Moodle E Learning Course Development Third Edition

This book presents a collection of different researches and results on "e-learning". The chapters cover the deficiencies, requirements, advantages and disadvantages of e-learning and distance learning. So, the authors reported their research and analysis results on "e-learning" according to their areas of expertise.

A guide with practical examples that gives you hands-on knowledge in creating learning environments for Mobile devices using Moodle, while also empowering you to create your own effective mlearning course designs."Moodle for Mobile Learning" is primarily aimed at Moodle course practitioners – teachers, tutors, instructors, and learning and development professionals. It does not require you to have an in-depth knowledge about any mobile technologies. It is for anyone who has the desire to deliver great courses that allow their learners to interact using the devices in their pockets.

Offers comprehensive coverage of the issues, concepts, trends, and technologies of distance learning.

Effortlessly ensure your application's code quality from day 1 About This Book Customize your Moodle 3.x app. Leverage the new features of Moodle 3.x by diving deep into the Moodle development eco-system. Cater to heavy user traffic, customize learning requirements and create custom third party plugins. Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed. You must have medium-level PHP programming knowledge. You should be familiar with HTML and XML protocols. You do not need to have prior knowledge of Moodle-specific terminology What You Will Learn Work with the different types of custom modules that can be written for Moodle 3.x Understand how to author custom modules so they conform to the agreed Moodle 3.x development guidelines Get familiar with the Moodle 3.x architecture—its internal and external APIs Customize Moodle 3.x so it can integrate seamlessly with third-party applications of any kind Build a new course format to specify the layout of a course Implement third-party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e-learning apps that cater to different user's segments and are visually appealing as well. This book explains how the Moodle 3.x platform provides a framework that allows developers to create a customized e-learning solution. It begins with an exploration of the different types of plugin.. We then continue with an investigation of creating new courses. You will create a custom plugin that pulls in resources from a third-party repository. Then you'll learn how users can be assigned to courses and granted the necessary permissions. Furthermore, you will develop a custom user home. At the end of the book, we'll discuss the Web Services API to fully automate Moodle 3.x in real time. Style and approach This book takes a step-by-step practical approach with every step explained in great detail using practical examples. You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented.

Build customized themes to make your Moodle courses engaging and interactive About This Book Leverage the power of Moodle 3 to create interactive and engaging themes for your courses Experience and integrate the power of Bootstrap and CSS into your Moodle app Implement your plans with illustrative examples to become a top notch designer Who This Book Is For If you are a Moodle administrator, developer, or designer and wish to enhance your Moodle site to make it visually attractive, then this book is for you. You should be familiar with web design techniques such as HTML and further experience with CSS would be helpful. What You Will Learn Plan a personalized Moodle theme from start to finish Install a Moodle theme in different operating systems and change Moodle's theme settings Add your own customized logo and test your changes in several web browsers Customize the Moodle site to fit in with other elements such as websites and social networks, among others Create a design mock-up using graphics software Design themes that are capable of working with a huge number of different resolutions, screen sizes, screen orientations, and pixel densities Work with code to adjust the theme to users requirements Create new custom icons for your theme In Detail Theming is one of the main features of Moodle, and it can be used to customize your online courses and make them look exactly how you want them to,according to your target audience. If you have been looking for a book that will help you develop Moodle themes that you are proud of, and that your students will enjoy, then this is the book for you. We start off by introducing Moodle 3 and explaining what it is, how it works, and what tools you might need to create a stunning Moodle theme. We then show you how to choose and change the pre-installed Moodle themes in detailed steps, and explain what Moodle themes are and how they work. Next, we show you how to change an existing theme and test the changes that you have made. You can not only plan the customization of theme, but also tailor it using advanced Moodle theming processes; this book is your one-stop guide to creating your own personalized Moodle 3 theme. Style and approach This book acts as a comprehensive guide which helps you to create visually stunning and responsive themes to add that extra edge to your Moodle apps.

