Abstract

The growth in the field of Information Technology (IT) has been very fast in last few decades and the various applications depending on IT are also changing very drastically. One of the very popular IT applications is online teaching and learning. The main focus of this article is to survey the various online e-learning architectures and then make a comparison among them. Based on the analytical, comparative studies of these various architectures, we are able to provide certain suggestions about the limitations that were observed. Further on, we emphasize some of the research challenges and design issues that have been followed in order to make fruitful improvement in the intelligent online e-learning architecture system to provide the cultural aspects of online classrooms.

References


S. Prakasam, Prof. R. M. Suresh (2010), "An agent-based Intelligent System to enhance e-learning through Mining Techniques", International Journal on Computer Science and Engineering Vol. 02, No. 03, pp. 759-763


http://www.ieeeltsc.org
http://scorm.com/
http://www.blackboard.com/
http://moodle.org/

Natalia Boal, José Manuel Correas, José Jorge Gil, Pablo López, María Luisa Sein-Echaluce (2008), "E-Learning systems as a Combination Between technology and Education Methodologies", IMCL2008 Conference, Jordan (2008), pp. 1-3


- B A. Khan, "FABULA Platform for Active e-learning in Mobile Networks"

Index Terms

Computer Science
Information Sciences

Keywords
Intelligent Agent e-learning Semantic Web technology Ontology Online e-learning Models Learning Management Systems