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## Automated e-learning system.

- ① Use both knowledge in the world and knowledge in the head.

Many effective e-learning techniques have been used by other institutions and online platforms.

Using techniques like lectures on microsoft teams or google meets or zoom and uploading it on a platform like a website designed for the institution

- ② Simplify task structures  
Task level

task is to enable learning of topics online.

Break down into simpler problems

Provides a list of topics.

Provides mark distribution and plan for the year

Provides deadlines

Provides objectives

Online lectures + recorded lectures availability.

Feedback sessions and doubt sessions.

### Semantic level:-

Provides sections and its description.

For example:- a section for uploaded lectures

a section for uploaded materials.

a section for doubt discussion (platform)

### Syntactic level:-

Design the website so that it is easy to use with icons and animations.

### Interaction level:-

Provides voice input feature to search for an item in the website.

### ③ Make things visible

The subjects along with course instructor available in as a list.

The list also contains a description of the course.

No. of credits, no. of theory hours, lab hours, no. of lab assignments are mentioned for each subject.

On clicking the subject, there are separate sections for video lectures, text materials, extra ~~or~~ reference materials, doubt submissions, pending assignments.

A calendar ~~to~~ for each subject to track the upcoming assignments, tests, classes, discussions etc.

Keep the design simple.

### ④ Get the mapping right.

Meeting the user's or students needs and convert it into design.

### ⑤ Convert constraints into advantages.

Constraints on shape, size and area

### ⑥ Design for errors

Handles errors like saving (~~save~~ making sure the submission has been done)

### ⑦ when all else fails - standardize

When there is a design error, the standard model of design is used.

eg. Abstract rules of navigation.

