Abstract

The use of integrating technology with learning has been a pivot that transformed the role of instructors and students; and makes it both technology-driven and learner-centric control-mediated. It has been a research-based issue in connecting technology and learning theories for effective learning performance. Learning should be a platform where students are actively engaged in a process to construct a realistic and meaningful knowledge suitable to solve an impressing and confronting societal problems for sustainable development. The approach to learning has been in diverse ways from the fundamental principles of learning theories and strategies. The emphasis of learning is in making it a platform where students can be attracted to it to study effectively, for easy retention and recall and able to apply the knowledge acquisition to futuristic similar real-world problems. Many researchers have worked along with this school of thought; all is to enhance study performance of students. Hence, the research paper develops a framework of e-learning system that engages students in active cognitive tasks to enhance their learning performance.


Code, J. and Zap, N. 2013. Assessments for Learning of Learning, and as Learning in 3D Immersive Virtual Environments. In Jan Herrington et al. (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications pp. 159-166, Available at: http://www.editlib.org/p/111949,


Riding, R. J. 1997. On the nature of cognitive style. Educational Psychology, 17,
A Framework of E-learning System for Students’ Engagement with Cognitive Tasks to Enhance Learning Performance

29-50.

Index Terms

Computer Science

Information Sciences

Keywords

Technology-driven cognitive tasks learning theories learning performance