• [Онлайн] системы управления обучением (Learning Management System)

• Онлайн инструменты активного обучения

[Онлайн] системы управления обучением (LMS)

Первая LMS

Первая LMS в сети университета

1990

FIRST LMS



1997



MySQL

FirstClass is released by SoftArc. Still working today, FirstClass has been recognized as the first real Learning Management System. The system runs on personal Macintosh computers, allowing access many home desktop users, not just mainframe users.

It also supports private email and public forums, allowing students to ask questions and clarify theory presented in learning modules. The United Kingdom's Open University uses FirstClass to deliver online learning across Europe.

The Interactive Learning Network is developed by CourseInfo. This is the first LMS to use a relational MySQL database. The Interactive Learning Network is installed at Yale, Cornell and other academic institutions.



2004

FIRST OPEN-SOURCE LMS RELEASED

2002

Универсальный формат

SCORM 2004 (Shareable Content Object Reference Model), a set of standards for training technology, becomes the basis for many current Learning Management Systems.



Первая «открытая» LMS ed and remains one

Moodle is released and remains one of the most popular open-source LMSs available online. Users need only download the software to their home PC to start learning.

2005

RISE OF FLASH VIDEO

Flash became an animation and authoring tool, which is crucial at creating multimedia content. Online Video is critical for implementing powerful multimedia and/or webcast functionality and making EdTech product more engaging.



2005

Самообучение работы в программном обеспечении

VIRTUALONDEMAND

Released by NACON Consulting, VirtualOnDemand was the first distance education system to allow users to train in software programs with only a web browser. Later, the US Army began using the system to train IT support personnel.

MOBILE WEB

2008

FIRST CLOUD BASED OPEN SOURCE LMS

In 2008, mobile access to the internet exceeded desktop access for the first time. Businesses started looking towards creating a condensed "mobile" version of their websites.



₹

Eucalyptus, the first cloud-based open source Learning Management System, is released. It stores information and runs entirely on the Internet, meaning that companies require no servers or internal networks to make use of it.

With this invention, courses can now be run without classrooms, with vastly reduced teaching staff and without the need for a supporting mainframe, requiring only that instructors, students and administrators log in from their home computer.

Мобильное приложение

New mobile technology, such as hand-held based devices, is playing a large role in redefining how we receive information. This brings us to M-learning or mobile learning is the delivery of learning, education or learning support on mobile phones, PDAs or tablets.

2012

SaaS LMS

support delivery to mobile devices using WiFi.



2013

Новый универсальный формат

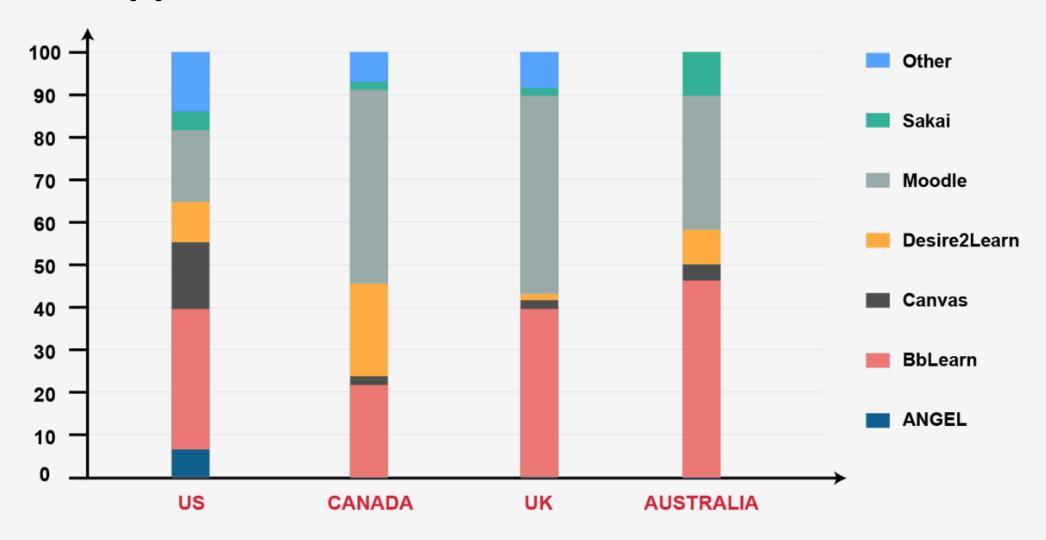
TIN CAN API



The Experience API (or Tin Can API), the next generation of SCORM, was released as version 1.0.0.

