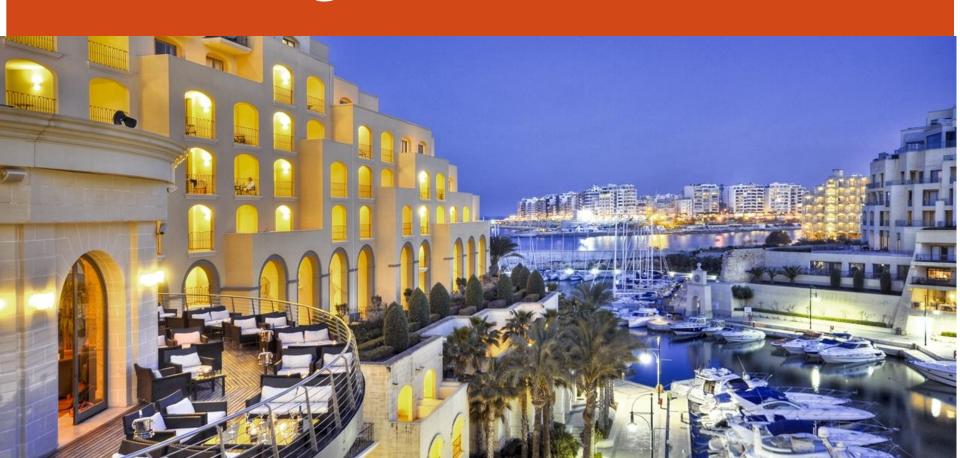
E-learning in medicine education



E-learning in medicine education

Lalit Garg,

Senior Lecturer, University of Malta, Malta Honorary Lecturer, University of Liverpool, UK

e-mail: lalit.garg@um.edu.mt

web: http://lalitgarg.info/

Phone: +356-2340-2112



Please

• Tell us your name





Please

- Tell us your name
- Your FYP topic:





Please

- Tell us your name
- Your FYP topic:
- Why this study unit but not any other:
 - CIS3107 Advanced Databases: Data Mining and Warehousing CIS3104 Computer Graphics Applications
 - CIS3101 Cloud Computing
 - CIS3041 Security, Quality and Risk Issues in I.S.





Please

- Tell us your name
- Your FYP topic:
- Why this study unit but not any other:
- What you hope to get out of it





Digital natives

Technology codes our minds, changes our OS







Today's children

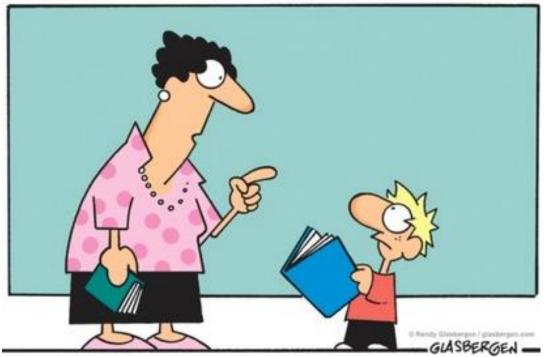


"No, you weren't downloaded. Your were born."

Aphek E (2007), Digital, Highly Connected Children: Implications for education. http://www.creativityatwork.com/digital-connected-children-implications-for-education/ (Accessed on October 7th, 2013)







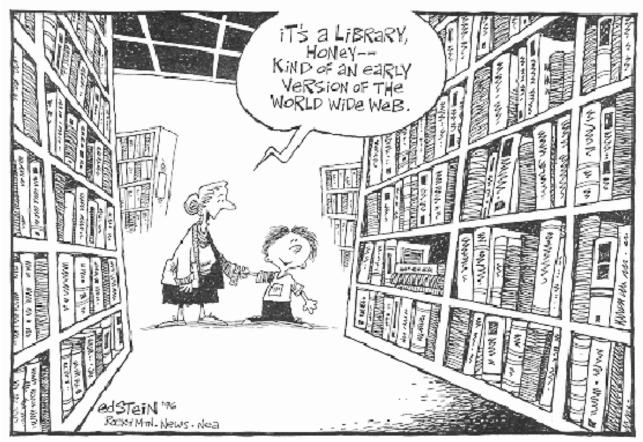
"It's called 'reading'. It's how people install new software into their brains"

Glasbergen R (2010), Elementary School. Education Cartoons, Cartoons About Education Topics by Randy Glasbergen.

http://www.glasbergen.com/baby_cartoons/ (Accessed on October 7th, 2013)

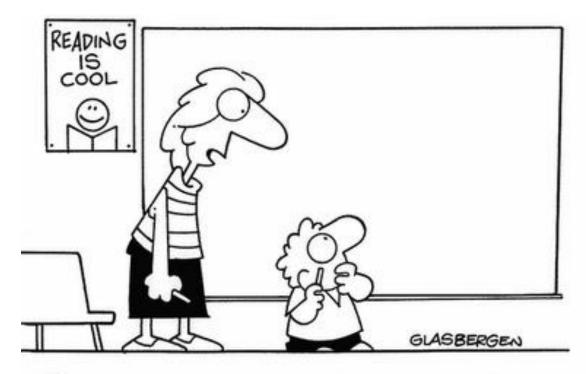






Glasbergen R (2012), Friday Funny: Teaching Library Skills (the futility of?), http://www.glasbergen.com/baby_cartoons/





"There aren't any icons to click. It's a chalk board."

Glasbergen R (2010), Elementary School. Education Cartoons, Cartoons About Education Topics by Randy Glasbergen.

http://www.glasbergen.com/baby_cartoons/





what?! that's a COMPUTER? back in my day, they were the size of books what's a

Ebook Friendly (2013), The size of the book [cartoon] Via Toothpaste For Dinner, http://ebookfriendly.com/wp-content/uploads/2011/09/the-size-of-books.gif



Traditional way doesn't work



Animation Library (2010), Calvin cheating in school and being hit on the head by his teacher, Animation Library,

http://www.gifs.net/Animation11/Creatures and Cartoons/Cartoon Characters/calvin at school.gif





How should we teach



"Take out your phones. Open the American History app and turn to the page about George Washington."

Bacall A (2011), Education Cartoons,

http://www.cartoonstock.com/directory/e/education.asp





Learner's expectations



Campbell D (2012), Future-Internet, http://www.tonybates.ca/wp-content/uploads/Future-Internet.jpg





E-learning models

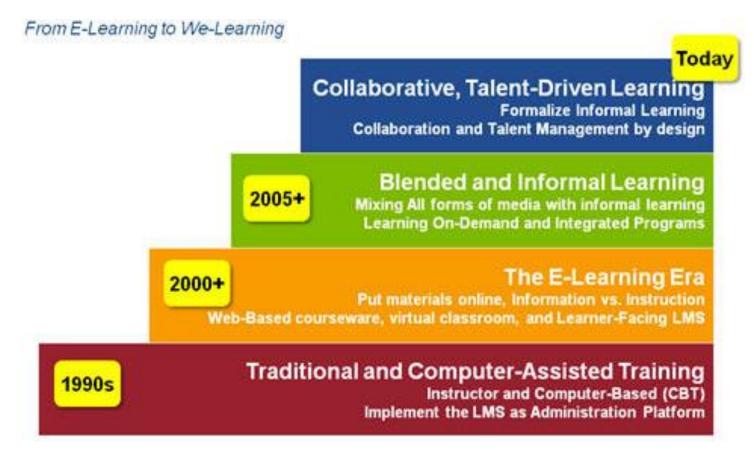


Smith C (2012), Models of e-learning, E-learning without the fuss, http://nwmentor.blogspot.com/





From E-learning to We-learning

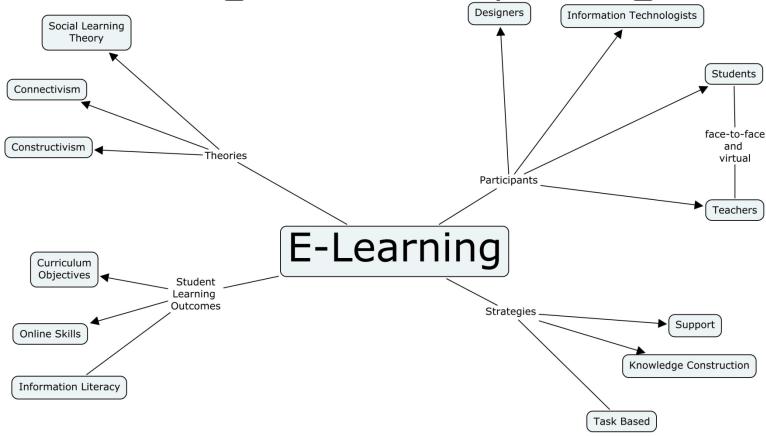


Bersin by Deloitte (2009), From E-Learning to We-Learning, http://joshbersin.com/2009/09/25/from-e-learning-to-we-learning/