This book constitutes the thoroughly refereed post-conference proceedings of the First International Conference on E-Learning, E-Education, and Online Training (eLEOT 2014) held in Bethesda, MD, USA, in September 2014. The 22 revised full papers presented were carefully reviewed and selected from numerous submissions and focus topics such as web based tools, augmented reality, mobile learning, teaching frameworks and platforms, virtual learning environments.

Use game elements in Moodle courses to build learner resilience and motivation About This Book Formulate a Moodle course that acts as a flexible framework ready for your own content Keep learners engrossed and create opportunities for motivation through the concepts of status, access, and power A resourceful guide to innovative learning using automatic reports, assessments, and conditional release of activities Who This Book Is For This book has been designed for teachers who to use technology to create more engaging learning experiences for both online learning and in face-to-face sessions. This book will especially appeal to people who are interested in the underlying mechanics of play and games and want to know more about applying these concepts in an educational context. It is assumed that you are a teacher and expert in your field, have basic computer skills, and have access to the Internet. What You Will Learn Set up a scoring system using Moodle Gradebook Enable communication and collaboration in your class as a Learning Community using forums Assess your learners' abilities by setting up challenges and quests Configure gateways to check and ensure progress before new content or activities are released Create Moodle assignments to provide effective feedback through a comment bank and custom scale Issue Open Badges to recognize achievements and set up an online backpack to share digital badges Reduce anxiety for learners by using the

game-like concept of "Levelling Up" In Detail This book describes how teachers can use Gamification design within the Moodle Learning Management System. Game elements can be included in course design by using, badges, rubrics, custom grading scales, forums, and conditional activities. Moodle courses do not have to be solo-learning experiences that replicate Distance Education models. The Gamification design process starts by profiling players and creating levels of achievement towards meeting learning outcomes. Each task is defined, valued, and sequenced. Motivation loops are devised to keep the momentum going. In a gaming studio, this approach would require a team of specialists with a large budget and time frames. Preparing for a class rarely has these optimal conditions. The approach used in this book is to introduce game elements into the course design gradually. First, apply gamification to just one lesson and then build up to gamifying a series of lessons over a term. Each example will indicate the difficulty level and time investment. Try it out to see what is most effective with your learners and choose wisely in your use of technology. By the end of this book, you will be able to create Moodle courses that incorporate choice, communication, challenge, and creativity. Style and approach An easy-to-follow guide full of screenshots and step-by-step instructions with estimated time frames required to accomplish numerous tasks. Tips are offered for new Moodlers and plugin extensions are suggested for advanced Moodlers. The focus of the book is on why you would want to use each activity rather than detailed technical descriptions.

Neither an academic tome nor a prescriptive 'how to' guide, The Theory and Practice of Online Learning is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "The Theory and Practice of Online Learning" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations.

E-Learning offers many opportunities for individuals and institutions all over the world. Individuals can access to education they need almost anytime and anywhere they are ready to. Institutions are able to provide more cost-effective training to their employees. E-learning context is very important. It is common to find educators who perceive e-learning as internet-only education that encourages a static and content-focused series of text pages on screen. Others envisage the shallow and random online messages that are typical of a social real-time chat session, and wonder how that type of communication could add any value to academic discourse. Some may have experienced e-learning done poorly, and extrapolate their experience into a negative impression of all e-learning. The book will examine the emergence and growth of e-learning. The use of the "e" prefix indicates the application of information and communication technology (ICT) in government, finance, and all forms of socio-economic and community development. This eBook is designed and presented in two volumes. The first volume consists of the country cases of Algeria, Belarus, Bulgaria, Egypt, Estonia, Finland, Greece, Jordan, Hungary, Iraq, Iran, Israel, Kazakhstan, Kyrgyzstan, Latvia, Lithuania, Macedonia, Moldova, and Morocco. The second volume gives a place to the country cases of Norway, Oman, Palestine, Poland, Romania, Russia, Saudi Arabia, Serbia, Slovakia, Slovenia, Sweden, Syria, Tajikistan, Tunisia, Turkey, Ukraine, United Arab Emirates and Uzbekistan. So, the book consists of more than 70 authors from 39 different countries and from 42 universities and 14 institutions with company for all 42 chapters. (Individual chapters contain references.) ["Cases on Challenges Facing E-Learning and National Development: Institutional Studies and Practices. Volume II" was co-edited by Leena Vainio, Mehmet Can Sahin, Gulsun Kurubacak, Petri T. Lounaskorpi, S. Raja Rao, and Carlos Machado. For Volume I, see ED508217.].