Modern SaaS Learning Management Systems take advantage of cloud-based technology. Companies are freed from the burden of developing or installing in-house systems. Many LMS applications also

Крупные пользователи LMS

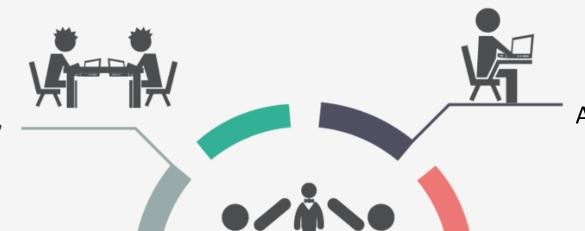


Эволюция LMS

EVOLUTION OF LMS

2010s

Learning Anytime, Anywhere



1970s

Администрирование групп

1990s

Онлайн обучение



1980s

Тренинги с использованием компьютера

LMS — это больше чем онлайн хранилище файлов (Dropbox и т.д.)

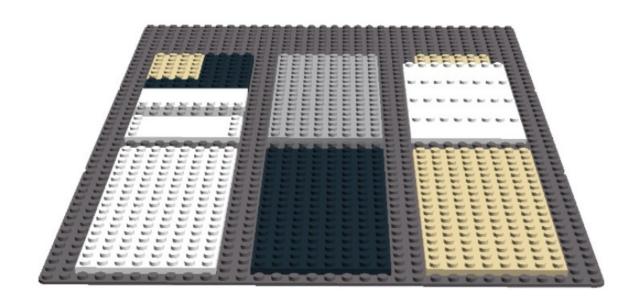
на примере Moodle







Moodle это платформа, на которой мы можем построить разные здания - **курсы**



Строительные материалы: **активности, ресурсы, модули, плагины, блоки, фильтры и т.д.**

Четыре базовых элемента



Хранение информации



Коммуникации



Оценивание



Совместная работа

Можно **хранить**...



тексты, картинки, аудио, видео



Веб-страницы



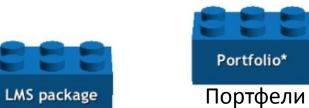
Папки



Базы данных



Ссылки

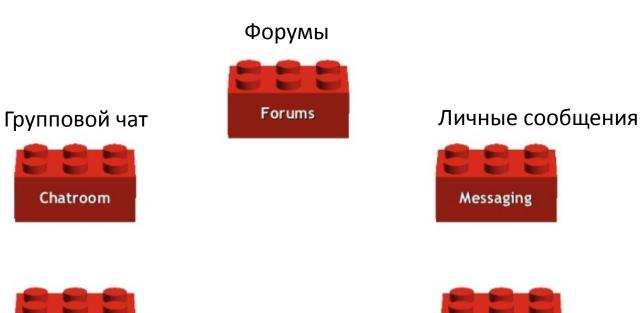


LMS объекты документов



Маркеры

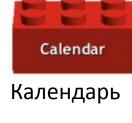
Можно осуществлять **коммуникации** с помощью...