E-learning framework/ design

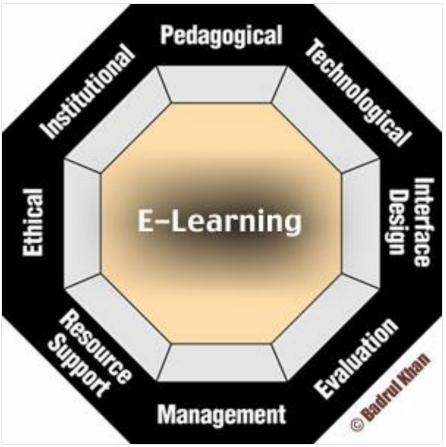


Rosso S (2008), E-Learning Concept, ETEC-511-wiki,

http://keepingconnections.files.wordpress.com/2008/09/e-learning2.jpg



E-learning framework/ design

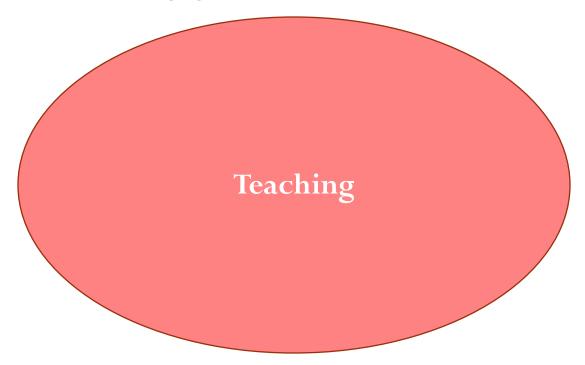


Khan B (2011), A Framework for Web-Based Learning, Web-Based Training, Educational Technology Publications http://bookstoread.com/framework





What is pedagogy:

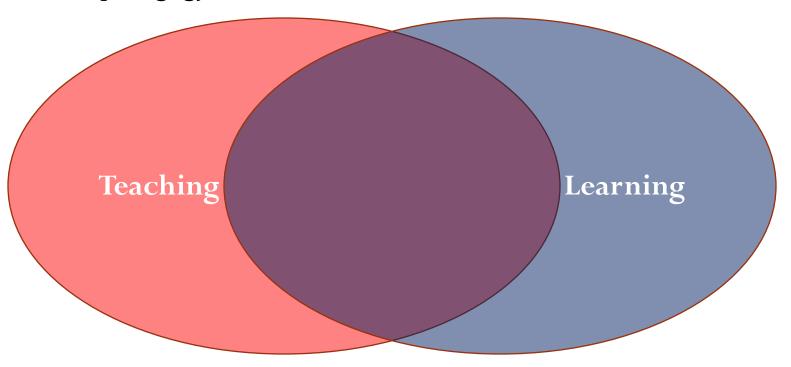


Truss D (2012), Learning about learning...,





What is pedagogy:

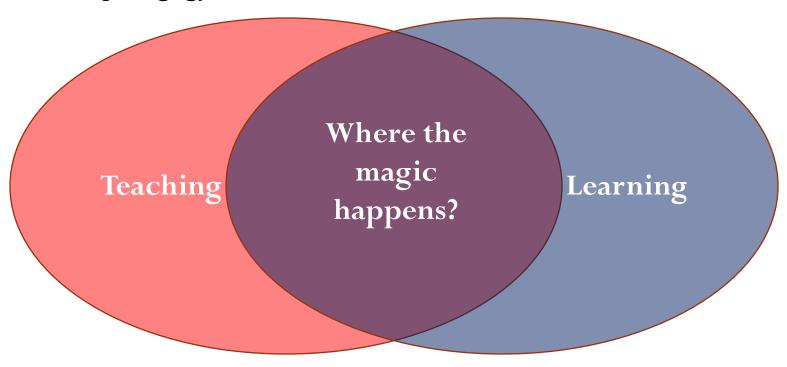


Truss D (2012), Learning about learning...,





What is pedagogy:

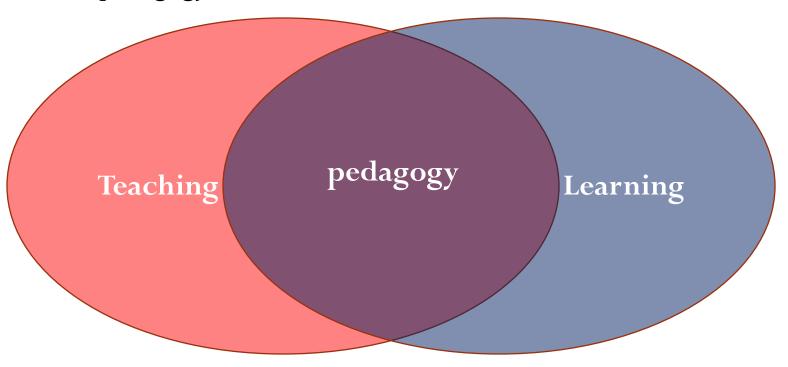


Truss D (2012), Learning about learning...,





What is pedagogy:



Truss D (2012), Learning about learning...,





Learning

What is learning:



Whatedsaid (2009), Learning about learning...,

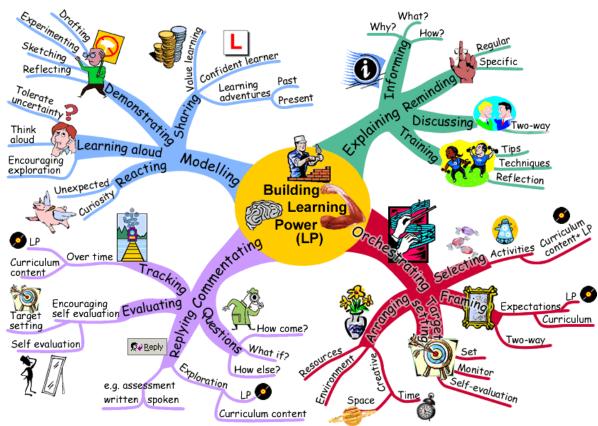
http://www.toondoo.com/View.toon?param=1129142





Learning

What is learning:

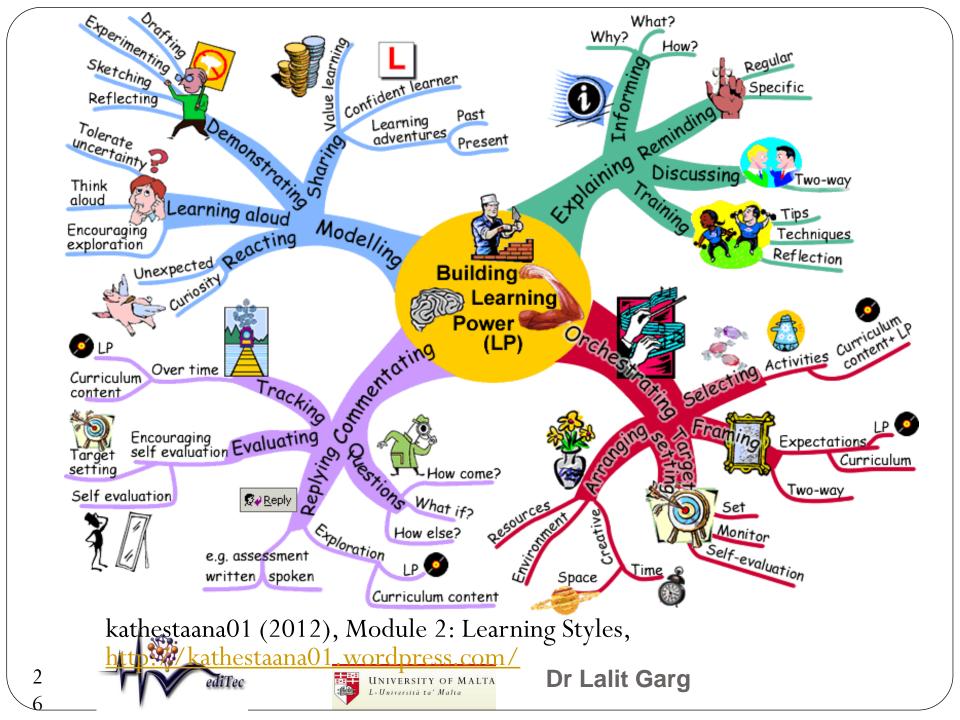


kathestaana01 (2012), Module 2: Learning Styles,

UNIVERSITY OF MALTA L-Università ta' Malta

http://kathestaana01_wordpress.com/

Dr Lalit Garg



Do learners engage themselves? Or do trainers engage learners?



