Abstract

With the emergence and growth of web2.0 paradigm, the theme of e-learning2.0 started to raise. E-learning2.0 is an ideal platform which supports learner centric approach. From the view of learners, the way people learn has changed from passive to active. This paper presents a novel approach to the design of e-learning system using web2.0 tools. The main focus of our
approach is to create metadata using folksonomies and Dublin Core metadata standard for e-learning objects. Meanwhile, a learning repository is designed for storing learning objects and metadata. A query interface has been developed to retrieve the search item. To test the usefulness and ease of use of our prototype, we used the Technology Acceptance Model (TAM) to evaluate the system. Results are promising.

Reference

- Paulo Gomes, Bruno Antunes, Luis Rodrigues, Arnaldo Santos, Jacinto Barbeira and Rafael Carvalho, “Using Ontologies for e-learning personalization”.
- Maslin Masrom, ” Technology Acceptance Model and E-learning”, 12th International Conference on Education, Sultan Hassanal Bolkiah Institute of Education Universiti Brunei
A Novel Approach to the design of E-learning System using Ontological Folksonomies


Index Terms

Computer Science
Information Sciences

Key words

E-learning 2.0 Dublin Core Folksonomies

Technology Acceptance Model (TAM)

Document Object Model (DOM).