

e-Learning

Description The use of technology provides a range of possible learning experience which is difficult to achieve in the face-to-face classroom. There is a wide range of activities of different levels of sophistication, ranging from as simple as email question and answers, or online forums to highly sophisticated simulations. The following are just a few common ones.

Example 1 *Online Module*

A common but NOT recommended use of the technology is to post the course materials to an online platform for students to download.

Example 2 *Online Peer Critique*

Students upload their assignments to the website so that everyone in the class can view and evaluate the assignments. Students are asked to write comments on two pieces of assignment work done by other classmates and then post them up to the website to facilitate ideas exchange.

Example 3 *Virtual Laboratory*

This is a highly interactive 3-D environment generated by computer programming. It provides for virtual visits and free exploration of different equipment and machines in the laboratory. Some buttons are usually created to allow 360-degree rotation and close-up examination of selected items.

- How Active?**
- Online discussion and sharing makes interactive learning more convenient for students. They can form virtual communities to discuss and work together actively regardless of space and time, and that gives the best solution to the busy students who have the difficulty of finding time to fulfil any teamwork activities.
 - With the advance of technology it is possible to extend the learning far beyond the campus-bound classroom. Students can always get in touch with the most updated information and exchange ideas with overseas students via more advanced audio-visual facilities as used in video-conferencing.

How Related to Real Life? The accessibility to the outside world opens up rich sources for information about the real world. The use of programming techniques also allows real life scenarios which are normally difficult or impossible to be brought to the experience of the students

What Learning Outcomes? While the intellectual outcomes depend on the design of the learning tasks, the active use of the technology for learning in itself is important for enhancing students' IT skills which are so essential in this modern world.