E-Learning Standards

Standards ensure

Interoperability

- Mix and match content from multiple sources and within multiple systems
- Multiple systems communicate, exchange and interact transparently

Reusability

- Content and code can be assembled, disassembled and reused quickly and easily
- Content objects can be assembled and used in a context other than that for which they were originally designed

Manageability

- Systems can track the appropriate information about learners and content
- Management of the complex selection and assembly of "just the right" stuff

Accessibility

- A learner can access the appropriate content at the appropriate time on an appropriate device

Durability

- Buyers are not "trapped" by a particular vendor's proprietary learning technology
- No significant additional investment is required for reusability and interoperability

Scalability

- Learning technologies can be configured to have expanded functionality to serve broader populations and organizational purposes
- An organization's return on investment in e-learning products can increase if they can be leveraged beyond their original scope

Affordability

- Ensure that learning technology investments are wise and adverse to risk
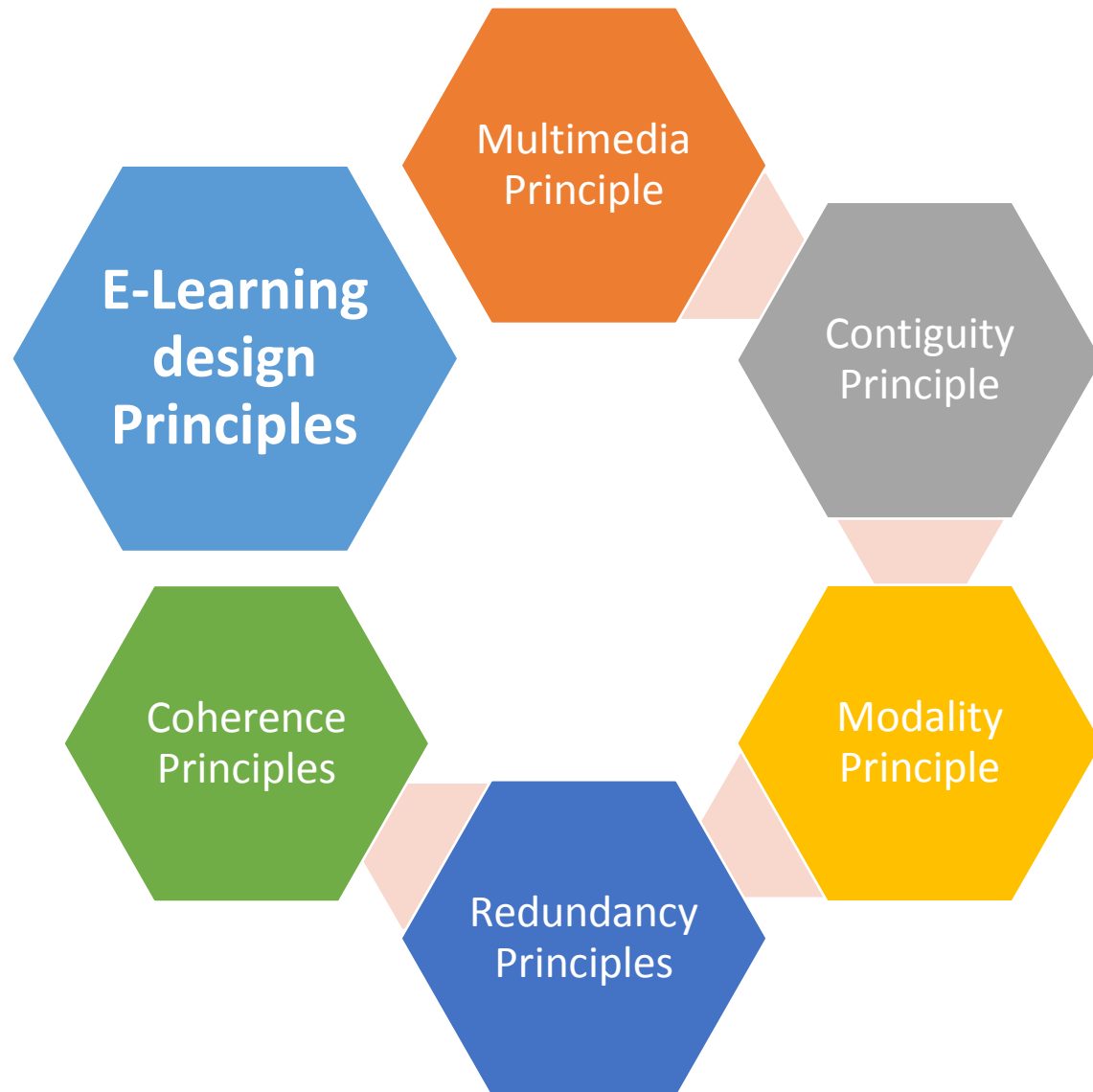
E-Learning Content Design Principles

Multimedia Principle

- Adding graphics to words can improve learning. By graphics we refer to a variety of illustrations including still graphics such as line drawings, charts and photographs, and motion graphics such as animation and video.