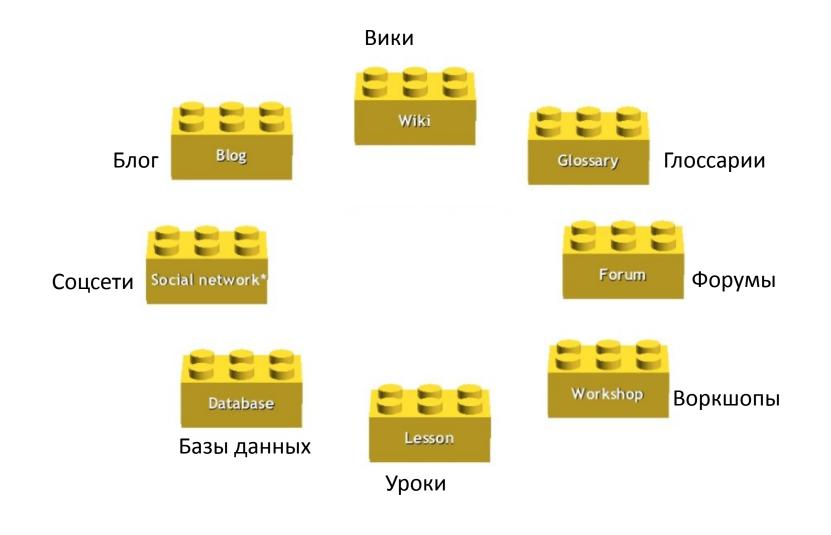


Dialogue

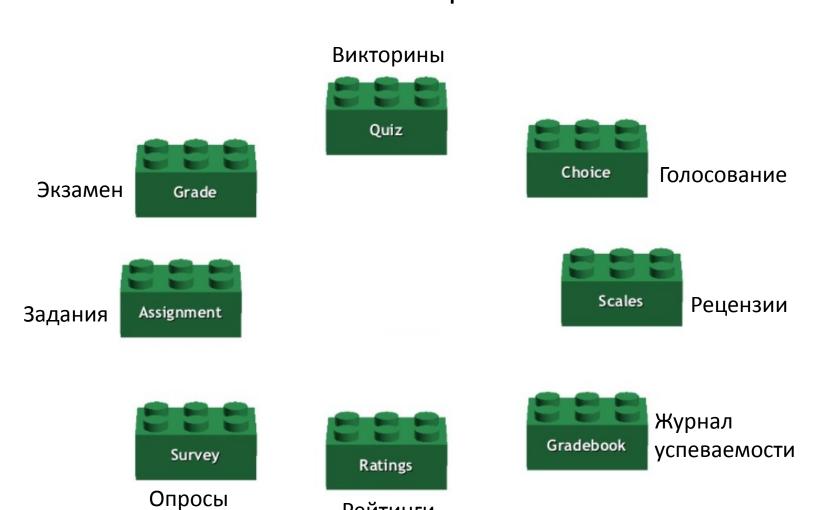
Диалоги



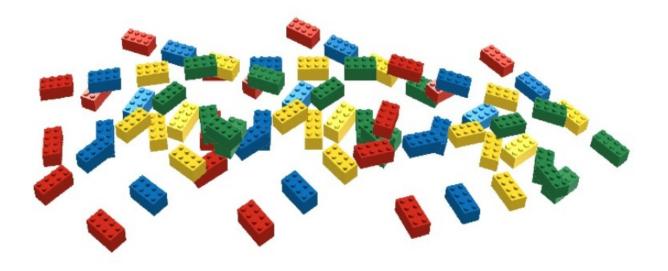
Можно использовать для <u>совместной работы</u>...



Можно проводить оценивание с помощью...

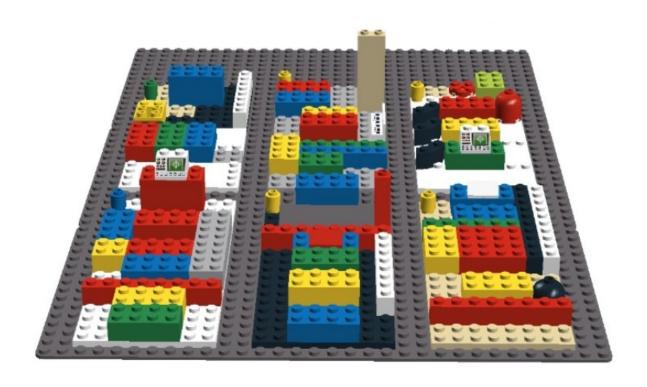


Рейтинги





these plus nearly 400 other compatible modules, plugins, blocks, filters, activities...



