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An E-learning Technology Conceptually

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Abstract

E-Learning system has revotionalised the world. It is found in every aspect of life. Due to this the research activities are increased at a non countable rate. It has its footprints in all the areas of life. Here, we propose theoretically how e-learning system looks. The concept covers all the areas of e-learning like users, technology used and the other services related with the system. This paper initially gives an idea about the concepts of computer used in learning across time, revealing the emergence of new trends in e-learning. This theoretical framework will help to guide for e learning studies. This paper focuses on the stakeholder groups and their relationship with e-learning systems.

Keywords: *E-learning, OECD, computer, theoretically*

INTRODUCTION

E-learning specifically contents all forms of electronically supported learning and teaching. The information and communication system which can be networked learning or may not be can serve as a specific media to implement e-learning process. Learning is an intellectual conscious activity for achieving knowledge. Technology is the way to support this process, E-learning literature us very vast and in a continuous growth process. E-learning system uses various tools such as communication, visualization, audio etc. E-learning basically works in two main areas one of the most important area is learning area and other is technology. The area technology is used as an important tool in the educational era. It is applied for different area we also study its contribution in different areas.

As per the record of Organization for electronic development and corporation 2012, the adaption and usage of e-learning revels continuous growth everywhere. (OECD 2012). 2015 report card-Tracking online education in United State states that a year to year 3.9% increase in the no of distance education learning students up from 3.7 % rate recorded last year. Out of four more than one student (28%) takes at least one distance course [1–5].

E-learning: The Conceptual

E-learning is a kind of education through internet or network or single computers. It is a type of f network enabled skill and knowledge. The concept of E-learning first come into existence in 1955 as a Computer assisted instructions (CAI) (Zinn 2000).

There are much more forms and names given to the e-learning system, each is abbreviated with same noun and signifies the use of computer, internet or other electronics devices or learning system. Online learning can also be defined as a learning that can be delivered partially or fully on the internet which makes information available to the users without any time or place restriction [6–10].

E-learning is actually the computer based network-enabled transfer of skills and knowledge. E-learning applications and processes mainly include Web-based learning, computer-based learning, virtual classroom opportunities and digital collaboration. In e-learning the content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. E-learning can be self-paced or instructor-led learning and also can includes media in the form of text messages , various image formats , animations; streaming video and audio [1, 2]. We can use abbreviations like CBT (Computer-Based Training), IBT (Internet-Based Training) or WBT (Web-Based Training) for e-learning. Today you can still find these terms being used, along with variations of e-learning such as e learning, E learning, and e Learning. The term is used throughout this article to indicate their validity under the broader terminology of E-learning [11–14].

E-learning Standards

The e-learning standards are the set of common rules for content authoring software and learning management. These rules specify that how courses can be created or delivered over multiple platforms so that they all operate seamlessly together.

How the Standards are formed?

Firstly the standards are in a specification format. The R & D are done on the specification and then the specification finally changes to the standards. When there is a tentative solution then a detailed written specification must be documented so that it can be implemented or codified. Currently e-learning standards are being developed by AICC, IML & ADL.

The Main Three Criteria For E-Learning Standards are:

Communication Interface

How resources communicate with the other system [15, 16].

Meta Data

How to describe e-learning resources in a consistent manner.

Content Packaging

How to gather resources into useful bundles.

Based on above criteria there are following e-learning standards.

1) Technical Standard.
2) Technical standards were created to govern how e-Learning content and Learning Management Systems communicate with each other. The primary benefit of these standards is interoperability.
3) Learning Technology standard.
4) The learning technology standard is the standard in which we decide how the technology will help us to have easy learning and maintenance of the data.
5) Quality standard.
6) Whenever we give something to our stakeholders it must satisfy him. In case of e-learning the satisfaction is in terms of the ease in using and providing solution to each and every aspect of life for the same.

Fig. 1: *Standards of E-learning.*

Why we Need E-learning Standards:

As we know that e-learning industry continues to evolve change and advance continuously every day so we always need common methods and tools to create and maintain content.

