

Chapter 5

Current Web Tools Focused on the Education

ABSTRACT

This chapter covers the field of e-learning. The authors explain what e-learning is and what tools are currently available. The chapter will contain examples of said tools with information about whether the tools are useful for people with dyslexia. The MOOC (massive open online courses) is the most widely used and will be covered in detail. At the end of the chapter, the authors will also provide examples of emerging trends in the area of e-learning.

INTRODUCTION

This chapter focuses on outlining possible approaches to e-learning and exploring the most relevant solutions available. The primary target audience are people with dyslexia and teachers or parents who want to find good resources to recommend. E-learning, according to Robinson (2016), is the use of physical hardware, software, and educational theoretic to facilitate learning. Therefore, its performance has been improved by creating, using and managing appropriate technological processes and resources. The e-learning field evolves quite rapidly. At the time of writing, there are multiple ways to use the Internet as a tool for learning. The current winners are Massive Online Open Courses (MOOC) platforms, but as the field evolves, this may change in the future. It is important to watch the emergent tools, such as usage of the games for learning.

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WHAT ARE THE ACTUAL PURPOSES FOR E-LEARNING?

- An alternative to traditional education
 - ¡ Getting a college degree via e-learning tools instead of personally attending.
- Improve access to learning opportunities
 - ¡ Cheaper
 - ¡ More flexible
- Enhancement of traditional education
 - ¡ Possibility to provide otherwise unavailable content and opportunities for students.

WHAT ARE THE SOLUTIONS CURRENTLY AVAILABLE ON THE MARKET?

- Massive Online Open Courses Platforms;
- Educational Enhancement Platforms;
- E-learning web applications;
- E-learning in the context of the Games (Second Life, Fortnite, Minecraft);
- Question & Answer sites serving as a knowledge source;
- Tutorials on the video platforms.

MOOC (MASSIVE ONLINE OPEN COURSES)

MOOC, as the name evokes, stands for courses and platforms designed to deliver courses to massive audiences. The audience number can mean tens of thousands of users, if not more. The different platforms allow different complexity of courses as well as open a door for the interaction of students among themselves and with teachers.

The core functionality is the delivery of textual, audio, and video material to the students engaged in relevant courses. Many of the platforms also provide the possibility to set up student forums for specific courses and even provide tools to build interactive courses. Interactive courses may be as simple as a questionnaire that is directly evaluated, or as complex as a development environment where students solve specific problems.

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