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## **What is E-learning?**

E-learning, or electronic learning, refers to the acquisition of knowledge and skills through electronic media and information and communication technologies (ICT). It typically involves internet-based learning environments, digital content, and online interaction, offering flexibility in terms of time and location.

## **What are the benefits of E-learning?**

E-learning offers numerous benefits including flexibility (learning anytime, anywhere), accessibility (reaching diverse learners), cost-effectiveness (reduced travel and infrastructure), personalized learning paces, and immediate updates to content, making it highly adaptable and scalable.

## **List the techniques used in E-Learning.**

Techniques used in E-learning include synchronous methods like live online classes and webinars, and asynchronous methods such as self-paced modules, video lectures, interactive simulations, discussion forums, gamification, and digital assessments.

## **Define typography.**

Typography is the art and technique of arranging type to make written language legible, readable, and appealing when displayed. It involves selecting typefaces, point sizes, line lengths, leading (line spacing), and kerning (letter spacing) to optimize visual communication and aesthetics.

## **List the online learning techniques.**

Online learning techniques encompass a range of approaches such as blended learning (combining online and offline), flipped classrooms, MOOCs (Massive Open Online Courses), virtual labs, peer-to-peer learning through online forums, and project-based learning facilitated by digital collaboration tools.

## **Define CMS.**

CMS stands for Content Management System. It is a software application or a set of related programs used to create and manage digital content. A CMS typically supports multiple users in a collaborative environment, allowing for content creation, editing, organization, and publication without requiring advanced technical knowledge.

## **What is E-Content?**

E-Content refers to any digital content or information delivered electronically, typically via the internet, for the purpose of learning, information dissemination, or entertainment. This can include text, images, audio, video, animations, simulations, and interactive multimedia.

## **What is an ASSURE model?**

The ASSURE model is an instructional design framework used to systematically plan and deliver effective instruction. It stands for: Analyze learners, State objectives, Select methods, media, and materials, Utilize media and materials, Require learner participation, and Evaluate and revise.

## **What is ADDIE Model?**

The ADDIE model is a widely used instructional design framework for developing training and educational programs. It is an acronym for five phases: Analysis (of needs), Design (of learning objectives and strategies), Development (of content and materials), Implementation (delivery of instruction), and Evaluation (of effectiveness).

## **What is Typography?**

(This question was asked twice, so providing a slightly different but related angle for the second instance.)

Typography, within the context of electronic content, refers to the strategic application of font styles, sizes, colors, and spatial arrangements to enhance readability, create visual hierarchy, and convey brand identity. Effective typography is crucial for user engagement and comprehension in digital interfaces.

## **Describe Usability Testing.**

Usability testing is a method for evaluating how easy and user-friendly a product (like a website, application, or e-learning module) is by testing it with representative users. It involves observing users as they attempt to complete tasks, identifying difficulties, and gathering feedback to improve the design and functionality.

## **List a few of the task domains LMS.**

Task domains within an LMS (Learning Management System) typically include: Course Management (creating and organizing courses), User Management (enrolling and managing learners), Content Delivery (uploading and presenting e-content), Assessment and Grading (administering quizzes and tracking grades), and Communication & Collaboration (forums, messaging).