



الجامعة الافتراضية السورية
SYRIAN VIRTUAL UNIVERSITY

Course Definition File

Introduction to On-Line Education

Information

Technology

Engineering



Powered by:



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1. Basic Information:

Course Name	Introduction to On-Line Education
Course ID	GOE301
No. of Recorded Sessions *	12
No. of Synchronized Sessions *	12
No. of Quizzes (hrs.)	6
Exam (hrs.)	2
Registered Sessions Work Load (hrs.)	18
Synchronized Sessions Work Load (hrs.)	24
Credit Hours	4

* The duration of each session 1.5 hr

2. Pre-Requisites:

Course	ID
-	-

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3. Course Objectives:

“Introduction to On–Line Education” aims to acquaint the student with the basic concepts of e–learning, its various components and at the end with virtual learning. In particular the student will be able to:

1. Understand the importance of e–learning in obviating the obstacles of traditional learning, comprehend its accelerated development in parallel with the advancement in ICT and recognize the future of this type of learning.
2. Acquaint with e–learning components, such as LMS, LCMS, authoring tools, LO, multimedia and graphic design means and interaction types, standards, virtual classrooms...
3. Be familiar with students information system, assessment management system, item banks, time tables, and reports.
4. Develop his skills in critical thinking, practical know how and successful use of a.m. tools and systems.

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4. Learning Outcomes (LO):

By the end of this course the learner is expected to:

- Recognize the principle concepts of e-learning, their evolution, how they compare with traditional learning practices and how to obviate there learning obstacles.
- Be familiar with all types of e-learning, master their use and be able to foresee their future development.
- Understand LMS and master its authoring tools, as well as the concept of reusable LO.
- Acquaint with SCORM, TINKAN and other standards and master their applications.
- Be able to use available e-learning techniques and tools.
- Acquaint with the concept of virtual classroom and its applications.
- Study and compare different well-known types of LMS.
- Understand the concept of LCMS, master their applications and recognize the differences between LCMS and LMS.
- Comprehend and be able to design AMS and master its implementation.
- Comprehend and be able to design item bank, scheduling, monitoring and reporting.
- Acquaint with e-learning new concepts, such as virtual reality, augmented reality and advanced telecom systems.
- Design and implement efficiently a practical project of an integrated e-learning system.

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5. Assessment Results:

Chapter No.	Chapter Title	Intended Objectives	Assessment Type				
			Developed content/ Recorded Sessions	Practical Activities (Synchronized Sessions)	Quizzes and Exams	Presentations And Interviews	Reports
CH1	E-Learning	Comprehension –Analytical Thinking	X	X	X		
CH2	Tools and Platforms	Comprehension –Analytical Thinking –Tools And Application Hands– On	X	X	X	X	X
CH3	Learning Management Systems	Comprehension –Analytical Thinking –Tools And Application Hands– On	X	X	X	X	X
CH4	Learning Content Management Systems	Comprehension –Analytical Thinking –Tools And Application Hands– On	X	X	X	X	X
CH5	Assessment Management Systems	Comprehension –Analytical Thinking –Tools	X	X	X	X	X

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		And Application Hands- On					
CH6	E-Learning New Concepts	Comprehension -Analytical Thinking -Tools And Application Hands- On	X	X	X		X
CH7	Project	Comprehension -Analytical Thinking	X	X		X	X

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6. Course Syllabus:

Chapter No.	Chapter Title	Chapter Content (Syllabus)	No. of Theoretical Learning Units	No. of Practical Learning Units)
CH1	E-Learning	5. Introduction 6. The Limits of traditional learning 7. What is E-Learning? 8. The History of E-Learning 9. The benefits and drawbacks of online learning 10. Synchronous Learning Vs Asynchronous Learning 11. Can we learn Online? 12. The future of E-Learning 13. Learning Vs Training 14. Best Practices of Online learning and training 15. Examples of Online learning and training 16. Exercises	2	2
CH2	Tools and Platforms	1. What does Learning Management System mean? 2. History of Learning Management Systems	2	2

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		<ol style="list-style-type: none"> 3. E-Content Creation and Publishing 4. Types of Learning Management Systems 5. Content Authoring Tools 6. Synchronous E-Learning Vs Asynchronous E-Learning Learning 7. Types of Learning Management Systems 8. Learning Management System Vs Content Management System 9. Learning Object- Sharable Content Object Reference Model 10. TINCAN Standards 11. E-Learning Tools and Techniques 12. Moodle LMS 13. Learning Management System Vs Course Management System 14. Moodle Statistics 15. Excellent Learning and Learning Tools 16. Exercises 		
CH3	Learning Management Systems	<ol style="list-style-type: none"> 1. Introduction 2. Importance of LMS 3. Main characteristics of LMS 4. Types of LMS 5. General LMS Technical 	2	2

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		Specifications 6. LMS and Virtual Class Technical Specifications 7. Sessions and Assessment Scheduling 8. LMS Interfaces Specifications 9. LMS Search engines Specifications 10. LMS Standards 11. Transition from Traditional Learning to E-Learning 12. LMS Examples 13. The Adopted LMS by SVU 14. Exercises		
CH4	Learning Content Management Systems	1. Introduction 2. Learning Objects 3. Reusable Learning Objects 4. Learning Object Strategy 5. LO Structure 6. LO: Introduction & Conclusion 7. LO Components–Reusable Data 8. LO Components–Assessment 9. Reusable Information Objects Types 10. Learning Content Management Systems 11. Functions of Learning Content	2	2

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		Management System 12. Open Functions to Users 13. Open Functions to Administrator 14. Open Functions to Tutors 15. Open Functions to Learners 16. Exercises		
CH5	Assessment Management Systems	1. Introduction 2. Services of Assessment Management Systems 3. Development of AMS 4. AMS Subsystems 5. Users Management System 6. Learners Management System 7. Groups Management System 8. Privileges Management System 9. Content Management System 10. Item Bank Management System 11. Assessment Management System 12. Scheduling Management System 13. Reports Management System 14. Monitoring Management System 15. Assessments Types 16. Exercises	1	1
CH6	E-Learning New Concepts	1. Learning by using games (Gamification) 2. The role of social media networks	1	1

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		in learning 3. Augmented reality and virtual reality 4. Exercises		
CH7	Project	1. Implementation of Few learning Units and Installing on LMS 2. Webinar on Resources Search	2	2

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7. Practical Activity:

- Tools and Labs:

Tool Name	Description
Moodle	LMS
Go to Meeting	Virtual Class
Any Available CMLS	Content Management System
Moodle	Assessment Management System

- Practical Activities per Chapters:

Chapter	Practical Activity	Remarks
CH1	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input type="checkbox"/> Project <input type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH2	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input type="checkbox"/> Project <input checked="" type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH3	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars	

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	<input type="checkbox"/> Project <input checked="" type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH4	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input type="checkbox"/> Project <input checked="" type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH5	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input type="checkbox"/> Project <input checked="" type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH6	<input checked="" type="checkbox"/> Exercises <input checked="" type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input type="checkbox"/> Project <input checked="" type="checkbox"/> Experiment <input type="checkbox"/> Other	
CH7	<input type="checkbox"/> Exercises <input type="checkbox"/> Homework <input checked="" type="checkbox"/> Webinars <input checked="" type="checkbox"/> Project <input type="checkbox"/> Experiment	

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<input type="checkbox"/> Other	
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