

Future of Learninge-Learning

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Abstract

E-Learning is defined as 'learning facilitated and supported through the use of information and communications technology', and covers a spectrum of activities leading to learning that is delivered entirely online. Whatever the technology, learning is the vital element. This paper examines the systematic approach to e-learning and highlights some of the concerns involved.

1. Suggested e- Learning cycle model for effective learning.

1.1 Engage.

This learning phase engages the student's interest, and connects the student to the topic on a personal level. These Web activities are WebQuests, half hour long directed activities that introduce new concepts to students by engaging their interest and curiosity for more.

1.2. Explore.

A student reinforces understanding of concepts, applies the concepts, and practices the process of science through learning activities on the Web and laboratory or field activities in class. The teacher can select activities through Web-based exploratory activities, such as the interactive concept activities.

1.3. Explain.

Students read the text chapter, which develops a biological, social, and historical context for key concepts. This solidifies the students' personal

understanding of key concepts they generated in the Engage and Explore phases. The Explain phase is supported by Web-based tutorials, which utilizes graphics, animation, and interactivity to teach key concepts.

1.4. Evaluate.

The Engage, Concept, and Laboratory components on the Web include self-assessment with each concept and a unit-end self-quiz. At the end of each block of material encompassed by a book chapter, there will be a customizable test bank, which includes short answer questions and problems as well as objective questions.

2. Key benefits of e-learning.

2.1 For many students this has opened up a new, much more flexible and accessible world of learning that was previously closed to them.

2.2 E-Learning can make learning exciting, engaging and compelling. Hard and boring subjects can be made easier, more interesting and appealing with e-learning.

2.3 E-learning means that powerful and enduring learning experiences can be achieved, not just through content, but through the use of online communities and networks. E-Learning can support "learning through reflection and discussion".

2.4 E-Learning empowers learners to manage their own learning and in the most appropriate way for each learner. E-Learning means learners can have access to a wide range of learning resources: both materials and people, and in this way each learner can have an individualized, personalized experience.

2.5 E-Learning is also helping to embed learning within work processes, as organizations have begun to recognize that learning is not something that only takes place in a classroom; so, if employees need answers to problems quickly, they have answers here and now.

2.6 Learning has moved from the classroom onto the desktop and now into the pocket. The term m-learning is used to describe the use of PDAs and mobile phones for learning.

2.7 Many organizations have reported improved time to develop competencies and this reduction in learning time has meant savings on salaries and opportunity costs, and the increased customer and staff satisfaction has led to higher customer and staff retention rates.

3. Some Concerns.

3.1. Implementation strategies.

An independent online learner requires a relatively high level of technical skills to ensure a smooth and problem-free learning experience. It is almost impossible to anticipate the technical problems that can confront learners.

3.2. Providing technical support.

Despite the best efforts, universities and colleges continually experience technical problems that cause a number of the students' serious headaches and which lessen the quality of their learning experiences especially in the first few weeks of the course.

3.3. Administrative support.

Servicing is never as good and many students express dissatisfaction with their learning experiences based on shortcomings in this area.

3.4. Learning skills.

Helping learners to become good online learners demands some proactive measures within and beyond the discrete courses which learners undertake. Online learning on the other hand, provides teachers with opportunities for many different forms of learner activity and students are often expected to be able to accommodate the

requirements of alternative learning designs with little training or re-skilling.

3.5. Teaching Skills

Online teachers are seeing their role in the learning environment requiring high levels of involvement and with that involvement. Thus they are seeing the need for a set of skills and knowledge not likely to have developed from conventional teaching forms.

4. Conclusion.

Learners want a fast and suitable way to learn new skills and information. E-learning is rapidly becoming an essential component of the educational process and brings with it the most significant changes since the introduction of the printing press. With the admitted benefits to organizations and employees too, the trend toward e-learning is growing dramatically.

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