E-Learning Standards
Standards ensure Interoperability

Affordability

Reusability

Manageability

Scalability

Durability

Accessibility

Hardware

Software

People
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
- Contiguity Principle
- Modality Principle
- Redundancy Principle
- Coherence 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.**
Effective eLearning Assessments

Alternative assessment

Clarity

Varity

Performance based assessment

Continuous Feedback collection and analysis

Effective E-Learning Assessment