**CHAPTER II**

**REVIEW OF RELATED LITERATURE**

**CHAPTER 2**

**Review of Related Literature**

**E Learning Site**

E-learning encompasses a broad scope of mediums and technologies. It includes all forms of organised interaction between people, using computers or networks as the medium of communicate to very specific as in teaching and learning through the primary medium of Web-based computer resources, minimally including hyperlinks and/or the Internet and synchronous and/or asynchronous communication

This chapter discuss the related foreign concepts and local studies that were previously posted and accomplished by some organizations and researches. This chapter will review insights and approach underlying to the existing study.

**FOREIGN RELATED STUDIES**

**CENTRAL EUROPEAN UNIVERSITY**

**Central European University** (CEU) is a graduate-level, English-language university promoting a distinctively [Central European](http://en.wikipedia.org/wiki/Central_European) perspective. The university offers degrees in the [social sciences](http://en.wikipedia.org/wiki/Social_sciences), [humanities](http://en.wikipedia.org/wiki/Humanities), law, [public policy](http://en.wikipedia.org/wiki/Public_policy), [business management](http://en.wikipedia.org/wiki/Business_management), [environmental science](http://en.wikipedia.org/wiki/Environmental_science), and [mathematics](http://en.wikipedia.org/wiki/Mathematics). The university is located in [Budapest](http://en.wikipedia.org/wiki/Budapest), and is accredited in the United States and in [Hungary](http://en.wikipedia.org/wiki/Hungary).

Faculty and students can introduce themselves through uploading their profiles, share course descriptions, syllabi, reading lists, upload and download reading materials, pre-course assignments, and establish contact with one another. With the use of E Learning Site it clearly defines the purpose and the flow of the system. The system provides access to course materials, without cost, does not require registration or log in and does not grant credits, degrees or certificates.

**WILF MALCOLM INSTITUTE OF EDUCATIONAL RESEARCH**

The Faculty of Education, University of Waikato established the Wilf Malcolm Institute of Educational Research (WMIER) in 2002 to undertake research in the broad field of education, with a focus on curriculum, teaching and learning.

The Institute's name recognizes former University of Waikato Vice-Chancellor Professor Wilf Malcolm, and the significant contribution he made to education.

They strive to produce research that makes a difference and benefits the wider education sector. Their research covers a range of areas related to curriculum, learning, teaching and assessment, education for Māori, e-learning and policy implementation spanning the early years, compulsory schooling and tertiary sectors.

The Wilf Malcolm Institute of Educational Research provides the infrastructure support for research within the Faculty of Education and also competes for funding from a number of national and international agencies.

Much of their research involves teams whose members are drawn from across the Faculty and their external partners. Collaborative links with other University of Waikato research institutes and national and international research centers in education are actively maintained. They encourage researchers to undertake studies from local, national and international perspectives.

The Institute organizes conferences and symposia, and publishes and disseminates research findings to inform policy as well as academic and professional communities.

**E-LEARNING IN THE AUSTRIAN SCHOOL SYSTEM**

The terms “eLearning” (also e-learning, Elearning or e-Learning) and “Blended Learning” have different meanings in different context. To clarify what we mean with eLearning and Blended Learning in this publication, we offer our short and clear definition: All forms of learning and teaching supported by digital media. Optimal combination of conventional presence lessons and eLearning.

The Austrian educational system integrated eLearning into the official curricula in 1998 and supported the establishment of laptop classes and computer aided teaching since then in numerous initiatives and activities. Together with the concept of eLearning, the idea of the laptop classes came into being. Soon it was clear, that laptop classes means much more than just the fact that every pupil owns his / her own laptop (notebook) and uses it I school. New forms of teaching materials had to be developed and optimized for the application in eLearning.

The structure of digital teaching and learning materials can vary due to the heterogeneous characteristics of the "new media". Hence, they have to be defined by the amount of information they communicate.

Subsequently they use further combinations of assets and learning objects like lessons or courses, which can help to organize a longer teaching time.

**LOCAL RELATED STUDIES**

**ITITSER**

The i-Titser is a blog or online journal that contains articles, tips and techniques about the use of technology in basic education. While concentrating on the use of computer software and internet to aid in education, some of the posts here also dwell in other technologies that are frequently used in education such as projectors and speakers.

The iTitser is also an online diary that covers the different uses of modern technology in basic education. It includes instructional design, development of courseware materials, interactive activity, educational games and e-learning.

As of the moment, the articles in i-Titser are divided into six categories such as the instructional gadgets and technologies that are useful in education but are neither computer nor internet-related; may or may not be connected to a computer or network; the instructional desktop applications that are useful in several aspects of education such as preparing visual aids for teachers or preparing term papers for students; the games and assessment that covers the network and web based assessments, either in traditional format (multiple choice, matching type, etc) or in the form of games. This category also covers what I would call ["banana pill exercises"](http://ititser.hub.ph/kinds-of-educational-computer-games/) i.e., those games that are meant to practice the students by repeatedly applying a process rather than measuring how much they have learned so far; the internet research which is useful in searching for information and media from the internet.

