Web2Train: a Design Model for Corporate e-Learning Systems

Katerina Papanikolaou and Stephanos Mavromoustakos
European University Cyprus,
Department of Computer Science,
1516 Nicosia, Cyprus
{k.papanikolaou, s.mavromoustakos}@euc.ac.cy

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

Introduction

○ Web2Train incorporates Web 2.0 Tools and is based on three axes;

- the social and collaborative aspect of the knowledge transfer process,
- the quality peculiarities and
- the training requirements

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

2/15

e-Learning platforms

○ Advantages

- ● ease to set-up
- ● better use of employee time,
- ● cost savings,
- ● cross-country collaborations,
- ● Directness
- ● efficiency

○ Disadvantages

- ● degree of interactivity,
- ● communication means,
- ● sense of community
- ● communication among learners
- ● isolation

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

e-Learning platforms

- Results
  - Isolation
  - motivation loss
  - self-discipline loss
  - Poor achievement of pedagogical objectives

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

4/15

Web2.0 Tools

○ Weblogs
- Blogs
- Personalization
- Usability

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   5/15

Web2.0 Tools   *cont'd*

○ Wikis

- *A wiki markup language*
- *Simple site structure and navigation.*
- *Simple templating.*
- *Support for multiple users.*
- *Simple workflow.*
- *A built-in search feature.*

Web2.0 Tools *cont'd*

- ○ Mashups
  - information and services from multiple sources on the Web
- ○ Podcast
  - "A Podcast is a multimedia file that is distributed by subscription (paid or unpaid) over the Internet using syndication feeds, for playback on mobile devices and personal computers"

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   7/15

Web2Train Framework

○ Framework design

- incorporates the social and collaborative aspect of the knowledge transfer process, the quality issues as identified by ISO9126 and W3C and training requirements.

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   8/15

Social and Collaborative Aspects

- Demographics
- Social characteristics
- Technical characteristics

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

Quality Components

- Usability
- Functionality
- System Reliability
- Efficiency
- Maintainability

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   10/15

Training Requirements

- The identification of learners' needs
- The structuring of the learning material
- The enhancement of the e-Learning environment
- The motivation for trainees' participation

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   11/15

Training Requirements   *cont'd*

- The ability of the e-Learning environment to answer and solve questions and problems

- The establishment of collaborative mechanisms among trainees

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

Training Requirements   *cont'd*

○ The utilization of the relevant tools (e.g. Web 2.0) for the support of any specific solution –

○ The right mix of the learning processes implemented

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   13/15

Conclusions

○ Web2Train uses

- Web 2.0 Tools to facilitate
- learner-to-learner interaction
- learner-to-instructor interaction
- achieving the learning objectives, through collaborative learning.
- Increases effectiveness of e-Learning by distilling real classroom practices in the electronic environment

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008

14/15

Future work

○ development of a quality e-learning corporate environment based on the Web2Train model

Web2Train: a Design Model for Corporate e-Learning Systems
Katerina Papanikolaou, European University Cyprus
K.Papanikolaou@euc.ac.cy
Innsbruck 5-7 May 2008   15/15