Jimenez R (2010), 3MinuteWorlds Micro-Learning Community,

http://vignettestraining.blogspot.com/2010/02/do-learners-engage-themselves-or-do.html





"I never teach my pupils; I only attempt to provide the conditions in which they can learn"

- Albert Einstein

Moncur M (2013) Quotation #40486 from Michael Moncur's (Cynical)

Quotations. http://www.quotationspage.com/quote/40486.html



"I hear, I forget. I see, I remember. I do, I understand."

Confucius

Young G (2009) I hear I forget, I see I remember, I do I understand. Young Markets. http://youngmarkets.wordpress.com/2009/11/23/i-hear-i-forget-i-seeti-remember-i-do-i-understand/





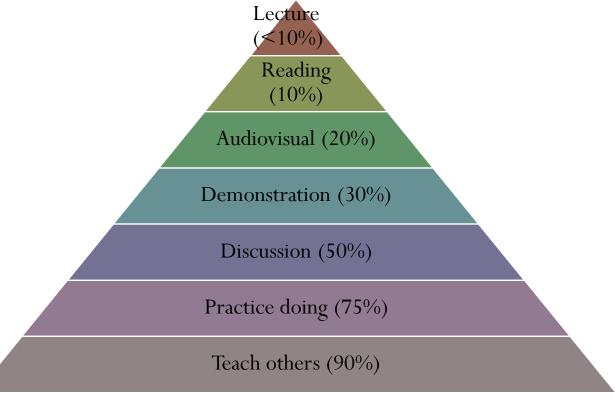
"All men, by nature, desire to know; That what we have to learn to do, we learn by doing."

-Aristotle

Jennifer C (2010) Unschooling in the news. Learning All The Time. http://peck-creedisclan.blogspot.com/2010/04/unschooling-in-news.html



Learning pyramid



Dale E (2005), Learning pyramid, Workshop Materials, National Training Laboratories, Bethel Maine





Learning pyramid

What
you hear
<10%)
What you
read (10%)

What you see (20%)

What you see and hear together (30%)

What you discussion (50%)

What you practice/ do (75%)

What you teach to others (90%)

Dale E (2005), Learning pyramid, Workshop Materials, National Training Laboratories, Bethel Maine

Cunha A (2011) Learning pyramid, Ideas about ESL/ EFL teaching, http://anaisacunha.blogspot.com/2011/10/learning-pyramid.html





• First proposed by Benjamin S Bloom in 1956

Bloom BS, Englehart MD, Furst EJ, Hill WH, Krathwohl D (1956) Taxonomy of Educational Objectives Handbook I: The Cognitive Domain. Longmans, New York, NY MSA. ISBN 0582280109.



- First proposed by Benjamin S Bloom in 1956
- Revised by his student Lorin Anderson et al. in 2001

Bloom BS, Englehart MD, Furst EJ, Hill WH, Krathwohl D (1956) Taxonomy of Educational Objectives Handbook I: The Cognitive Domain. Longmans, New York, NY, USA. ISBN 0582280109.

Anderson LW, Krathwohl D (Eds.) (2001). A Taxonomy for Learning, Teaching and Assessing: a Revision of Bloom's Taxonomy of Educational Objectives. Longman, New York.





- First proposed by Benjamin S Bloom et al. in 1956
- Revised by his student Lorin Anderson et al. in 2001
- Digital taxonomy by Andrew Churches in 2007

Bloom BS, Englehart MD, Furst EJ, Hill WH, Krathwohl D (1956) Taxonomy of Educational Objectives Handbook I: The Cognitive Domain. Longmans, New York, NY, USA. ISBN 0582280109.

Anderson LW, Krathwohl D (Eds.) (2001). A Taxonomy for Learning, Teaching and Assessing: a Revision of Bloom's Taxonomy of Educational Objectives. Longman, New York.

Churches A (2009) Blooms Digital Taxonomy.

http://edorigami.wikispaces.com/file/view/bloom%27s+Digital+taxonomy+v
3.01.pdf





• Shift in educators' focus from teaching to learning.

Munzenmaier C, Rubin N (2013) PERSPECTIVES Bloom's Taxonomy: What's Old Is New Again. The Learning Guild Research. Santa Rosa. http://insdsg602-s13-manning.wikispaces.umb.edu/file/view/guildresearch_blooms2013.pdf/4030076
58/guildresearch_blooms2013.pdf



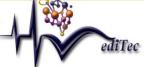


- Shift in educators' focus from teaching to learning.
- Based on cognition, performance objectives, and social learning.





- Shift in educators' focus from teaching to learning.
- Based on cognition, performance objectives, and social learning.
- The most popular approach of creating learning objectives.





- Shift in educators' focus from teaching to learning.
- Based on cognition, performance objectives, and social learning.
- The most popular approach of creating learning objectives.
- Promote assessment of knowledge retention and critical thinking in learners.





An hierarchy of educational objectives





- An hierarchy of educational objectives
- A continuum from the simplest to the most complex





Based on four key principals

• Categories should be based on student behaviours.





Based on for key principals

- Categories should be based on student behaviours.
- Categories should show logical relationships among the categories.





Based on for key principals

- Categories should be based on student behaviours.
- Categories should show logical relationships among the categories.
- Categories should reflect the best current understanding of psychological processes.





Based on for key principals

- Categories should be based on student behaviours.
- Categories should show logical relationships among the categories.
- Categories should reflect the best current understanding of psychological processes.
- Categories should describe rather than impose value judgements.

Munzenmaier C, Rubin N (2013) PERSPECTIVES Bloom's Taxonomy: What's Old Is New Again. The Learning Guild Research. Santa Rosa. http://insdsg602-s13-manning.wikispaces.umb.edu/file/view/guildresearch_blooms2013.pdf/



Three domains





Three domains

Knowledge-based: cognitive





Three domains

- Knowledge-based: cognitive
- Attitude based: affective





Three domains

- Knowledge-based: cognitive
- Attitude based: affective
- Physical skills based: Psychomotor





Domain	Overview
Cognitive	Knowledge-based
Cognitive	Knowledge-based





Domain	Overview
Cognitive	Knowledge-based
Affective	Attitude based





Domain	Overview
Cognitive	Knowledge-based
Affective	Attitude based
Psychomotor	Physical skills based





Domain	Abilities
Cognitive	 Conceptualization Comprehension Application Evaluation Synthesis





Domain	Abilities
Affective	• Receiving
	 Responding
	• Valuing
	 Organizing
	Characterizing

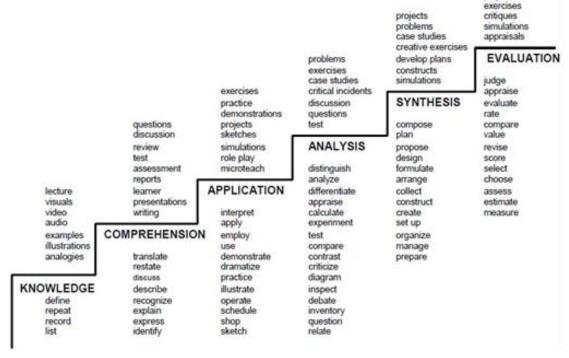




Domain	Abilities
Psychomotor	• Perception
	• Simulation
	 Conformation
	• Production
	• Mastery