Fast-paced guide for designing effective Moodle courses; experiment with Moodle's features for free using MoodleCloud Key Features Apply principles of instructional design to create great Moodle learning experiences Enhance collaboration and spur creativity with Moodle Bring together instructional materials, social interaction, and student management functions in your courses Book Description Moodle is a leading virtual learning environment for your online course. This book incorporates the principles of instructional design, showing you how to apply them to your Moodle courses. With this guidance, you will develop and deploy better courses, content, and assessments than ever. This book will guide you as you learn how to build and incorporate many different types of course materials and dynamic activities. You will learn how to improve the structure and presentation of resources, activities, and assessments. All this will help you to create better for self-led courses, instructor-led courses, and courses for collaborative groups. The use of multimedia features to enhance your Moodle courses is also explained in this book. Our goal is to encourage creativity, and the free MoodleCloud hosting option is an ideal place for teachers, students, trainers, and administrators to jump in and play with all the new features, which include powerful new plug-ins, new resources, and activities. Moodle can be your sandbox as well as your castle of learning! With this book, you will build learning experiences that will last your learners' lifetimes. What you will learn Build a course structure that fits your goals Design a unique appearance Manage the resources and activities Tips for better organization of your course content Select and set up assessments Include effective instructional strategies Incorporate competency frameworks Run and archive webinars Motivate learners by incorporating badges Explore MoodleCloud Who this book is for If you create courses with Moodle, this book is for you. It can be used by teachers, instructors, training managers, Moodle administrators, instructional technologists, instructional designers, and e-learning entrepreneurs. Prior experience with Moodle will be helpful.

Providing a range of different practical and theoretical perspectives and summarising guidelines for best practice, this book considers the key concerns involved in the provision of e-learning for disabled students in Higher and Further Education.

Shows how and why different kinds of tertiary education institutions engage in e-learning.

"Packed with clear step-by-step instructions, plenty of screenshots, and thorough explanations, this book guides you through the many features and options that you have to choose from when using Moodle 2.8. Throughout this book, you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought processes that goes into developing a successful course."--Back cover.

This book contains everything you'd expect from an introduction to Moodle: clear step-by-step instructions, plenty of screenshots, explanations and guides through the many features and options that you have to choose from. Throughout the book you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought that goes into developing a successful course. This book is for anyone who wants to get the best from Moodle. Beginners will get a thorough guide to how the software works, with great ideas for getting off to a good start with their first course. More experienced Moodle users will find powerful insights into developing more successful and educational courses.

The fun and friendly guide to the world's most popular onlinelearning management system Modular Object Oriented Dynamic Learning Environment, also knownas Moodle, is an online learning management system that createsopportunities for rich interaction between educators and theiraudience. However, the market has been lacking a simple,easy-to-understand guide that covers all the essentials ofMoodle?until now. Using straightforward language and anentertaining tone to decipher the intricate world of Moodle, thisbook provides you with the resources you need to take advantage ofall the eLearning and eTraining possibilities that Moodleoffers. Offers a hands-on approach to learning Moodle, therevolutionary online learning management system Uses simple language peppered with good humor to break

down thecomplexities of Moodle into easily digested pieces ofinformation Caters to the specific needs of teachers and business trainersby providing the resources they need Moodle For Dummies provides you with the tools you needto acquire a solid understanding of Moodle and start implementingit in your courses.

Global Perspectives on E-Learning: Rhetoric and Reality presents several cases of international online education and the rhetoric that surrounds this form of teaching and learning. Editor Alison A. Carr-Chellman examines the impact of online distance education throughout the world in an effort to understand more deeply the merits of such initiatives. Written from a critical perspective, the book sheds light on some of the problems faced by international distance educators. It particularly focuses on who benefits, and who does not, by the advance of international e-learning and how we can respond to the needs of the disenfranchised. This book is intended to supplement what has to this point been largely a positive, how-to literature in distance education. It offers a balanced perspective on the problems and possibilities of distance education worldwide.

