select, administer, and extend LEARNING.
- Elliott Masie, The Masie Center

E-learning techniques

- Web-based learning
- Computer-based learning
- Virtual classrooms
- Digital collaborations
- Content delivery via
 - E-networks
 - Satellite TV
 - CD-ROM
 - E-mail
 - Wireless & mobile technology

Concept evolution

Distance education

- > Internet based training
 - > web-based training
 - > online education
 - > online learning
 - > e-learning
 - > m-learning

Factors Driving Change

Technological advancements

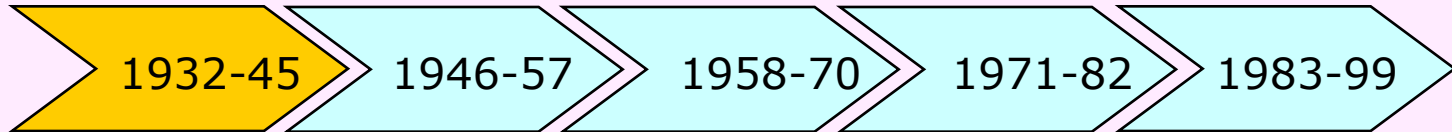
Learners have **open access to the Internet**, which supports interactive communication and provides **access to powerful learning opportunities** anytime and anywhere, beyond the boundaries of schools and classrooms

There is **so much to learn**— textbooks and curriculum frameworks cannot hope to adequately cover all the knowledge necessary for life today

Factors Driving Change (cont...)

- Economies have now reached a point where work involves learning—businesses are not competitive unless their **workers are knowledge workers**, who continuously improve their knowledge, skills, and productivity
- The **home is becoming a learning place** - powerful learning opportunities are available to children in the home, where a growing number of parents are working
- Libraries are also becoming **virtual classrooms**. Both exams & even interviews are being conducted

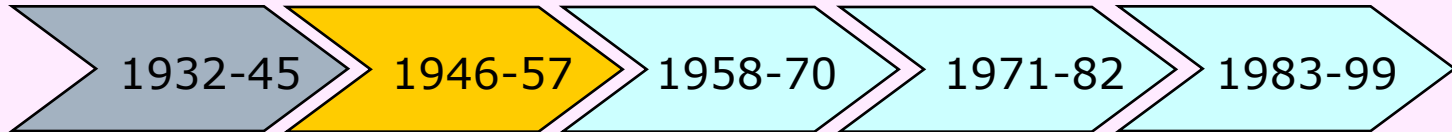
History of e-learning



- Visual instruction extended to higher education and universities started establishing audio-visual centres
- Central repositories were setup for collection of films and visual resources

“visual instructions more effective than verbal instruction”

1946-57

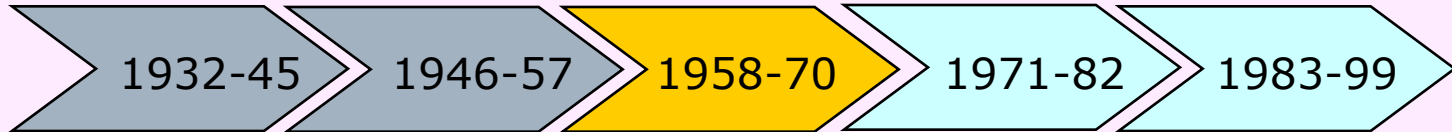


The Post-War Growth Period

- Military training gave prominence to train large number of civilians for the army
- Use of systematic processes to create training
- Stirrings of the audio-visual movement touching schools

“the need to train large number of people raised questions about consistency of content and teaching practice”

1958-70

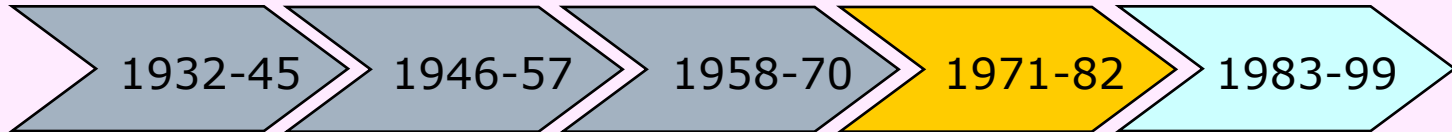


The Federal Aid Boom Period

- Interest in instructional TV, 242 channels
- Computers captured interest,
(IBM developed IBM 650 Inquiry Station,
developed COURSEWRITER for creating
courses with Stanford partnership)