Statistics of E-learning

Surveys and Reports shows that e-learning industry is not showing any sign of slowing down, in fact an increasing no of individuals, corporations and industries are turning to be e-learning as they believed in its effectiveness and its convenience. Its statistics also shows the same. Here, are some important statistics for the same. The growth of following countries shows how each country adopts e-learning and is a significant indicator since it can reveal revenue opportunities [17–19].

Top 10 Growth Rates of the countries using E-learning Concept is as follows**.** The following growth rate shows how it increases as any country adopts eLearning and is a significant indicator since it can reveal revenue opportunities. The growth rate few of the e-learning country are [3]:

Sr. No	Country Name	Growth Rate
1	India	55%
2	China	52%
3	Malaysia	41%
4	Romania	38%
5	Poland	28%
6	Czech Republic	27%
7	Brazil	26%
8	Indonesia	25%
9	Colombia	20%
10	Ukraine	20%

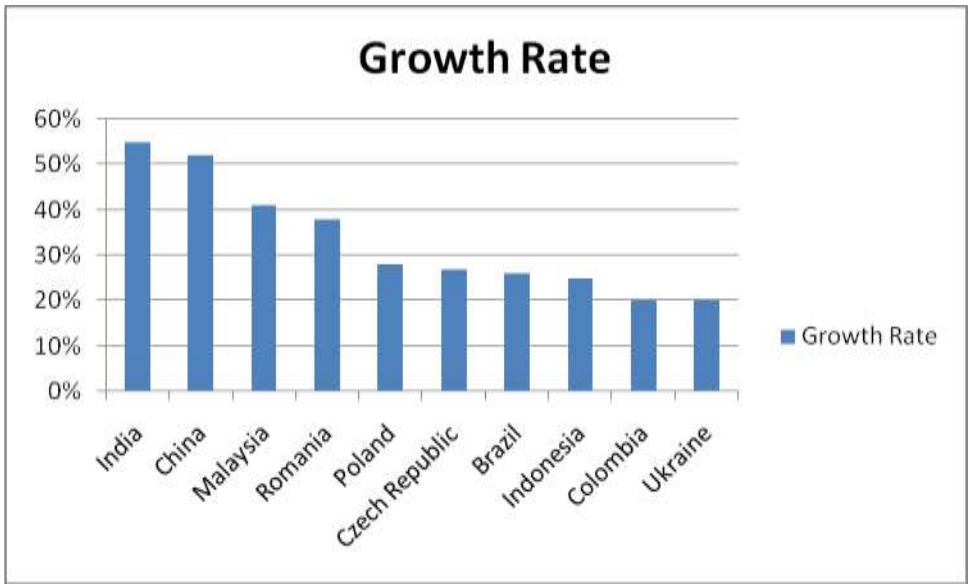

Fig. 2: *Growth Rate.*

The Market of Learning Management System

The LMS market was worth $2.55 billion in 2013 with an estimated compound annual growth rate of approximately 25.2%. In other words, the LMS market is expected to worth approximately $4 billion in 2015 and over $7 billion in 2018. The highest proportion of revenue contribution is expected to be generated in North America.

Mobile Learning Market

The worldwide market for Mobile Learning products and services reached $5.3 billion in 2012. With a compound annual growth rate of 18.2% for the next five years, it is estimated that the worldwide mobile learning market in 2015 will reach $8.7 billion and it will even reach $12.2 billion by 2017. It is worth to note that while in 2012 the top buyers of mobile learning products and services where US, Japan, South Korea, China, and India, it is expected that by 2017 the top buyers of mobile learning products and services will be China, US, Indonesia, India, and Brazil.

CONCLUSION

To conclude with we come to know that the concept of e-learning is getting popular throughout the world. In also helps in increaseing the growth rate of a country but we need proper management tools so as to provide quality education to all kinds of learners. The key to realizing these advantages is effective design that motivates learners and gives them accessible and memorable learning experiences. With their existing skill sets and the tools and techniques discussed in this paper, technical communicators have the opportunity to create effective e-learning.

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