This third edition of the classic resource, Building Expertise draws on the most recent evidence on how to build innovative forms of expertise and translates that evidence into guidelines for instructional designers, course developers and facilitators, technical communicators, and other human performance professionals. Ruth Colvin Clark summarizes psychological theories concerning ways instructional methods support human learning processes. Filled with updated research and new illustrative examples, this new edition offers trainers evidence-based guidelines to help them accelerate genuine expertise within their organizations.

In this book, we can read about new technologies that enhance training and performance; discover new, exciting ways to design and deliver content; and have access to proven strategies, practices and solutions shared by experts. The authors of this book come from all over the world; their ideas, studies, findings and experiences are beneficial contributions to enhance our knowledge in the field of e-learning. The book is divided into three sections, and their respective chapters refer to three macro areas. The first section of the book covers Instructional Design of E-learning, considering methodology and tools for designing e-learning environments and courseware. Also, there are examples of effective ways of gaming and educating. The second section is about Organizational Strategy and Management. The last section deals with the new Developments in E-learning Technology, emphasizing subjects like knowledge building by mobile e-learning systems, cloud computing and new proposals for virtual learning environments/platforms.

If you are an educator creating a course for edX or a corporate trainer using Open edX for large-scale learning and development initiatives, then edX E-Learning Course Development is the ideal book for you.

Explore effective learning programs with the father of e-learning Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization Discuss the experiences of others via targeted case studies, which cover good and not so good e-learning projects Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.

The International Handbook of e-Learning, Volume 1 provides a comprehensive compendium of research and theory in all aspects of e-learning, one of the most significant ongoing global developments in the entire field of education. Covering history, design models, instructional strategies, best practices, competencies, evaluation, assessment, and more, these twenty-seven contributions tackle the tremendous potential and flexibility inherent to this rapidly growing new paradigm. Past and present empirical research frames each chapter, while future research needs are discussed in relation to both confirmed practice and recent changes in the field. The book will be of interest to anyone seeking to create and sustain meaningful, supportive learning environments within today's anytime, anywhere framework, from teachers, administrators, and policy makers to corporate and government trainers.

Part of the groundbreaking Connecting with e-Learning series, A Guide to Authentic e-Learning provides effective, working examples to engage learners with authentic tasks in online settings. As technology continues to open up possibilities for innovative and effective teaching and learning opportunities, students and teachers are no longer content to accept familiar classroom or lecture-based pedagogies that rely on information delivery and little else. Situated and constructivist theories advocate that learning is best achieved in circumstances resembling the real-life application of knowledge. While there are multiple learning design models that share similar foundations, authentic e-learning tasks go beyond process to become complex, sustained activities that draw on realistic situations to produce realistic outcomes. A Guide to Authentic e-Learning: develops the conceptual framework for authentic learning tasks in online environments provides practical guidance on design, implementation, and evaluation of authentic e-learning tasks includes case

studies and examples of outcomes of using authentic e-learning tasks Written for teaching professionals in Higher Education who teach online, A Guide to Authentic e-Learning offers concrete guidelines and examples for developing and implementing authentic e-learning tasks in ways that challenge students to maximize their learning. This essential book provides effective, working examples to engages learners with authentic tasks in online learning settings.

You've heard about the learning content management system with the funny name, and wondered if it's right for your students. This book explains Moodle and what you can do with it.

*Covers design, packaging, construction, assembly, and application of all three approaches to Area Array Packaging: Ball Grid Array (BGA), Chip Scale Package (CSP), and Flip Chip (FC) *Details the pros and cons of each technology with varying applications *Examines packaging ramifications of high density interconnects (HDI)

A complete guide to successful learning using Moodle.

