

MINISTRY OF HIGHER EDUCATION AND SCIENTIFIC RESEARCH
UNIVERSITY OF ZIANE ACHOUR OF DJELFA

Faculty of Letters, Languages and Arts,

Department of English

Module: Elearning

Level: Bachelors' 1

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LECTURE ONE: Introduction to Elearning

Objectives of the lecture

Upon successful completion of the lecture, students shall be able to:

- 1- Define « Elearning »;
- 2- Have an idea about the historical background of elearning;
- 3- know the types of elearning programs;
- 4- Know some advantages and disadvantages of elearning courses.

Lecture outline

- 1- Definition of « elearning »;
- 2- Emergence and development of elearning;
- 3- Types of elearning
- 4- Cons and pros of elearning;
- 5- Assessment activity.

Definition of elearning

- Girmes (1999) defines elearning as a learning method in which the teaching materials are accessible to a large group of anonymous consumers via modern technology without temporal or local restrictions.
- The European Commission defined elearning as the use of new multimedia technologies and the Internet to improve the quality of learning by facilitating access to resources and services as well as remote exchanges and collaboration. It has, then, lately supplemented the above definition by adding that ““e-learning” has become shorthand for a vision in which Information and Communication Technologies (ICT)-mediated learning is an integral component of education and training systems. In such a scenario, the ability to use ICT becomes a new form of literacy - "digital literacy". Digital literacy thus becomes as important as "classic" literacy and numeracy were one hundred years ago; without it, citizens can neither participate fully in society nor acquire the skills and knowledge necessary for the 21st century” (<https://eur-lex.europa.eu/legal-content/EN/TXT/HTML/?uri=CELEX%3A52002PC0751>).

Emergence and development of elearning

In fact, tracing back the emergence of elearning inevitably requires us to go back in time to the first times learning was offered remotely. This should pave a way for understanding, then, the development of learning into elearning, or the use of Information and Communication Technology, and, then, Internet.

According to Nipper (1989), there are 3 different generations of distance learning; these are often labeled:

1- Correspondence: using postal services to deliver printed materials to learners;

2- Multimedia: using prints, videos, audios, etc.;

3- Combination of broadcast media and teleconferencing: using print materials and videoconferencing; this implies use of computers.

In 2001, Taylor (2001) suggests two more generations; these are:

4- Flexible learning based on online teaching: this requires computer literacy because students need to have access to computers in order to learn;

5- Exploiting intelligent digital technologies: in addition to the requirement of computer literacy, students need to have access to Internet, and to « intelligent » digital technology allowing them to learn.

In more recent times, elearning has become a necessity. This is proved by huge demand placed on distance courses, and the creation of websites particularly dedicated to this. As a result, new concepts have emerged: Online tutoring, online schools, etc., and new programs allowing flexible elearning delivery have been developed: Zoom, Google Meet, Google Classroom, etc.

Types of elearning programs

- Literature related to the types of elearning programs show that the number of these may be more than it may seem. However, in terms of frequency, there're three main types: Synchronous learning, Asynchronous learning, and Blended learning.
- Synchrons Learning: where the learning happens at the real-time. Synchronous learning be through virtual classrooms, for instance;
- Asynchrons Learning: teaching of a group of people at their own pace and according to their own schedule. Learners and their instructor are not connected at real-time. Learners do not access learning material simultaneously. An example of this type a 3-day leadership program that aims to teach learners how to be leaders. This type of learning may use media that is not simultaleous (blogs for instance);
- Blended Learning: a mix of synchronous and asynchronous learning.

Assessment

- In light of the above, try your hand at doing answering the questions in the form below:
- Copy the link of the form and answer the questions. The deadline for submission of this activity is set for Thursday 17, Oct. 2024.
<https://forms.gle/UWYEP47vMsXH2LsQ6>