“interactivity made its presence felt”

1971-82

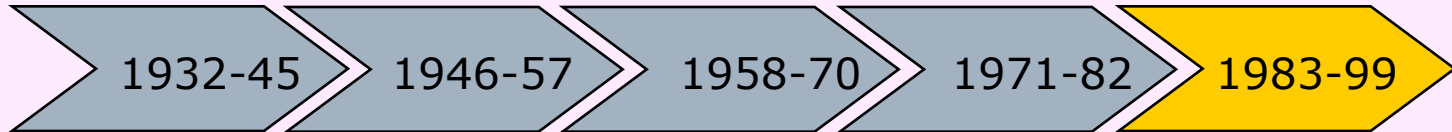


The Dispersion Period

- New cassette technologies—audio and video, replaced instructional films
- Education Technology became a formal discipline, new journals were found

“interactivity is here to stay”

1983-99



The Computer & Internet Period

- The computers became personal - PC
- Analog gave way to digital technology
- **Internet in 1991** (Tim Berners Lee), Netscape in 1994
- Distance learning concept

“interactivity, hypertext, internet, e-learning”

Web 2.0 concept (2004-05)

Web 2.0 is a trend in the use of **World Wide Web technology** and web design that aims to facilitate creativity, information sharing, and, most notably, **collaboration among users**.

These concepts have led to the development and evolution of **web-based communities** and **hosted services**, such as social-networking sites, wikis, blogs etc.

OSCW Beginning

OCW movement began at MIT in USA in 2002.

In April 2001 former president of MIT Charles Vest, officially introduced this concept of OCW. In a press conference he had said "simply put OCW is a natural marriage of American higher education & the capabilities of WWW"

Over the past 10 years MIT's pub courses have grown from 50 to over 2000.

To date 100 million students have used them. More than half the professors use OCW.

Has now spread to more than 120 Universities world wide.

Open Source Courseware (OSCW)

“A free & open digital publication of high quality ed. material organised as courses”

“An OCW is a univ. course that is provided to the public without charge via the internet”

OCW is learning beyond the classroom

OCW is a collaboration of higher ed. institutions & organisations worldwide creating a broad & deep body of open ed. content using a shared model.

Open Courseware (Indian)

- National Program on Technology Enhanced Learning
- **NPTEL is a venture of all IITs with IISc Bangalore. 22 different subjects are covered.**

Open Courseware

- E-gyankosh a National Digital Repository to store, index, preserve, distribute and share the digital learning resources developed by the Open and Distance Learning Institutions in the country, **initiated by IGNOU**. One has to register on the portal, free of cost, to access the course material. **It covers nine LIS topics.**

Open Courseware

- **UGC's Consortium for Educational Communication.**
- Consortium for Educational Communication (CEC) is an inter-university centre on electronic media, established by the University Grants Commission (UGC). (Page not accessible).

OCW – India Corporate Education Initiatives

Shiksha India

([URL:http://www.shikshaindia.org/](http://www.shikshaindia.org/)) Shiksha India is an initiative of the **Confederation of Indian Industry (CII)** and is managed by **the Shiksha India Trust**. Shiksha India works with schools and institutions across India to promote the use of technology to make teaching and learning more effective. Shiksha operates a portal, built with open source tools, to allow teachers to collaborate and engage in discussions concerning elearning, e-teaching, and creative teaching and learning.

India Corporate Education Initiatives

Hole-in-the-Wall (URL: www.hole-in-the-wall.com/) Breaking the traditional confines of a school, Hole-in-the-Wall Education Limited (**HiWEL**) **takes the Learning Station to the playground**; uses a unique collaborative learning approach; and encourages 121 children to explore, learn, and just enjoy. **The first Hole-in-the-Wall computer was installed in 1999 in New Delhi; today, more than 100 are in operation around India. For experts, Hole-in-the-Wall is a “shared blackboard” that children in underprivileged communities can collectively own and access to express themselves, learn, explore together, and at some stage even brainstorm and come up with exciting ideas.**

LISc Courses in India

MLISc (17)

BLISc (26)

Certificate (6)

Diploma (3)

PG Diploma (2)

