

Distance Education (DE) is a broad term that is frequently used synchronously with other terminologies. DE includes a two-way interaction between instructor and students, instructor and instructor, and students and students. This pedagogy personalizes the communication of teaching and planned learning through a selection of educational tools conducted by a special institutional organization.



e-Learning ≡

- Virtual Classroom
- Audio and Video Conferencing
- Chat
- Shared Whiteboard
- Application Sharing
- Instant Messaging



Two-way interaction

- Instructor and Instructor
- Instructor and Students
- Students and Students



Communication of Teaching and Planned Learning →

- Occurs in a different place from Teaching →
- Special techniques of course design →
- Special instructional techniques →
- Special methods of communication →
- Electronic and other technology →



Special Institutional Organization →

- Special organizationa
- Administrative arrangements



Virtual Classroom ≡

- A place to meet
- List of Students
- Instructors
- Synchronous Technologies



Synchronous Technologies →

- Slide Presentation ≡
- Audio and Video Conferencing ≡
- Chat ≡
- Shared Whiteboard ≡
- Application Sharing ≡
- Instant Messaging ≡

Communication of Teaching and Planned Learning

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Occurs in a different place from Teaching

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Special techniques of course design

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Special methods of communication

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Virtual Classroom

E-learning is the use of electronic educational technology in learning and teaching. information and communication technology in education, EdTech, learning technology, multimedia learning, technology-enhanced learning, computer-based instruction, computer managed instruction, computer-based training, computer-assisted instruction or computer-aided instruction, internet-based training, flexible learning, web-based training, online education, virtual education, virtual learning environments, m-learning, and digital education. In usage, all of these terms appear in articles and reviews; the term "e-learning" is used frequently, but is variously and imprecisely defined and applied. These alternative terms are all linguistically more restrictive than "educational technology" in that they refer to the use of modern tools, such as computers, digital technology, electronic media, networked digital devices and associated software and courseware with learning scenarios, worksheets and interactive exercises that facilitate learning. However, these alternative names individually emphasize a particular digitization approach, component or delivery method.

Special Institutional Organization

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e-Learning

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Synchronous Technologies

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Slide Presentation

A slide show is a presentation of a series of still images on a projection screen or electronic display device, typically in a prearranged sequence. Each image is usually displayed for at least a few seconds, and sometimes for several minutes, before it is replaced by the next image. The changes may be automatic and at regular intervals or they may be manually controlled by a presenter or the viewer. Slide shows originally consisted of a series of individual photographic slides projected onto a screen with a slide projector. When referring to the video or computer-based visual equivalent, in which the slides are not individual physical objects, the term is often written as one word, slideshow. A slide show may be a presentation of images purely for their own visual interest or artistic value, sometimes unaccompanied by description or text, or it may be used to clarify or reinforce information, ideas, comments, solutions or suggestions which are presented verbally.

Audio and Video Conferencing

Videoconferencing is the conduct of a videoconference by a set of telecommunication technologies which allow two or more locations to communicate by simultaneous two-way video and audio transmissions. It has also been called 'visual collaboration' and is a type of groupware. Videoconferencing differs from videophone calls in that it's designed to serve a conference or multiple locations rather than individuals. It is an intermediate form of videotelephony, first used commercially in Germany during the late-1930s and later in the United States during the early 1970s as part of AT&T's development of Picturephone technology. With the introduction of relatively low cost, high capacity broadband telecommunication services in the late 1990s, coupled with powerful computing processors and video compression techniques, videoconferencing has made significant inroads in business, education, medicine and media. Like all long distance communications technologies, by reducing the need to travel, which is often carried out by aeroplane, to bring people together the technology also contributes to reductions in carbon emissions, thereby helping to reduce global warming.

Instant Messaging

Instant messaging is a type of online chat which offers real-time text transmission over the Internet. A LAN messenger operates in a similar way over a local area network. Short messages are typically transmitted bi-directionally between two parties, when each user chooses to complete a thought and select "send". Some IM applications can use push technology to provide real-time text, which transmits messages character by character, as they are composed. More advanced instant messaging can add file transfer, clickable hyperlinks, Voice over IP, or video chat. Non-IM types of chat include multicast transmission, usually referred to as "chat rooms", where participants might be anonymous or might be previously known to each other. Instant messaging systems tend to facilitate connections between specified known users. Depending on the IM protocol, the technical architecture can be peer-to-peer or client-server.

Chat

Online chat may refer to any kind of communication over the Internet that offers a real-time transmission of text messages from sender to receiver. Chat messages are generally short in order to enable other participants to respond quickly. Thereby, a feeling similar to a spoken conversation is created, which distinguishes chatting from other text-based online communication forms such as Internet forums and email. Online chat may address point-to-point communications as well as multicast communications from one sender to many receivers and voice and video chat, or may be a feature of a web conferencing service. Online chat in a less stringent definition may be primarily any direct text-based or video-based, one-on-one chat or one-to-many group chat, using tools such as instant messengers, Internet Relay Chat, talkers and possibly MUDs. The expression online chat comes from the word chat which means "informal conversation". Online chat includes web-based applications that allow communication – often directly addressed, but anonymous between users in a multi-user environment.

Shared Whiteboard

Whiteboarding is the placement of shared files on an on-screen shared notebook or whiteboard. Videoconferencing and data conferencing software often lets the user annotate the shared documents as on a physical whiteboard. With this type of software, several people can work on the image at the same time, each seeing changes the others make in near-real time. Electronic whiteboarding was included at least as early as 1996 in the CoolTalk tool in Netscape Navigator 3.0.

Application Sharing

Application sharing is an element of remote access, falling under the collaborative software umbrella, that enables two or more users to access a shared application or document from their respective computers simultaneously in real time. Generally, the shared application or document will be running on a host computer, and remote access to the shared content will be provided to other users by the host user.

Special instructional techniques

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