Abstract

The ever increasing internet usage around the world has created huge potential for application of ICT in Higher education what is known as e-learning. The e-learning offers the users flexibilities and many advantages which the traditional class room based learning cannot provide. The users can access the digital content anytime, anywhere and at any pace. In e-learning, the responsibility of learning is shifted from the Instructor to the learner. The role of the teacher changes to a facilitator of learning. However e-learning is not a panacea. There are limitations and pitfalls in e-learning. It should address, improving the learning effectiveness and promote self regulation of learning activities. This paper presents an UML based E-Learning Framework which focuses on, Self Regulation, Faculty student interaction, and Quality Content as key indicators which can have major effect on improving the learning outcome of e-learning framework suggested. A case study is presented to substantiate this research work.

References

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Index Terms

Computer Science

Information Sciences
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