Разные роли



the site





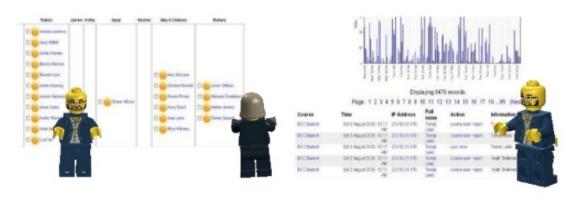




Permissions for parent or any other role can be specified...



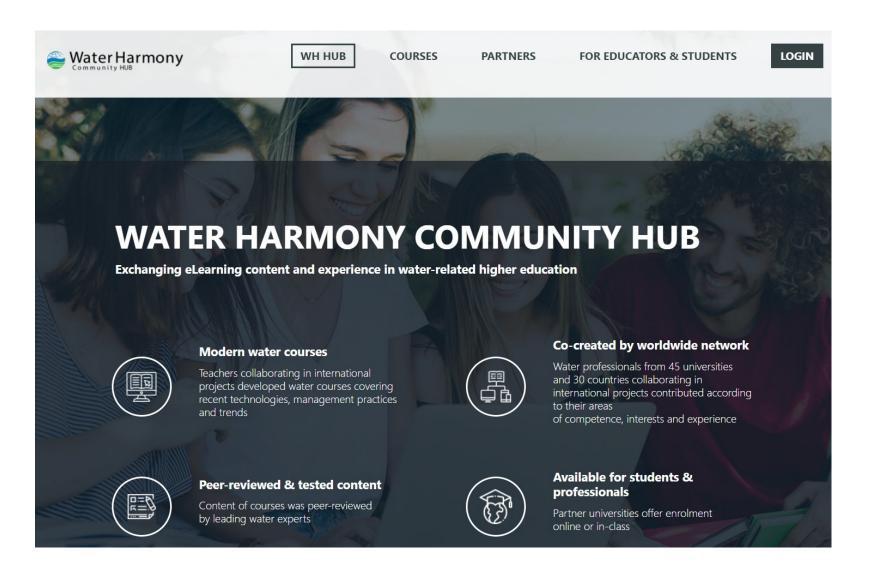
...and control as much or as little as we want.

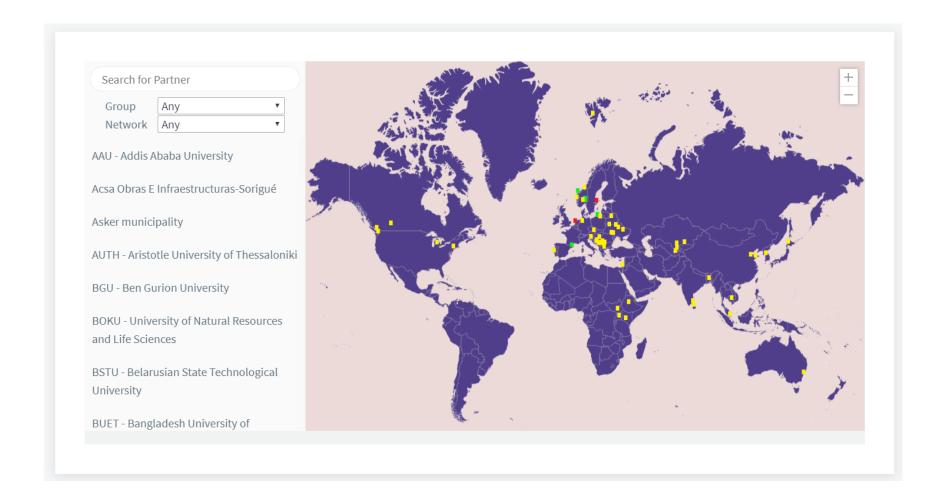


- Гибкая платформа может работать на
 - Одном компьютере
 - Сервере
 - На внешнем хостинге

Бесплатно

Как начать?





EDUCATORS



Search courses and view content



Download course files



Import to your university eLearning platform



Use as e-course or in-class

START











Innovation & Entrepreneurship



Academic Writing



Explore more













Laboratory practicum

The laboratory practicum course is developed to improve the effectiveness of laboratory knowledge and skills in the water field and to learn the standard methods for evaluation of water quality indicators.

Course content

This course contains practical and theoretical lessons.