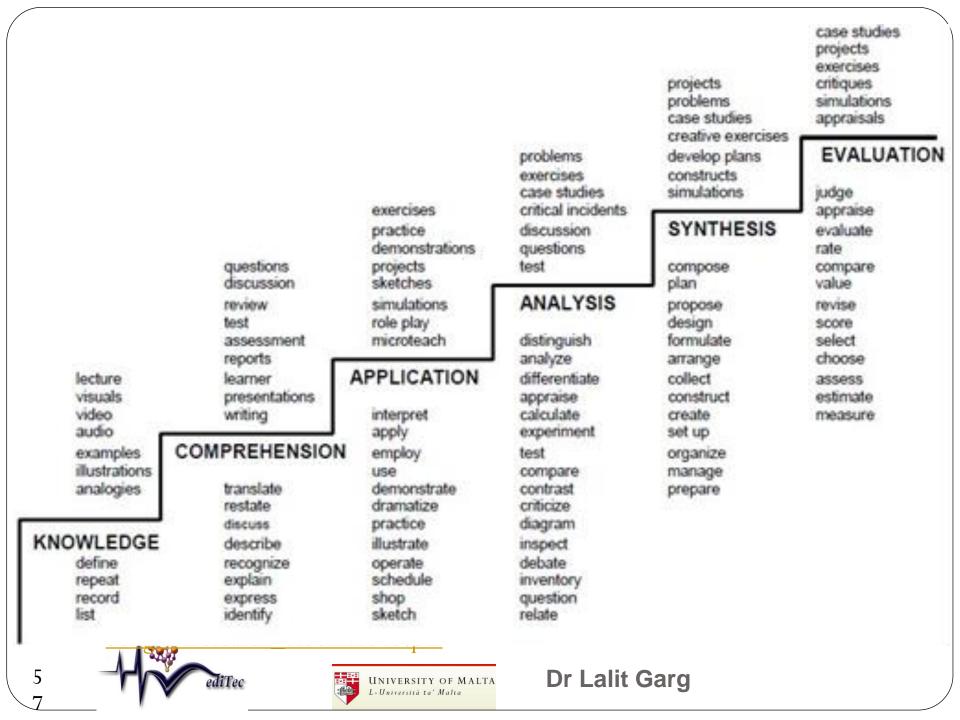


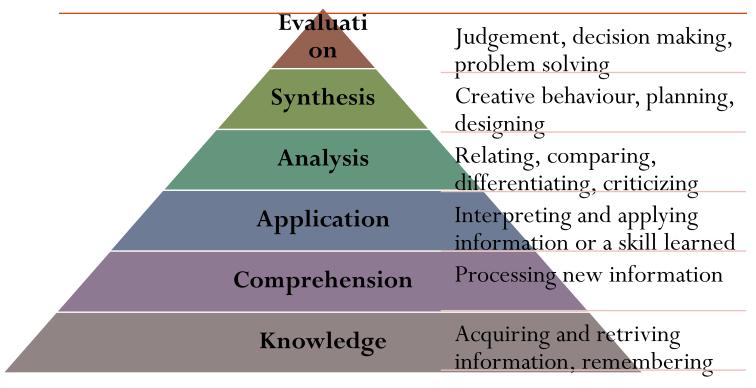


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58/gwildresearch_blooms2013.pdf



case studies projects









Kennedy JM (2007), The Bloom's Rose,

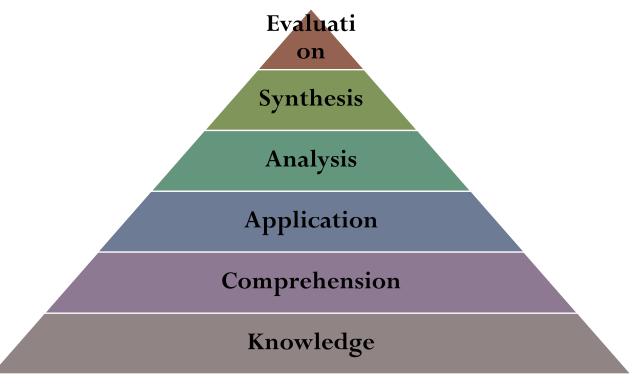
http://commons.wikimedia.org/wiki/File:Bloom's Rose.png





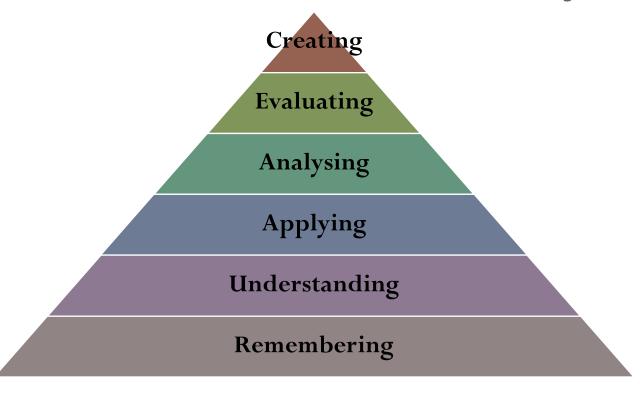


Original Blooms' Taxonomy





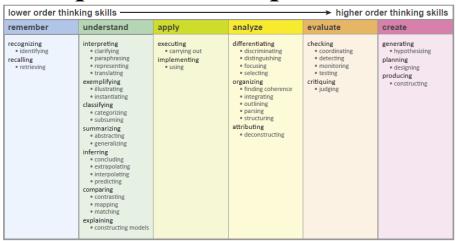








- 1. Knowledge
- 2. Cognitive processes: 19 processes







lower order thinking skills → higher order thinking skills					
remember	understand	apply	analyze	evaluate	create
recognizing • identifying recalling • retrieving	interpreting	executing • carrying out implementing • using	differentiating	checking	generating • hypothesizing planning • designing producing • constructing





Revised Blooms' Taxonomy **Original** Revised

Evaluation

Synthesis

Analysis

Application

Comprehension

Knowledge Noun

Creating

Evaluating

Analyzing

Applying

Understanding

Remembering

Verb





Revised Blooms' Taxonomy Original Revised

Evaluation Creating **Evaluating Synthesis** Analysis Analyzing **Application Applying** Comprehension **Understandin** Remembering Knowledge Noun Verb





Revised Blooms' Taxonomy **Original** Revised

Evaluation Creating **Evaluating Synthesis** Analysis Analyzing Applying **Application Understanding** Comprehension Knowledge Remembering Noun Verb











Creating **Evaluating Analyzing Applying** Understanding Remembering

Cognitive Domain

Affective Domain

Psychomotor Domain

Analyzing

Applying

Creating

Evaluating

Remembering

Understanding

Characterizing by value or value concept

Organizing & conceptualizing

Receiving

Responding

Valuing

Articulating

Imitating

Manipulating

Performing

Precisioning





Cognitive Domain

Affective Domain

Psychomotor Domain

Analyzing

Applying

Creating

Evaluating

Remembering

Understanding

Characterizing by value or value concept

Organizing & conceptualizing

Receiving

Responding

Valuing

Articulating

Imitating

Manipulating

Performing

Precisioning



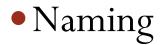


Remembering

The learner is able to recall, restate and remember learned information

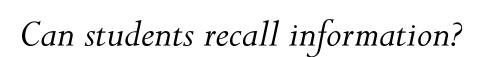
- Describing
- Finding
- Identifying
- Listing

Retrieving





Recognizing







Revised Blooms' Taxonomy

Applying

Student makes use of information in a context different from the one in which it was learned

- Implementing
- Carrying out



Can students use the information in another familiar situation?





Revised Blooms' Taxonomy

Analyzing

Student breaks learned information into its parts to best understand that information

- Attributing
- Comparing
- Deconstructing
- Finding

Integrating

Organizing

Outlining

Structuring

Can students break information into parts to explore understandings and relationships?





Revised Blooms' Taxonomy Evaluating

Student makes decisions based on in-depth reflection, criticism and assessment

- Checking
- Critiquing
- Detecting
- Experimenting

- Hypothesising
- Judging
- Monitoring
- Testing

Can students justify a decision or a course of action?



Revised Blooms' Taxonomy

Creating

Student creates new ideas and information using what previously has been learned

Constructing

Making

- Designing
- Devising
- Inventing



- Planning
- Producing

Can students generate new products, ideas, or ways of viewing things?





