Frequently Asked Questions (FAQs)

Migration to E-Learning (For Instructors)

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1. **What is eLearning?**
   Using electronic devices (computers, tablets, phones) to deliver educational or training content to learners.

2. **Why eLearning?**
   Quick, easy, and effective way to reach any number of learners compared to the traditional form of learning (face to face/classroom).

3. **Where can eLearning be implemented?**
   - Anytime, anyplace, anywhere. eLearning can be synchronous or asynchronous.
   - **Synchronous**: Learning/Instruction is delivered in real time. Learners gather in a virtual environment in online meetings, video conferences and chats.
   - **Asynchronous**: Learning not delivered in real time or in person. Learners learn from prerecorded material and can complete the course independently at their own pace.

4. **How can eLearning be successful?**
   - **Identify learner’s needs**: Look beyond your learner’s subject knowledge and ability and understand their expectations and what motivate them.
   - **Create a plan and set goals**: Create a detailed course outline, set clear expectations, structure the course, and ensure learning outcomes align with the learning goals.
   - **Apply active learning**: The more interactivity, the greater the degree of engagement. Include interactive videos, quizzes, drag and drop interactions and branching scenarios.
   - **Measure and track effectiveness**: Use Kirkpatrick Model. Use pre and post assessments to evaluate the Knowledge, Skills and Abilities (KSAs).

5. **What are some of the popular and effective eLearning models?**
   - **Analysis, Design, Develop, Implement and Evaluate (ADDIE)**: Framework to create effective eLearning.
   - **Successive Approximation Model (SAM)**: Is an iterative design and delivery model to meet the immediate demands of training.
   - **Merrill’s Principles of Instruction (MPI)**: They are a set of interrelated principles, when applied in an instructional increases learning.
6. What are some of the eLearning Strategies?

- **Dick and Carey**: Focus is on the interrelationship between context, content, learning and instruction.
- **Gagne’s Nine Events of Instruction**: The series of nine events assists educators to become organized and stay focused on the instructional goals.
- **Bloom’s Taxonomy**: Establishes learning objectives to describe and organize the different levels of cognitive learning.
- **Attention, Relevance, Confidence and Satisfaction Model (ARCS)**: Focuses on the motivational aspects of learning environment and creates motivational elements for learners.

7. How to avoid online learner isolation?

- Virtual study groups
- Video conferencing using webcam
- Voice chats
- Online chats
- Online workshops
- Discussion Boards
- Online Forums

8. What are the benefits of online learning?

- Flexibility
- Comfort
- Self-paced

9. What are some of the best practices in online learning?

- Share clear expectations
Focus on pedagogy
Create safe and supportive learning environment
Engage learners through emotional connect with content
Make materials and resources accessible
Identify obstacles
Provide opportunities for discussions
Apply concepts within case studies
Encourage practice activities and reflection
Less is more
Adopt bite sized content

Difference between AR and VR:
  a. AR: Easier to engage with real world environment
  b. VR: Explains a concept in a hypothetical environment

10. How is online learning best presented to learners by the inclusion of Virtual Reality (AR)/Augmented Reality (AR)?
  Enhances course content
  Teaches learners content; especially when learners do not have access to a lab
  Cost-effective
  Active learning
  Scaffolding approach: Guided practice

11. What are some of the open sources/tools available?
  - Khan Academy
  - Open edX
  - Moodle
  - YouTube Creative Commons
  - skillsoft
  - Kahoot
  - OER Commons
  - MOOCs
  - Grammarly
  - Canva
  - Pexels
  - Unsplash
  - Coursera
  - Camtasia

12. What are some of the most popular authoring tools for eLearning?
  - Articulate Storyline
  - Articulate Rise
  - Adobe Captivate
  - Elucidat
  - Gomo
  - Lectora
  - Adapt
  - iSpring Suite
13. What are some popular Learning Management Systems (LMS)?
   - Canvas
   - Blackboard
   - Google Classroom
   - EducateWorkforce

14. What are some other supplemental resources for eLearning?
   - Online Workshops
   - Online associations that promote learning
   - Blogs
   - eBooks
   - Videos
   - Podcasts
   - Online worksheets
   - Checklists
   - Job aids
   - Glossaries

15. What tools are used by instructors to enhance eLearning presentations?
   - Smartboard technology
   - Unity 3D
   - Unreal
   - MATLAB
   - Stylus and other annotation devices

16. What are some mistakes to avoid while creating an online learning course?
   - Avoid a lot of text
   - Avoid cramming content
   - Avoid clutter in design
   - Avoid using the first version of your course
   - Avoid keeping courses stagnant and not updating them
   - Avoid trying to create a course alone
   - Avoid poor quality content and design
   - Avoid using too many technology tools
   - Avoid using only exams to measure learner effectiveness

17. How to support all learners?
   - Make course welcoming
   - Ensure imagery represents learners of all diversities
   - Adopt Universal Design Principles (UDL) to optimize learning effectiveness
   - Make content accessible to people with disabilities
   - WCAG
   - ADA
   - 508