More →

Download



Industrial Water Management

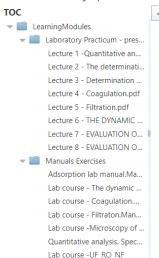
Industrial wastewater is a by-product of industrial processes, and is separate from domestic sources of wastewater. Usually, the industrial wastewater has different origin and more toxic. The treatment ow industrial wastewater is more complex due to using different physical-chemical treatment methods. This course provides basic principles of industrial water management, toxicity, sludge management. The Industrial Water Management course, offered by the water and wastewater management experts of Water Harmony project, will give you a unique opportunity to get the access to the essential knowledge of wastewater treatment field.

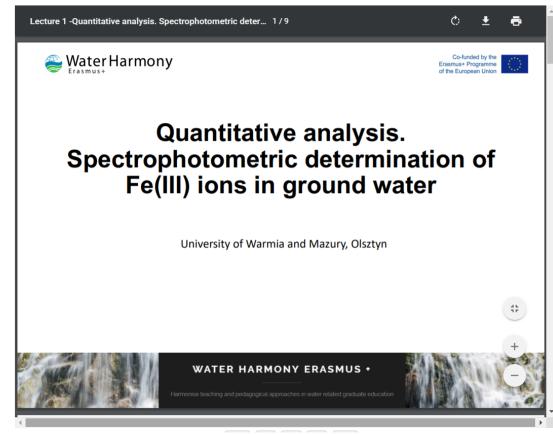
Course content

This course contains 10 lessons treatment and management in industry

Download

Laboratory practicum





- 15 минут перерыв
- До 10:45

Онлайн инструменты активного обучения

Инструменты

- Взаимодействия с аудиторией
- Игрового обучения (gamification)
- Углублённой обратной связи
- Креативного взаимодействия
- Мозгового штурма

Взаимодействие с аудиторией www.sli.do

- В процессе аудиторных или онлайн лекций
 - Задавать вопросы
 - Проводить опросы
 - Викторины
 - Анализ обратной связи
 - Мозговой штурм

Подключитесь через сайт

www.slido.com #wh2

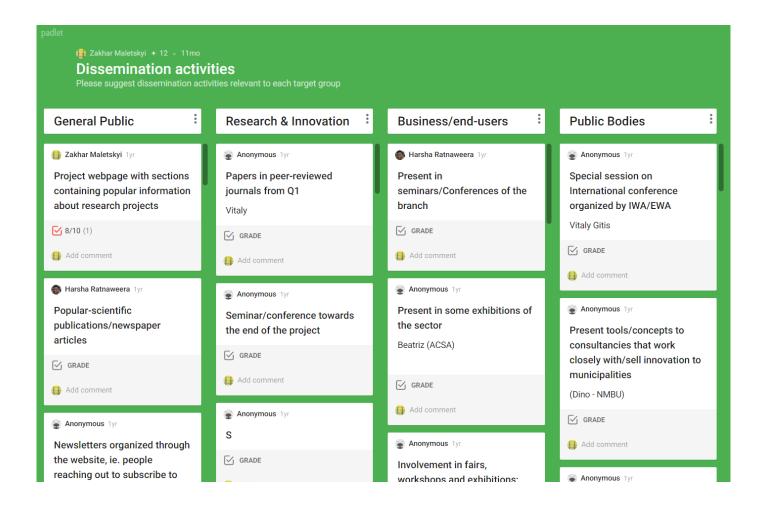
Игровое обучение www.kahoot.it

- Мобилизация аудитории / привлечение внимания
- Экспресс проверка знаний
- Снятие напряжения / расслабление внимание между блоками сложного материала или в перерывах

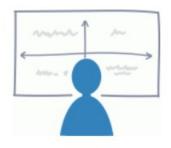
Углублённая обратная связь www.mentimeter.com

- Системные опросы
- Гибкие типы вопросов
- Экспорт и сохранение результатов для анализа

Креативное взаимодействие www.padlet.com



Мозговой штурм www.groupmap.com



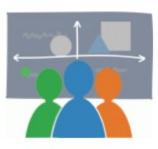
1. Design your activity



2. Invite participants



3. Capture responses



4. View results in real-time

Источники

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