• First developed by Andrew Churches in 2007

Munzenmaier C, Rubin N (2013) PERSPECTIVES Bloom's Taxonomy: What's Old Is New Again. The Learning Guild Research. Santa Rosa. http://insdsg602-s13-manning.wikispaces.umb.edu/file/view/guildresearch_blooms2013.pdf/4030076
58/guildresearch_blooms2013.pdf





- First developed by Andrew Churches in 2007
- Changed bloom's taxonomy for digital natives

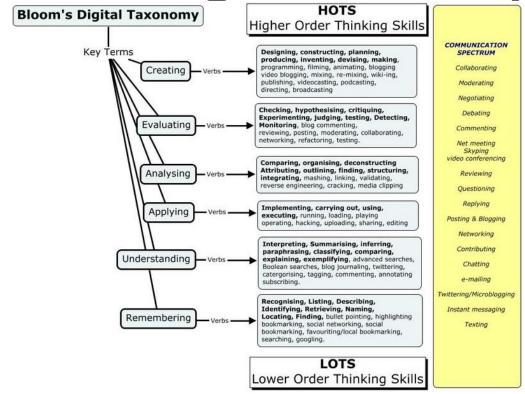
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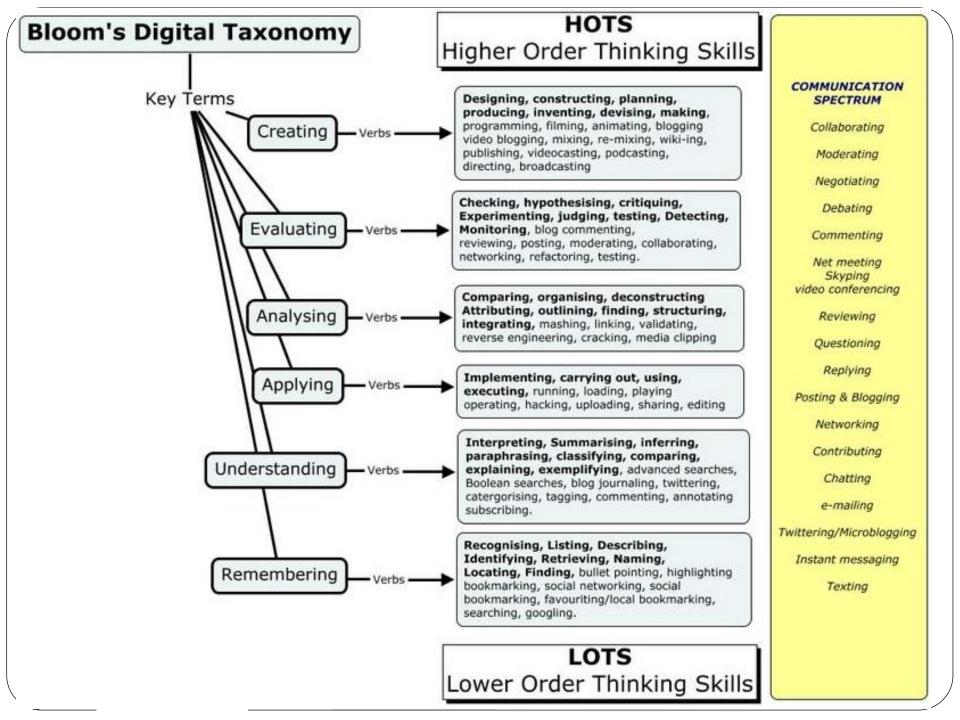
- First developed by Andrew Churches in 2007
- Changed bloom's taxonomy for digital natives
- Added ways to use digital technologies to each category in Bloom's revised taxonomy.

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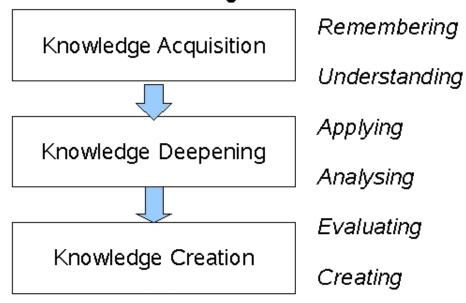


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LOTS

Lower Order Thinking Skills



HOTS

Higher Order Thinking Skills

Churches A. "Bloom's Digital Taxonomy." 2007.





Remembering

Bullet pointing

Churches A. "Bloom's Digital Taxonomy." 2007.





Remembering

- Bullet pointing
- Highlighting

Churches A. "Bloom's Digital Taxonomy." 2007.

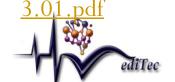




Remembering

- Bullet pointing
- Highlighting
- Bookmarking or favouriting

Churches A. "Bloom's Digital Taxonomy." 2007.





Remembering

- Bullet pointing
- Highlighting
- Bookmarking or favouriting
- Social networking

Churches A. "Bloom's Digital Taxonomy." 2007.





Remembering

- Bullet pointing
- Highlighting
- Bookmarking or favouriting
- Social networking
- Social bookmarking

Churches A. "Bloom's Digital Taxonomy." 2007.





Remembering

- Bullet pointing
- Highlighting
- Bookmarking or favouriting
- Social networking
- Social bookmarking
- Searching or "googling"

Churches A. "Bloom's Digital Taxonomy." 2007.





Understanding

Advanced and Boolean Searching

Churches A. "Bloom's Digital Taxonomy." 2007.





Understanding

- Advanced and Boolean Searching
- Blog Journalling

Churches A. "Bloom's Digital Taxonomy." 2007.

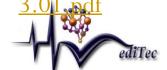




Understanding

- Advanced and Boolean Searching
- Blog Journalling
- Categorising & Tagging

Churches A. "Bloom's Digital Taxonomy." 2007.





Understanding

- Advanced and Boolean Searching
- Blog Journalling
- Categorising & Tagging
- Commenting and annotating

Churches A. "Bloom's Digital Taxonomy." 2007.

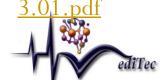




Understanding

- Advanced and Boolean Searching
- Blog Journalling
- Categorising & Tagging
- Commenting and annotating
- Subscribing

Churches A. "Bloom's Digital Taxonomy." 2007.





Understanding

- Advanced and Boolean Searching
- Blog Journalling
- Categorising & Tagging
- Commenting and annotating
- Subscribing

Churches A. "Bloom's Digital Taxonomy." 2007.





Applying

Running and operating a program

Churches A. "Bloom's Digital Taxonomy." 2007.

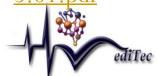




Applying

- Running and operating a program
- Playing games

Churches A. "Bloom's Digital Taxonomy." 2007.

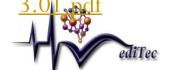




Applying

- Running and operating a program
- Playing games
- Uploading and Sharing

Churches A. "Bloom's Digital Taxonomy." 2007.





Applying

- Running and operating a program
- Playing games
- Uploading and Sharing
- Hacking

Churches A. "Bloom's Digital Taxonomy." 2007.

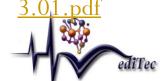




Applying

- Running and operating a program
- Playing games
- Uploading and Sharing
- Hacking
- Editing

Churches A. "Bloom's Digital Taxonomy." 2007.





Analysing

• Mashing (integration of several data sources)

Churches A. "Bloom's Digital Taxonomy." 2007.





Analysing

- Mashing (integration of several data sources)
- Linking

Churches A. "Bloom's Digital Taxonomy." 2007.

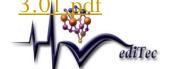




Analysing

- Mashing (integration of several data sources)
- Linking
- Reverse-engineering

Churches A. "Bloom's Digital Taxonomy." 2007.





Analysing

- Mashing (integration of several data sources)
- Linking
- Reverse-engineering
- Cracking

Churches A. "Bloom's Digital Taxonomy." 2007.





Evaluating

Blog/vlog commenting and reflecting

Churches A. "Bloom's Digital Taxonomy." 2007.





Evaluating

- Blog/vlog commenting and reflecting
- Posting

Churches A. "Bloom's Digital Taxonomy." 2007.

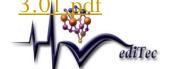




Evaluating

- Blog/vlog commenting and reflecting
- Posting
- Moderating

Churches A. "Bloom's Digital Taxonomy." 2007.





Evaluating

- Blog/vlog commenting and reflecting
- Posting
- Moderating
- Collaborating and networking

Churches A. "Bloom's Digital Taxonomy." 2007.

