



MILLENNIUM YOUTH CAMP 2011

COLLABORATIVE E-LEARNING: A SOCIAL NETWORKING BASED EDUCATIONAL PLATFORM

WHAT DOES E-LEARNING MEAN?

E-learning includes all types of major learning and teaching methods supported by electronics. It does so in such way that the information and communication systems serve as exclusive media to enhance the learning progress, regardless of whether they're networked or not. In principle, E-learning is the ultimate way to transfer skills and knowledge using computers and networks. In a world where everything is rapidly changing and evolving, the need for new alternatives for traditional schooling system arises.

THE NEED FOR A NEW EDUCATIONAL PLATFORM

The idea of a web based learning platform is not new- there have been many such platforms that exist today. But the main problem with these is that they are not widely used by students. This is because they are too specific as an educational tool, whereas in the present day context the revolutionary development in the field of ICT has encouraged and supported people to learn by doing, sharing and discussing. The platform proposed in our project is all about learning through collaboration in a multicultural and diverse environment. It is more than asking questions, posting answers and taking tests- it is actually learning through fun!

THE MAIN FEATURES

Each group in the platform consists of six main features, called panes. The name "pane" is chosen for them since they function like panes with the ability to swap places for easier navigation. You can try out the working demo of the Graphical User Interface. The six features are:



A UNIVERSAL PLATFORM

Nowadays students cooperate with each other greatly. They do so by sharing documents and files via Emails, IMs, Social Networking websites, and file hosting services. They need separate accounts for most of these services, having to log in to each time. Moreover, they need to adapt themselves with various types of interfaces, with some being easy to adapt and some other having steep learning curves. This project intends to make one web-based platform for all students by combining the best of what each of the current services have to offer.



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History & Evolution of Online Education

1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008

PLATO (Programmed Logic for Automated Teaching Operations) was developed

APRA (Advanced Research Projects Agency Network) created APRANET, a communication system before the internet

Internet Relay Chat (IRC) was developed and made public

Tim Berners-Lee created the World Wide Web

University of Phoenix launches the first online university program

National Center for Supercomputing Applications (NCSA) releases Mosaic, the first graphical browser

Jones International University, the first online college

Second Life creates the international 3D virtual world

Matthew Nagle manages to control some electronic devices with his brain impulses using a small implant

Sony patents an idea of transmitting sensory data to brain

The first virtual scenario for training paramedic students is used by a school in London

In the future, adult education online may become a hands-free, multi-sensory experience.