Web2Train: a Design Model for Corporate e-Learning Systems

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Introduction

- Web2Train incorporates Web 2.0 Tools and is based on three axes;
  - the social and collaborative aspect of the knowledge transfer process,
  - the quality peculiarities and
  - the training requirements
e-Learning platforms

- **Advantages**
  - ease to set-up
  - better use of employee time,
  - cost savings,
  - cross-country collaborations,
  - Directness
  - efficiency

- **Disadvantages**
  - degree of interactivity,
  - communication means,
  - sense of community
  - communication among learners
  - isolation
e-Learning platforms

- Results
  - Isolation
  - motivation loss
  - self-discipline loss
  - Poor achievement of pedagogical objectives
Web2.0 Tools

- Weblogs
  - Blogs
  - Personalization
  - Usability
Web2.0 Tools  

cont’d

○ Wikis
  ● A *wiki* markup language
  ● *Simple site structure and navigation.*
  ● *Simple templating.*
  ● *Support for multiple users.*
  ● *Simple workflow.*
  ● *A built-in search feature.*
Web2.0 Tools  

- **Mashups**
  - Information and services from multiple sources on the Web

- **Podcast**
  - "A Podcast is a multimedia file that is distributed by subscription (paid or unpaid) over the Internet using syndication feeds, for playback on mobile devices and personal computers"
Web2Train Framework

○ Framework design
  ● incorporates the social and collaborative aspect of the knowledge transfer process, the quality issues as identified by ISO9126 and W3C and training requirements.
Social and Collaborative Aspects

- Demographics
- Social characteristics
- Technical characteristics
Quality Components

- Usability
- Functionality
- System Reliability
- Efficiency
- Maintainability
Training Requirements

- The identification of learners’ needs
- The structuring of the learning material
- The enhancement of the e-Learning environment
- The motivation for trainees’ participation
Training Requirements cont’d

- The ability of the e-Learning environment to answer and solve questions and problems
- The establishment of collaborative mechanisms among trainees
Training Requirements cont’d

- The utilization of the relevant tools (e.g. Web 2.0) for the support of any specific solution –
- The right mix of the learning processes implemented
Conclusions

○ Web2Train uses
  ● Web 2.0 Tools to facilitate
  ● learner-to-learner interaction
  ● learner-to-instructor interaction
  ● achieving the learning objectives, through collaborative learning.
  ● Increases effectiveness of e-Learning by distilling real classroom practices in the electronic environment
Future work

- development of a quality e-learning corporate environment based on the Web2Train model