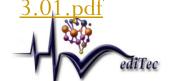




Evaluating

- Blog/vlog commenting and reflecting
- Posting
- Moderating
- Collaborating and networking
- Testing (Alpha and Beta) software/ applications

Churches A. "Bloom's Digital Taxonomy." 2007.





Evaluating

- Blog/vlog commenting and reflecting
- Posting
- Moderating
- Collaborating and networking
- Testing (Alpha and Beta) software/ applications
- Validating

Churches A. "Bloom's Digital Taxonomy." 2007.

http://edorigami.wikispaces.com/file/view/bloom%27s+Digital+taxonomy+v





Creating

Programming

Churches A. "Bloom's Digital Taxonomy." 2007.

 $\underline{http://edorigami.wikispaces.com/file/view/bloom\%27s+Digital+taxonomy+v}$





Creating

- Programming
- Filming, animating, videocasting, podcasting, mixing and remixing

Churches A. "Bloom's Digital Taxonomy." 2007.

 $\underline{http://edorigami.wikispaces.com/file/view/bloom\%27s+Digital+taxonomy+v}$





Creating

- Programming
- Filming, animating, videocasting, podcasting, mixing and remixing
- Directing and producing

Churches A. "Bloom's Digital Taxonomy." 2007.

http://edorigami.wikispaces.com/file/view/bloom%27s+Digital+taxonomy+v





Creating

- Programming
- Filming, animating, videocasting, podcasting, mixing and remixing
- Directing and producing
- Publishing

Churches A. "Bloom's Digital Taxonomy." 2007.

http://edorigami.wikispaces.com/file/view/bloom%27s+Digital+taxonomy+v





Visual, Auditory, and Kinesthetic Learning Styles (VAK)

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.





Visual, Auditory, and Kinesthetic Learning Styles (VAK)

• Based on modalities, i.e., channels by which human perceive and express

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.





Visual, Auditory, and Kinesthetic Learning Styles (VAK)

- Based on modalities, i.e., channels by which human perceive and express
- Three VAK styles/ learning preferences

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.





Three VAK styles/ learning preferences

• Auditory: listening and speaking

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.



Three VAK styles/ learning preferences

- Auditory: listening and speaking
- Visual: seeing and reading
 - Visual-linguistic: prefer to read and write

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.



Three VAK styles/ learning preferences

- Auditory: listening and speaking
- Visual: seeing and reading
 - Visual-linguistic: prefer to read and write
 - Visual-spatial: prefer to watch

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.



Three VAK styles/ learning preferences

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- Kinesthetic: touching and doing (moving), practical

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.

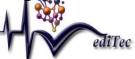




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 - kinesthetic (movement): takes notes by drawing, pictures

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Three VAK styles/ learning preferences

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- Visual: seeing and reading
 - Visual-linguistic: prefer to read and write
 - Visual-spatial: prefer to watch
- Kinesthetic: touching and doing (moving), practical
 - kinesthetic (movement): notes by drawing, pictures, colours,
 - tactile (touch): prefer to use keyboard, scents, visualization of complex tasks

Constantinidou, F. and Baker, S. (2002). Stimulus modality and verbal learning performance in normal aging. Brain and Language, 82(3), 296–311.





VAK Learning Styles Self-Assessment Questionnaire available at

http://www.businessballs.com/freepdfmaterials/vak learning_styles_questionnaire.pdf

And also at

http://www.businessballs.com/freematerialsinword/ vaklearningstylesquestionnaireselftest.doc

Please complete the self assessment questionnaire and decide which is your preferred learning style. Can you suggest e-learning best suite to your learning style?





Intelligence type	Capability and perception
Linguistic	words and language, reading,
	writing, memorizing

Robert S (2009) Educational Psychology. p. 117 ISBN 0-205-59200-7 Smith, MK (2002, 2008), Howard Gardner, multiple intelligences and education, the encyclopedia of informal education,

http://www.infed.org/thinkers/gardner.htm

Gardner H (1993) Multiple Intelligences: Theory in practice, Basic Books.

Chapman A (2012) Howard Gardner's multiple intelligence theories model,

http://www.businessballs.com/howardgardnermultipleintelligences.htm



Intelligence type	Capability and perception
Linguistic	words and language, reading, writing, memorizing
Logical-Mathematical	logic and numbers, reasoning, understanding

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Intelligence type	Capability and perception
Linguistic	words and language, reading, writing, memorizing
Logical-Mathematical	logic and numbers, reasoning, understanding
Spatial-Visual	images and space, visualization

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Intelligence type	Capability and perception
Musical	Singing, compose music, sound, rhythm, learn best via lecture
Bodily-Kinesthetic	body movement control, learn best by doing, physical activities

Robert S (2009) Educational Psychology. p. 117 ISBN 0-205-59200-7 Smith, MK (2002, 2008), Howard Gardner, multiple intelligences and education, the encyclopedia of informal education,

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Intelligence type	Capability and perception
Musical	Singing, compose music, sound, rhythm, learn best via lecture
Bodily-Kinesthetic	body movement control, learn best by doing, physical activities
Interpersonal	other people's feelings, team player, leaders, followers

Robert S (2009) Educational Psychology. p. 117 ISBN 0-205-59200-7 Smith, MK (2002, 2008), Howard Gardner, multiple intelligences and education, the encyclopedia of informal education,

http://www.infed.org/thinkers/gardner.htm

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Intelligence type	Capability and perception
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Intelligence type	Capability and perception
Intrapersonal	self-awareness, self control
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Intelligence type	Capability and perception
Intrapersonal	self-awareness, self control
Naturalistic	natural environment, farmers
Existential/spritual	religion and 'ultimate issues'

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Intelligence type	Capability and perception
Intrapersonal	self-awareness, self control
Naturalistic	natural environment, farmers
Existential/spritual	religion and 'ultimate issues'
Moral	ethics, humanity, value of life

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Abilities	Description
Crystallized Intelligence (Gc)	Knowledge acquisition,
	knowledge communication,
	using acquired knowledge

Flanagan DP, Ortiz SO, Alfonso VC (2007). Essentials of cross-battery assessment. (2nd Edition). New Jersey: John Wiley & Sons, Inc.

Wikipedia (2013). Cattell-Horn-Carroll theory. Wikipedia.

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Crystallized Intelligence (Gc)	Knowledge acquisition, knowledge communication, using acquired knowledge
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Fluid Intelligence (Gf)	Problem solving using new information or procedures, reasoning
Quantitative Reasoning (Gq)	Numerical/quantitative knowledge

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Wikipedia (2013). Cattell-Horn-Carroll theory. Wikipedia.

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Abilities	Description
Reading and Writing Ability (Grw)	
Short-Term Memory (Gsm)	
Long-Term Storage and Retrieval (Glr)	
Visual Processing (Gv)	Visualization and representation skills

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Abilities	Description
Auditory Processing (Ga)	
Processing Speed (Gs)	Ability to maintaining focused
	attention, concentration,
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Abilities	Description
Auditory Processing (Ga)	
Processing Speed (Gs)	Ability to maintaining focused attention, concentration, alertness
Decision/ReactionTime/Speed (Gt)	Immediacy/ promptness of response

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Wikipedia (2013). Cattell-Horn-Carroll theory. Wikipedia.

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Michael W. Allen's three M's of learning experience

	Experience	Description
M1	Motivational	Reason for learners to learn. Why should
		they learn? How it would interest learners?

Michael W. Allen's three M's of learning experience

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M3	Memorable	Impact of learning. Will they be able to retain the knowledge and skills learned? How? How will they be able to use the learning in future?

Allen M (2007) Designing Successful e-Learning, Michael Allen's Online Learning Library: Forget What You Know About Instructional Design and Do Something Interesting. Pfeiffer.

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		learners? How it will help them achieving their goals?
M3	Memorable	Impact of learning. Will they be able to retain the
		knowledge and skills learned? How? How will they be
		able to use the learning in future?
M4	Measurable	Measurable outcome, behavioral changes and success.
	results	How would they be able to measure learning outcome?

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Principle Learning is promoted when learners...

Demonstration observe a demonstration.

principle

Merrill MD (2002) First principles of instruction. Educational Technology Research and Development, 50(3). 43-59.





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Task-centered engage in a task-centered instructional activity.

principle

Activation activate prior knowledge or experience.

principle

Integration integrate their new knowledge into their everyday

principle world.