Contiguity Principle

- Placing text near graphics improves learning. Contiguity refers to the alignment of graphics and text on the screen

Modality Principle

- Explaining graphics with audio improves learning. If you have the technical capabilities to use other modalities such as audio, it can substantially improve learning outcomes. This is especially true of audio narration of an animation or a complex visual in a topic that is relatively complex and unfamiliar to the learner.
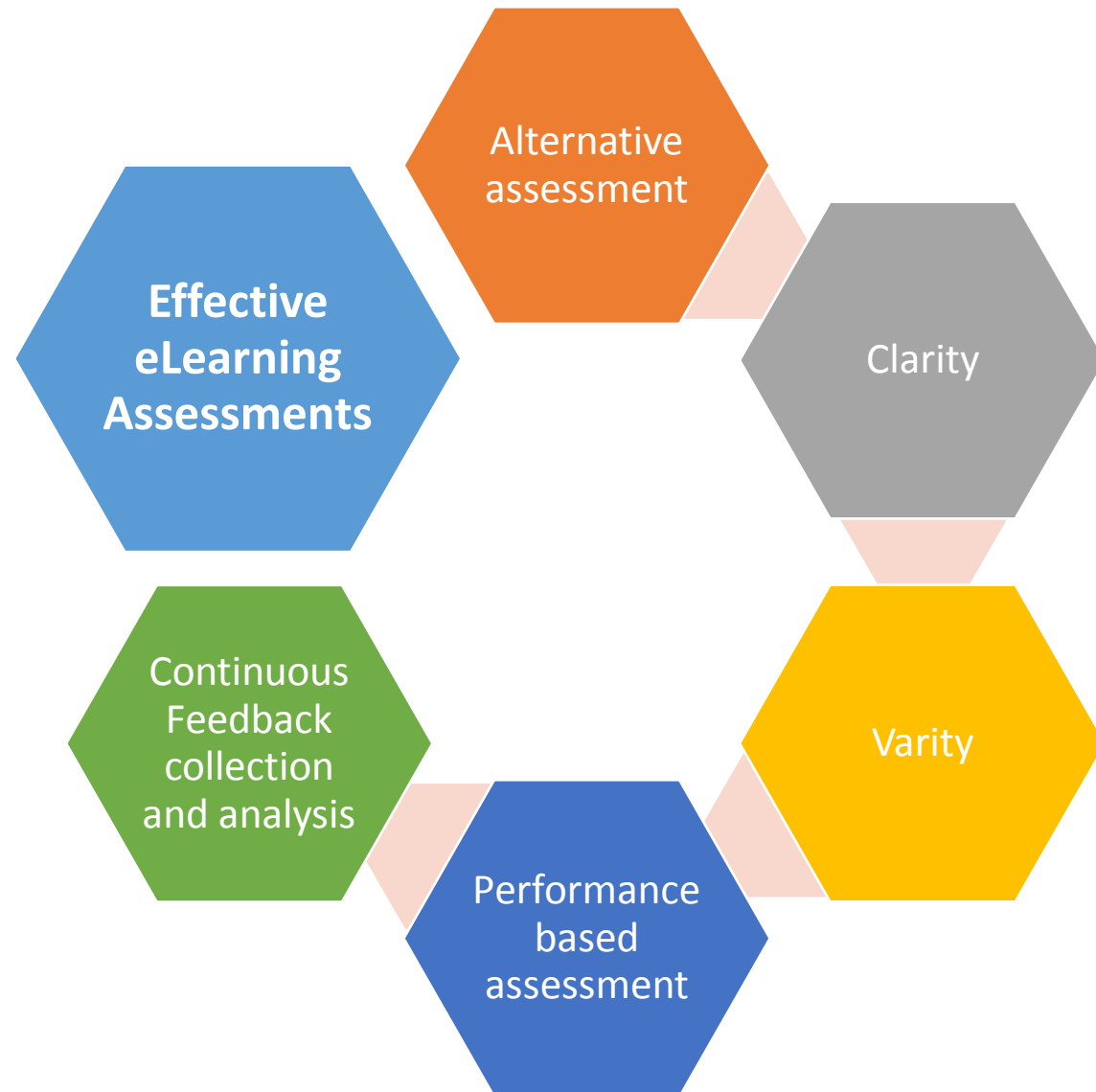
Redundancy Principle

- Explaining graphics with audio and redundant text can hurt learning. Research indicates that learning is actually depressed when a graphic is explained by a combination of text and narration that reads the text. Too much occupation of senses

Coherence Principle

- Using gratuitous visuals, text, and sounds can hurt learning. In well-intended efforts to spice up e-Learning, some designers use what we call a *Las Vegas* approach.

- If these extra units are not well utilized into the course material in a meaningful way, it can actually hurt the learning process.