About the Book Become an eLearning Champion, dedicated to learning professionals, is a distillation of CommLab India's 20 years' experience in instructional design, eLearning, corporate training, and technology-enabled learning. It aims to empower learning professionals to champion eLearning in their organizations. Armed with practical insights, implementation ideas, best practices, and more, they can ensure their training programs nurture employees and help them be current, competitive, and agile contributors to the organization's bottom and top lines in today's dynamic business environment. This book offers a holistic view of eLearning - the basics, evergreen essentials, trends that are becoming the norm, theoretical frameworks and more - a training connoisseur's delight!

With the resources provided by communication technologies, E-learning has been employed in multiple universities, as well as in wide range of training centers and schools. This book presents a structured collection of chapters, dealing with the subject and stressing the importance of E-learning. It shows the evolution of E-learning, with discussion about tools, methodologies, improvements and new possibilities for long-distance learning. The book is divided into three sections and their respective chapters refer to three macro areas. The first section of the book covers methodologies and tools applied for E-learning, considering collaborative methodologies and specific environments. The second section is about E-learning assessment, highlighting studies about E-learning features and evaluations for different methodologies. The last section deals with the new developments in E-learning, emphasizing subjects like knowledge building in virtual environments, new proposals for architectures in tutoring systems, and case studies.

Moodle is the leading open source e-learning management system. Using Moodle, teachers and professors can easily construct richly-textured web-based courses. A course can consist of a number of lessons, with each lesson including reading materials; activities such as quizzes, tests, surveys, and projects; and social elements that encourage interaction and group work between students. Packed with clear step-by-step instructions, plenty of screenshots, and thorough explanations, this book guides you through the many features and options that you have to choose from when using Moodle 2.8.

Throughout this book, you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought processes that goes into developing a successful course. This book will show you how to use every feature of Moodle to meet your course goals. Moodle is relatively easy to install and use, but the real challenge is to develop a learning process that leverages its power and maps effectively onto the content-established learning situation. This book guides you through meeting that challenge.

This volume includes contributions based on selected full papers presented at the 11th Pan-Hellenic and International Conference "ICT in Education", held in Greece in 2018. The volume includes papers covering technical, pedagogical, organizational, instructional, as well as policy aspects of ICT in Education and e-Learning. Special emphasis is given to applied research relevant to the educational practice guided by the educational realities in schools, colleges, universities and informal learning organizations. This volume encompasses current trends, perspectives, and approaches determining e-Learning and ICT integration in practice, including learning and teaching, curriculum and instructional design, learning media and environments, teacher education and professional development. It is based on research work originally presented in the conference, but the call for chapters was open and disseminated to the international community attracting also international contributions. Includes original research and development work on e-Learning; Addresses both theoretical and technical aspects of e-Learning; Includes invited articles from the 11th Pan-Hellenic Conference on ICT in Education.

Customize and extend Moodle using its robust plug-in systems.

Using Moodle is a complete, hands-on guide for instructors learning how to use Moodle, the popular course management system (CMS) that enables remote web-based learning and supplements traditional classroom learning. Updated for the latest version, this new edition explains exactly how Moodle works by offering plenty of examples, screenshots and best practices for its many features and plug-in modules. Moodle gives teachers and trainers a powerful set of web-based tools for a flexible array of activities, including assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. This book is not just a how-to manual. Every chapter includes suggestions and case studies for using Moodle effectively. By itself, Moodle won't make your course better. Only by applying effective educational practices can you truly leverage its power. With this book, you will: Get a complete overview CMS in general and Moodle in particular. Review Moodle's basic interface and learn to start a course. Learn to add Moodle tools to your course, and how different tools allow you to give quizzes and assignments, write journals, create pathed lessons, collaboratively develop documents, and record student grades. Discover some of the creative ways teachers have used Moodle. There are plenty of ideas for effectively using each tool. Effectively manage your Moodle course, such as adding and removing users, and creating user groups. Learn to use Moodle's built-in survey functions for assessing your class. Find out how to administer an entire Moodle site. A system administrator usually handles these functions, but if you're on your own, there's a lot of power behind the curtain. Using Moodle is both a guide and a reference manual for this incredibly powerful and flexible CMS. Authored by the Moodle community, this authoritative book also exposes little known but powerful hacks for more technically savvy users, and includes coverage of blogs, RSS, databases, and more. For anyone who is using, or thinking of using, this CMS, Using Moodle is required reading.