Merrill MD (2002) First principles of instruction. Educational Technology Research and Development, 50(3). 43-59.





Montague's Synthesis of Heuristics for Instruction

Use a situational context

Montague WE (1988) Promoting cognitive processing and learning by designing the learning environment. In D.H. Jonassen (Ed.). Instructional Designs for Microcomputer Courseware. Hillsdale, NJ: Lawrence Erlbaum.





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Montague's Synthesis of Heuristics for Instruction

Use a situational context

Analyze tasks systematically

Provide realistic practice

Minimize memory load initially

Analyze performance errors for causes

Provide corrective feedback

Develop students' self-monitoring skills

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Key questions:

• Is instructional design an art or science?





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 - Are **systematic approaches** always results in the production of **higher** quality learning designs?





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 - Are most models not discussion of cognitive issues more than affective ones (i.e., models considering emotional data such as engagement, confusion, motivation, moods, feelings, and attitudes)?





Key questions:

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 - Is creativity needed to engage learners, hold their interest, and deal with the mysteries of human thinking and behavior?
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Library: OF M

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Characterization by a value or value set Organization Valuing Responding Receiving

Allen KN, Friedman BD (2010) Affective learning: A taxonomy for teaching social work values, Journal of Social Work Values and Ethics, 7(2)

http://www.socialworker.com/jswve/fall2010/f10neuman.pdf





Receiving: willingness to attend. (awareness, attention)

University of Connecticut (n.d.) Learning Taxonomy — Krathwohl's Affective Domain, University of Connecticut





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Organization: organizing different values to build a value system (resolving conflicts between values, the conceptualization of a value, the development of a philosophy of life)

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Characterization by a value or value set: Controlling/characterizing behavior by the value system.

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Key questions:

- Is instructional design an art or science?
 - Are there straight forward procedures for designing learning applications that
 - Do interest and enable learners in behaving more effectively? and

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 - Why even with the most prescriptive approaches available today, outcomes vary with the talent and inventiveness of the designer?
 - Why even great designers can fail to produce effective applications without the aid of a systematic approach?
 - Especially when large projects are undertaken

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Liversity of Malta

Dr Lalit Gard

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 - Why even with the most prescriptive approaches available today, outcomes vary with the talent and inventiveness of the designer?
 - Why even great designers can fail to produce effective applications without the aid of a systematic approach?
 - There is simply too much challenge for most designers to succeed without the aid of process?

Key questions:

• Is instructional design an art or science?

Both art and science are invaluable to making learning happen, and it's apparent when one is missing.

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 - Identify issues of concern,

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 - Suggest approaches that
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 - o Provide the means to evaluate the appropriateness of design choices.

Allen M (2007) Designing Successful e-Learning, Michael Allen's Online Learning Library: Forget What You Know About Instructional Design and Do Something Interesting. Pfeiffer.

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- Is instructional design an art or science?

 Both art and science are invaluable to making learning happen, and it's apparent when one is missing.
 - The sciences of human learning and educational psychology identify issues of concern, suggest approaches that have been successful under carefully identified conditions, and provide the means to evaluate the appropriateness of design choices.
 - Creativity is needed
 - To adapt to specific needs and circumstances,

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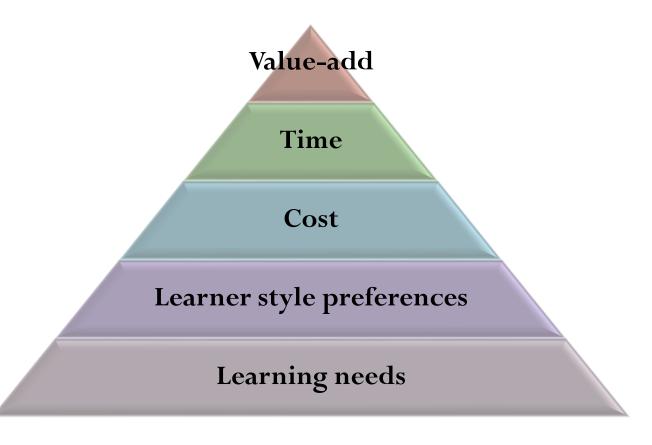
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 - **Creativity** is needed
 - To adapt to specific needs and circumstances,
 - Fill in the many gaps between substantiated principles, and
 - Provide the aesthetics, drama, tension, and humor needed to entice learner participation.

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Learning needs:

• What learning needs would be considered?



Learning needs:

- What learning needs would be considered?
- Which approach(es) would best address these learning needs?



Learning needs:

- What learning needs would be considered?
- Which approach(es) would best address these learning needs?
- Is there only one such approach?



Learning needs:

- What learning needs would be considered?
- Which approach(es) would best address these learning needs?
- Is there only one such approach?
- How does your selected approach addressing learning needs?



Learning style preferences:

• Do you know the learning style preferences of learners?



Learning style preferences:

- Do you know the learning style preferences of learners?
- What are the learning style preferences of learners?



Learning style preferences:

- Do you know the learning style preferences of learners?
- What are the learning style preferences of learners?
- Which approach would best meet their learning preferences?



Learning style preferences:

- Do you know the learning style preferences of learners?
- What are the learning style preferences of learners?
- Which approach would best meet their learning preferences?
- How well your selected approach meet their learning preferences?



Cost:

• How important the cost is for your implementation?



Cost:

- How important the cost is for your implementation?
- Which approach is the most cost effective?



Cost:

- How important the cost is for your implementation?
- Which approach is the most cost effective?
- How cost effective is your selected approach?



Time:

• How important the time is for your implementation?

Time:

- How important the time is for your implementation?
- Is there any time pressure?

Time:

- How important the time is for your implementation?
- Is there any time pressure?
- How quickly you require to launch the e-learning system?



Time:

- How important the time is for your implementation?
- Is there any time pressure?
- How quickly you require to launch the e-learning system?
- How quickly you can change design or contents of your elearning?



Time:

- How important the time is for your implementation?
- Is there any time pressure?
- How quickly you require to launch the e-learning system?
- How quickly you can change design or contents of your elearning?
- Which approach is the most time efficient?



Time:

- How important the time is for your implementation?
- Is there any time pressure?
- How quickly you require to launch the e-learning system?
- How quickly you can change design or contents of your elearning?
- Which approach is the most time efficient?
- How time efficient is your selected approach?



Value-add:

• How is the learning going to be evaluated?

Value-add:

- How is the learning going to be evaluated?
- How will you measure impact of the learning?

Fee K (2009) Delivering E-Learning: A complete strategy for design and assessment. Kogan Page 101.

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Value-add:

- How is the learning going to be evaluated?
- How will you measure impact of the learning?
- How does it affect your choice of the e-learning approach?

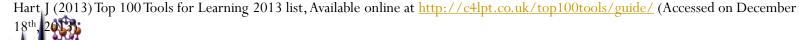
Value-add:

- How is the learning going to be evaluated?
- How will you measure impact of the learning?
- How does it affect your choice of the e-learning approach?
- What about your selected approach?