This category discusses tips on how you can quickly find specific information or media (pictures, videos, audio and slides) using the internet as well as the typical pitfalls that the students and sometimes teachers could fall into by using the internet for research such as illegal use of copyrighted materials or unknowingly committing plagiarism; the web-based educational applications which are software programs that are useful in education; the online instructions which is tells the user on how to [set up their own website to help your students](http://ititser.hub.ph/setting-up-a-website-to-aid-your-lessons/) or instructing your students to create a website or blog to serve as their portfolio projects.

**GENYO**

Genyo is the first and only fully-integrated online learning management system for Basic Education in the Philippines. It provides students and teachers with an exclusive online subscription 24/7 to a wide array of multimedia, curriculum-based teaching and learning resources. Genyo allows your school to adapt seamlessly to 21st Century teaching and learning through Genyo 4Cs e-Learning solution: The content, connectivity, community and change management.

Genyo is a Curriculum-based, multimedia resources in the five (5) key learning areas - Science, English, Math, Filipino, Araling Panlipunan (HS) and HEKASI (GS). Over thousands of teaching resources like online lesson plans, test banks, quizzes, video and audio files, images, interactive games, and so much more! An Online Learning Management System that can be customized to suit the needs of a school.

Genyo comes with a dedicated Genyo Computer Lab composed of PCs, LCD projector, screen and internet connection. GENYO provides an avenue for schools, students, teachers, and parents to create a global online learning community. GENYO provides the necessary teacher training on basic ICT skills and e-Learning and e-Teaching strategies. We have full-time Learning Integration Specialists or LIS to act as an on-site consultant for teachers and students.

**THE PHILIPPINE E-LEARNING SOCIETY**

The National eLearning Conference is a premiere academic forum which aims to gather Learning practitioners, educators, trainers, researchers, media specialists, instructional designers, university school administrators, policy makers, industry partners and students across the country to present and exchange new advances and research results in various aspects of eLearning as well as discuss the encountered challenges and practical adopted solutions for a successful eLearning program implementation.

The conference aims to strengthen the convergence of technology and learning theories to form meaningful settings for learners with different academic, industry and support needs; to reinforce the technical, pedagogical, management and social dimensions associated with eLearning implementation to ensure quality in eLearning practice and delivery; organize educators, researchers, educational technologists, instructional designers and students in discussing the issues related to the development of quality online education and the challenges of ensuring pedagogically sound eLearning practices; and establish linkages and strengthen solidarity among eLearning practitioners, industry partners and institutions.

**SUMMARY OF FINDINGS**

These related literature shows what are the needed features that an eLearning site must obtain in order to work efficiently and effectively, the features are as follows:

1. **Foreign Study**

* Must have an upload function for the students and teachers to introduce their selves, share course descriptions, syllabi, reading lists, upload and download reading materials, pre-course assignments, and establish contact with one another.
* Provides access to course materials, without cost.
* New forms of teaching materials had to be developed and optimized for the application in eLearning.
* Use further combinations of assets and learning objects like lessons or courses, which can help to organize a longer teaching time.

1. **Local Study**

* Must exclusively be 24/7 online accessible to a wide array of multimedia, curriculum-based teaching and learning resources.
* Provides an avenue for schools, students, teachers, and parents to create a global online learning community.
* Gather Learning practitioners, educators, trainers, researchers, media specialists, instructional designers, school administrators and students.
* Must contain articles, tips and techniques about the use of technology in basic education.
* Must have at least 5 learning areas.
* Must have full-time Learning Integration Specialists or LIS to act as an on-site consultant for teachers and students.

**REFERENCES**

Greten Vicke S. Estella., (2013) *E-learning, instructional Design and education technology in the Philippines* [Online], Available: http://ititser.hub.ph/ [Accessed March 11, 2013].

Genyo Online., (2011) *Genyo Online – The Interactive Learning Portal* [Online], Available: http://www.genyo.com.ph/ [Accessed March 11, 2013].

Philippine eLearning Society., (2007) *Philippine eLearning Society* [Online], Available: http://www.elearning.ph/ [Accessed March 11, 2013].

Central European University., (2013) *Central European University*  [Online],

Available: http://www.ceu.hu/ [Accessed March 08, 2013].

ViS: AT., (2008) *eLearning in the Austrian School System* [Offline],

Available: <http://www.virtuelleschule.at> [Accessed March 10, 2013].

The University of Waikato –Te Whare Wañanga o Waikato., (2013) The University of Waikato [Online], Available: <http://www.waikato.ac.nz/wmier/home> [Accessed March 10, 2013].