- Source:

http://www.webindia123.com/career/correspondence/list.asp?action=Certificate+Course+In+Library+%26+Information+Science&cat_Name=Library+and+Information+Science+Related+Courses

e-learning opportunities

E-learning in LIS

- <http://www.librarysupportstaff.com>
- <http://library20.ning.com/profiles/blog/show?id=515108%3ABlogPost%3A30994>
- <http://home.earthlink.net>
- <http://www.oclc.org/americalatina/pt/support/training/firstsearch/tutorial/default.htm>
- <http://www.webjunction.org/do/Navigation?category=442>
- <http://www.ala.org/ala/accreditation/lisdirb/lisdirectory.cfm>
- www.cilip.org.uk
- <http://lu.com/odlis/about.cfm>
- <http://www.loc.gov/rr/askalib/virtualref.html>
- <http://library.boisestate.edu/Reference/BBRIN/jargon.htm>
- <http://www.ipl.org/>

e-learning opportunities

Web-sites for IT

- <http://www.e-learningcenter.com>
- <http://www.e-learningcenter.com/free.htm>

Web-based ENGLISH learning

- http://esl.about.com/cs/onlinecourses/a/a_ecourses.htm
- <http://www.english-online.org.uk/>

Web-links for Indian LANGUAGES

- <http://www.languageshome.com/>

Web-site for Corporate Sector

- <http://www.better-english.com/exerciselist.html>

Examples – Free tutorials

Free computer tutorials

<http://www.homeandlearn.co.uk/>

<http://www.educationonlineforcomputers.com/>

<http://www.teacherclick.com/>

<http://www.businessbookmall.com/Software%20Tutorials%20Internet%20Library.htm>

<http://www.3dtree.com/ev/e/sb.htm>

SLIS - IT knowledge and Skills: diagnostic tool

<http://www.unt.edu/slis/apppacket/ITKS/ITKSassess.htm>

Video tutorials

<http://www.video-tutes.com/>

On variety of subjects from Arts to Travel

<http://www.mytutorials.com/tutorials/>

Free tests, exams and certificates

<http://www.docnmail.com/resources.htm>

Open Courseware (Other)

- **Open CourseWare Consortium (OCW) is a worldwide community of hundreds of higher education institutions and associated organizations committed to advancing Open Courseware and its impact on global education. They offer course materials in a wide range of subjects.**
- Open.Michigan – a University of Michigan initiative. Beside other topics a large no. of LIS topics are covered.

In short

Course should have SMILE

S – Simple

M – Motivating

I – Interactive

LE – Learner-centric environment

Benefits

- Easy to Use - any location and any time and any place
- Operates in real time
- individual, Self directed, self-paced and convenient
- Comprehensive
- Dynamic, interactive
- Quick, moves faster
- Can lead to increased retention & a stronger grasp on the subject , empowering
- Proven and Certified
- Age no bar

Benefits

- less expensive to produce
- Pre and post skill assessments measure the progress
- updation is easy & quick
- easily manageable for large groups of students

Benefits

- Advances knowledge by unlocking information for the benefit of all
- Provides open access to high-quality educational content to educators and learners for whom the material can make the most difference
- Provides a model demonstrating the value of openness
- Institutions, colleges & universities benefit. Both faculty & students also benefit

Open Courseware FINDER

- **OCW Finder provides a search interface to retrieve the open course wares.** The courses can also be browsed through the keywords provided in the first column. Subdivisions of which are presented in the subsequent column.

Project OSCAR – Animations Repository

- Project OSCAR was conceptualized by Professor Sridhar Iyer at IIT Bombay
- **The main goal of Project OSCAR is to build a large repository of web-based, interactive animations & simulations, referred to as Learning Objects (LOs), for teaching & learning concepts in science & technology. These could be useful not only for classroom environment, but also for enabling independent learning & distance education**
- There are a large no. of available animations LOs mostly in Science & Technology at the UG, PG level & even for schools

Knowledge-skill acquisition

According to Guild Research Report 2005

People acquire new knowledge and/or skills through both formal education and training programs and informal learning situations

48% - Through informal learning

29% - By performing the knowledge or skills in on-the-job situations

23% - Through formal education programmes

Biggest advantage for LIS community



Conclusion

The question is no longer if the Internet can be used to transform learning in new and powerful ways. The studies have shown that **it can.**

Nor is the question should we invest the time, the energy, and the money necessary to fulfill its promise in defining and shaping new learning opportunity. **We should.**

It is time **we collectively move the power of the Internet for learning** from promise to practice.

Nothing can replace traditional classroom teaching, but e-learning complements the process and can help reach out to the masses.

Quote

“On the road to e-Learning, make sure that Learning is in the driving seat, and Technology is in the passenger seat with the map. Learning decides the destination, Technology helps you get there.”

Ian Fyfe

Learndirect Scotland

Thank You