A complete guide on course development and delivery using Moodle 3.x About This Book Get the best out of the latest Moodle 3 framework to ensure successful learning Gain experience in creating different kinds of courses Create your first Moodle VR app using the Moodle VR toolset Who This Book Is For This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses. What You Will Learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia content to your site Allow students to enroll themselves or invite other students to join a course In Detail Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through

meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successfu ...

This book is to explores a variety of facets of online learning environments to understand how learning occurs and succeeds in digital contexts and what teaching strategies and technologies are most suited to this format. Business, health, government and education are some of the core sectors of society which have been experiencing deep transformations due to a generalized digitalization. While these changes are not novel, the swift progress of technology and the rising complexity of digital environments place a focus on the need for further research and novel strategies. In the context of education, the promise of increased flexibility and broader access to educational resources is impelling much of higher education's course offerings to online environments. The 21st century learner requires an education that can be pursued anytime and anywhere and that is more aligned with the demands of a digital society. Online education not only assists students to success-fully integrate a workforce that is increasingly digital, but it helps them to become more comfortable with the use of technology in general and, hence, more prepared to be prolific digital citizens. The variety of settings portrayed in this volume attest to the unlimited opportunities afforded by online learning and serve as valuable evidence of its benefit for students' educational experience. Moreover, these research efforts assist a more comprehensive reflection about the delivery of higher education in the context of online settings. Your Microlearning Primer Microlearning. Is it a text message or a video? Does it need to be shorter than five minutes? Do you just "chunk" a longer course into smaller pieces? Find the answers to these and other questions in this concise, comprehensive, and first-of-its-kind resource that will accommodate the most- and least-informed about microlearning. Gleaning insights from research, theory, and practice, authors Karl M. Kapp and Robyn A. Defelice debunk the myths around microlearning and present their universal definition. In Microlearning: Short and Sweet, they go beyond the hypothetical and offer tips on putting microlearning into action. Recognizing what makes microlearning effective is critical to avoiding costly, wasteful investments in the latest learning trend or newest shiny object. Only by understanding the nuances behind it can you decide what format and style suits your needs. Whether you are creating an individual product or a series of learning solutions, you need to follow a well-designed plan. This book guides readers through how, when, and why to design, develop, implement, and evaluate microlearning. Case studies punctuate what works and what doesn't. User-friendly and highly accessible, this book is a must-have for instructional designers and anyone interested in microlearning.

A complete guide on course development and delivery using Moodle 3.x Key Features Get the best out of the latest Moodle 3 framework to ensure successful learning Create 3rd party plugins and widgets and secure your course efficiently Create your first Moodle VR app using the Moodle VR toolset Book Description Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course. What you will learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia content to your site Allow students to enroll themselves or invite other students to join a course Who this book is for This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

This ultimate roadmap covers the entire e-learning landscape. Why do we even need e-learning? What is an LMS? How do I write a storyboard? If you're delving into e-learning and are coming up with more questions than answers, this guide is the high-level overview you've been looking for. In this book, e-learning development experts and educators Diane Elkins and Desire Pinder deliver a comprehensive examination of the e-learning process from the ground up. E-Learning Fundamentals provides the base of knowledge necessary to tackle everything from early concepts of e-learning down to its execution. Throughout, you'll find vignettes that bring concepts to life as well as checklists and practical tools for designing and developing your first e-learning course. In this book you will: dive into the basics of e-learning design and development explore the e-learning course design and development process--from analysis through evaluation learn to write and storyboard a course, construct test questions, choose media, put the course together, and establish a thorough review process.

A complete guide on course development and delivery using Moodle 3.x Key Features Get the best out of the latest Moodle 3 framework to ensure successful learning Create 3rd party plugins and widgets and secure your course efficiently Create your first Moodle VR app using the Moodle VR toolset Book Description Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential.

Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course. What you will learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia content to your site Allow students to enroll themselves or invite other students to join a course Who this book is for This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

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