- 1. EDUCATIONAL & TRAINING TOOLS
 - 1. eLearning authoring tools
 - o Articulate
 - o Camtasia
 - Adobe Captivate
 - o iSpring
 - o Udutu
 - o iTunes Course Manager





- 1. EDUCATIONAL & TRAINING TOOLS
 - 1. eLearning authoring tools
 - 2. eLearning templates and images
 - o eLearningArt

- 1. EDUCATIONAL & TRAINING TOOLS
 - 1. eLearning authoring tools
 - 2. eLearning templates and images
 - 3. Quizzing tools
 - o Quizlet
 - o Socrative
 - o ProProfs Quiz Maker





- EDUCATIONAL & TRAINING TOOLS
 - eLearning authoring tools
 - eLearning templates and images
 - Quizzing tools
 - Learning platforms
 - o Moodle
 - o Edmodo
 - Coursera
 - o eFront
 - o Blackboard Learn





Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
 - 1. eLearning authoring tools
 - 2. eLearning templates and images
 - 3. Quizzing tools
 - 4. Learning platforms
 - 5. Other educational tools
 - o TED Talks/Ed
 - o Voicethread
 - Khan Academy
 - o GlogsterEDU
 - Learnist

Hart J (2013) Top 100 Tools for Learning 2013 list, Available online at http://c4lpt.co.uk/top100tools/guide/ (Accessed on December



- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
 - 1. Screen capture & screencasting tools
 - o Jing
 - o Camtasia
 - o Snagit
 - o Screenr



Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
 - 1. Screen capture & screencasting tools
 - 2. Video tools
 - o YouTube
 - o TED Talks/Ed
 - o Khan Academy
 - o Vimeo

Hart J (2013) Top 100 Tools for Learning 2013 list, Available online at http://c4lpt.co.uk/top100tools/guide/ (Accessed on December 18th 2013)

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- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
 - 1. Screen capture & screencasting tools
 - 2. Video tools
 - 3. Animation & movie-making tools
 - o iMovie
 - o Animoto
 - o Voki
 - o Doodly



Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
 - 1. Screen capture & screencasting tools
 - 2. Video tools
 - 3. Animation & movie-making tools
 - 4. Photo tools
 - o Adobe Photoshop
 - o Flickr





- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
 - 1. Webinar & web meeting tools
 - o Google+ Hangouts
 - o Adobe Connect
 - o WebEx
 - GoToMeeting
 - o Blackboard Collaborate





Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
 - 1. Webinar & web meeting tools
 - 2. Backchannel & audience response tool
 - o Socrative
 - o Poll Everywhere
 - o TodaysMeet

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Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
 - 1. Webinar & web meeting tools
 - 2. Backchannel & audience response tool
 - 3. Messaging tools
 - o Skype
 - o WhatsAppp





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- EDUCATIONAL & TRAINING TOOLS
- VIDEO, AUDIO & IMAGETOOLS
- **COMMUNICATION TOOLS**
 - Webinar & web meeting tools
 - Backchannel & audience response tool
 - Messaging tools
 - Survey tools
 - o Google Forms
 - o SurveyMonkey





- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
- 4. NETWORKING & COLLABORATION PLATFORMS
 - 1. Public social networks
 - o Twitter
 - o Facebook
 - o Google+
 - o LinkedIn
 - o Instagram



Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
- 4. NETWORKING & COLLABORATION PLATFORMS
 - 1. Public social networks
 - 2. Private social networking platforms
 - o Yammer
 - o Edmodo
 - o Ning





Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
- 4. NETWORKING & COLLABORATION PLATFORMS
 - 1. Public social networks
 - 2. Private social networking platforms
 - 3. Private collaboration platforms
 - o SharePoint
 - o Google Apps





Ten Categories

- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
- 4. NETWORKING & COLLABORATION PLATFORMS
- 5. WEB, BLOGGING & WIKITOOLS
 - 1. Blogging tools
 - o WordPress
 - Blogger
 - o Tumblr



- 1. EDUCATIONAL & TRAINING TOOLS
- 2. VIDEO, AUDIO & IMAGE TOOLS
- 3. COMMUNICATION TOOLS
- 4. NETWORKING & COLLABORATION PLATFORMS
- 5. WEB, BLOGGING & WIKITOOLS
 - 1. Blogging tools
 - 2. Wiki tools
 - o PBWorks
 - Wikispaces
 - o Google Sites





- 6. BOOKMARKING & CURATION TOOLS
 - 1. Social bookmarking tools
 - o Diigo
 - o Delicious

- 6. BOOKMARKING & CURATION TOOLS
 - 1. Social bookmarking tools
 - Curation tools
 - o Pinterest
 - o Scoopit
 - o Flipboard
 - o Storify
 - o Zite
 - o Pearltrees
 - o Paperli





Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
 - 1. Presentation tools
 - o Google Docs (Slides)
 - o PowerPoint
 - o Prezi
 - Slideshare
 - o Keynote
 - o OpenOffice (Impress)

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- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
 - 1. Presentation tools
 - Document tools
 - o Google Docs
 - o MS-Word
 - Etherpad
 - o Wordle
 - o OpenOffice (Writer)

Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
 - Presentation tools
 - 2. Document tools
 - 3. Spreadsheet tools
 - o Google Docs (Sheets)
 - o MS-Excel
 - o OpenOffice (Calc)





- **BOOKMARKING & CURATION TOOLS**
- OFFICE TOOLS & ANCILLARIES
- **PRODUCTIVITY TOOLS**
 - Search & research tools
 - o Google Search
 - o Wikipedia
 - o Google Scholar





- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
 - 1. Search & research tools
 - 2. Collaboration tools
 - o Padlet
 - o Popplet
 - o Doodle
 - o Trello





Ten Categories

- BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
 - 1. Search & research tools
 - 2. Collaboration tools
 - 3. Personal aide tools
 - o Pocket (Formerly Read It Later)
 - o Google Maps
 - o Google Translate
 - Livebinders



- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
 - 1. Search & research tools
 - 2. Collaboration tools
 - 3. Personal aide tools
 - 4. Email clients
 - o Gmail
 - o Outlook





Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
 - 1. Search & research tools
 - 2. Collaboration tools
 - 3. Personal aide tools
 - 4. Email clients
 - 5. Personal organisers
 - o Evernote
 - o OneNote



Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
 - 1. Search & research tools
 - 2. Collaboration tools
 - 3. Personal aide tools
 - 4. Email clients
 - 5. Personal organisers
 - 6. Mind-mapping tools
 - Mindjet



- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
- 9. BROWSERS, READERS & DASHBOARDS
 - 1. Web browsers
 - o Google Chrome
 - o Firefox
 - o Internet Explorer



- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
- 9. BROWSERS, READERS & DASHBOARDS
 - 1. Web browsers
 - 2. Social media dashboards
 - o Hootsuite
 - o Tweetdeck





- **BOOKMARKING & CURATION TOOLS**
- OFFICE TOOLS & ANCILLARIES
- **PRODUCTIVITY TOOLS**
- BROWSERS, READERS & DASHBOARDS
 - Web browsers
 - Social media dashboards
 - Media dashboard
 - o iTunes and iTunesU





Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
- 9. BROWSERS, READERS & DASHBOARDS
 - 1. Web browsers
 - 2. Social media dashboards
 - 3. Media dashboard
 - 4. Web dashboard
 - Symbaloo



Ten Categories

- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- PRODUCTIVITY TOOLS
- 9. BROWSERS, READERS & DASHBOARDS
 - 1. Web browsers
 - 2. Social media dashboards
 - 3. Media dashboard
 - 4. Web dashboard
 - 5. RSS readers
 - o Feedly



- BOOKMARKING & CURATION TOOLS
- OFFICE TOOLS & ANCILLARIES
- **PRODUCTIVITY TOOLS**
- BROWSERS, READERS & DASHBOARDS
- MOBILE DEVICES & SYNCHRONIZATION TOOLS
 - Mobile devices and apps
 - o iPad/ iphone Apps on Store/ iTunes
 - o Kindle Apps on Amazon Appstore
 - o Android Apps on Google Play
 - Windows Phone marketplace





- 6. BOOKMARKING & CURATION TOOLS
- 7. OFFICE TOOLS & ANCILLARIES
- 8. PRODUCTIVITY TOOLS
- 9. BROWSERS, READERS & DASHBOARDS
- 10. MOBILE DEVICES & SYNCHRONIZATION TOOLS
 - 1. Mobile devices and apps
 - 2. Cloud storage and synchronization
 - o Google Docs/Drive
 - o Dropbox
 - o SkyDrive





Ten Categories

Note the is not exclusive and is only listing top 10 eLearning tools for 2013 listed by Jane Hart in *A Practical Guide to the Top 100 Tools for Learning 2013*. Their ranking based on their popularity is also provided at: http://c4lpt.co.uk/top100tools/guide/ (Accessed on December 18th, 2013)



Another list of eLearning tools categories is provided as a mind map by Jesper Isaksson (2013) at

<u>http://www.mindomo.com/mindmap/ict-tools-and-resources-</u>
for-schools-teachers-and-educators-

48511abbfb7e4145a33dbe6453d0f8af (Accessed on December 18th, 2013)

Examples of each category can be found by expending each category by clicking on + button() with the category.

Jesper Isaksson (2013), ICT Tools and Resources for Schools, Teachers and Educators, Available online at

http://www.mindomo.com/mindmap/ict-tools-and-resources-for-schools-teachers-and-educators-48511abbfb7e4145a33dbe6453d0f8af

