**Information and Communication Technology (ICT)**

Information and Communication Technology (ICT) refers to sets of technologies that serves as a bridge for users to transfer or access information via telecommunications. It overlaps with the field called Information Technology (IT), but the main difference is ICT focuses on communication technologies. This includes, but not limited to, the internet, wireless networks, and cell phones (TechTerms, 2010).

According to Ghaznavi, Keikha and Yaghoubi (2011), ICT is integrated on to human life and served as a tool to maximize productivity with less time and cost. Based on their study, the usage of ICT is very effective in increasing educational motivation, improving questioning skill, improving research spirit and raising school marks. The use of ICT is not only effective in schools but also in workplaces. According to Stephens and Rains (2010), complementary use of ICT serves as a form of mitigation in perceived work overload and, in turn, increasing perceived information effectiveness, attitudes, and behavioral intentions.

**Ergonomics**

Ergonomics is a process in which the design of workplaces, products and systems are planned in order to fit the people who will use them. It applies the design of anything that includes people – sports, health and safety. Ergonomics is the science of learning about human abilities and boundaries, and apply this knowledge to improve people's usage of products, systems and environments. Another purpose of this field is minimize work-related risk of injury or harm (Dohmann Consulting, n.d.).

Ergonomics is a science-based order that unites information from different subjects, for example, life systems and physiology, brain research, building and insights to guarantee that plans supplement the qualities and capacities of individuals and limit the impacts of their impediments. Instead of anticipating that individuals should adjust to a structure that constrains them to work in an awkward, upsetting or perilous way, ergonomists and human variables pros try to see how an item, work environment or framework can be intended to suit the general population who need to utilize it. (Chartered Institute of Ergonomics and Human Factors, n.d.).

**Method Study**

Method study is the way toward exposing work to methodical, basic investigation to make it progressively viable as well as increasingly productive. It is one of the keys in accomplishing profitability improvement. It was initially intended for the investigation and improvement of dull manual work however it tends to be utilized for a wide range of action at all dimensions of an association (Institue of Management Services, n.d.).

Method study is a procedure in which work is fundamentally and deliberately analyzed so as to grow progressively effective and simpler approaches to achieve the undertaking. It includes orderly account and investigated assessment of existing and proposed methods for doing work for growing progressively powerful strategies and accordingly lessening the general expense. Disentanglement of work or the working techniques to accomplish higher efficiency is the essential thought process of method study (Babar, Jadhav, and Rathod, 2015).

**The Expanded Tertiary Education Equivalency and Accreditation Program (ETEEAP)**

The Expanded Tertiary Education Equivalency and Accreditation Program (ETEEAP) is an elective instruction program in the Philippines that permits working experts who were not ready to complete their school training or were totally unfit to venture into school to earn a four year bachelor's degree without experiencing conventional schooling techniques. Under this program, experts with at least five years of working background can utilize the information, encounters, and accomplishments they got through their business to earn school credits that are then deducted from the all out number of units that they are required to acquire before they graduate. Along these lines, the more expert experience the ETEEAP student illustrates, the sooner the person in question can procure his or her four year certification. ETEEAP works by temperance of Executive Order Number 330 marked by previous President Fidel V. Ramos on May 10, 1996. It is presently managed by the Commission on Higher Education (CHED) and schools or colleges that desire to offer it as a component of their scholarly projects must pick up CHED's approval first (Courses.com.ph, n.d.).

**Interactive Learning Module**

Interactive learning is an academic procedure that draws in understudies by having them effectively take an interest with friends in exercises (Renner, n.d.). It is characterized as the way toward trading and sharing of learning assets helpful for development between an innovator, its providers, and additionally its customers. It might begin with an asset based contention, which is determined by presenting contending and integral hypothetical contentions, for example, the unpredictability and organizing of creative exercises, and cross-sectoral mechanical elements (IGI Global Disseminator of Knowledge, n.d.). A module is one of the different pieces of a course instructed at a school or college (Collins, n.d.). Based on the definitions stated, it can be inferred that an interactive learning module is a tool or set of tools that can be used by gurus or teachers in delivering lessons to a class and is very effective on it. And this is supported by the study Jamwal, 2012 where a group of students where subjected to an online interactive learning module (ILMs) and the results showed that students preferred using the ILMs rather than other alternative learning methods. The learning styles survey results demonstrated that a noteworthy quantities of understudies thought about themselves dynamic and visual students. Dynamic students are 3.1 occasions bound to incline toward ILMs and 0.1 occasions as liable to select homework as their favored strategy for learning. Visual students have comparable inclinations. Consecutive students have a low inclination for recordings as a strategy for learning. An extensive number of students have demonstrated they might want to utilize ILMs in future as a result of their encounters amid action. A few advantages of ILMs were discovered dependent on the perceptions and information. ILMs increment time on errand and advance community learning. The utilization of ILMs likewise requires less supervision and less assets.

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