# Models of online learning

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Abstract— We development for the enactment of quality and sustainable on line leaning course requires an understanding of the effect of information and communication technology on the higher education market and on current education and education performs in order to identify critical success factors that have to be addressed in an on line learning strategy. New online education models are continually emerging as new research findings in the area of on line learning become available. E-learning models are challenges to improve structures to address the concerns of the learner and the experiments presented by the equipment so that online learning can take place successfully. In the considered scheduling process these models provide useful tools for evaluating existing online learning wits or influential critical achievement factors. In this publication we also showing the some of the concept of online learning media.

## Keywords-E-Learning, Community of Inquiry Model

# I. INTRODUCTION

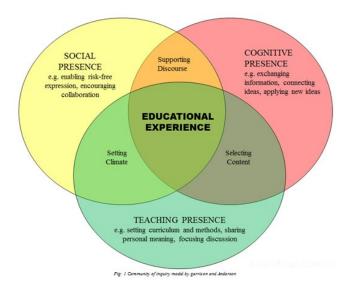
Online education is usually denoted to the intentional use of networked info and communications equipment in education and learning. A number of other rapports are also used to define this method of education and learning. It contains web learning, simulated learning, scattered learning, net and online web based education. Essentially, they all denote to instructive methods that exploit info and communications equipment to facilitate asynchronous such as well as synchronous education and learning events. The term online learning includes a lot additional than virtual education, online learning, spread learning, networked education or web-based education. The character "e" in e-learning stances for the word "electronic", on line learning would include all learning events that are accepted out by persons or collections occupied virtual or disconnected and standalone computers and other automated devices [3].

#### II. COMMUNITY OF INQUIRY MODEL

The model defines how education takes place for a crowd of individual beginners through the educational experience that occurs at the intersection of public, thinking and teaching.

**Public Attendance:** is the capability of members to project their separate behaviours in instruction to recognize and converse with the community and progress inter-personal associations. (Garrison, 2009)

*Thinking Attendance:* is the extent to which beginners are able to paradigm and settle import through continual replication and treatise. (Garrison, Anderson, & Archer, 2001, 2004)



*Education Attendance:* is the design, simplification, and route of the public and intellectual methods for the resolve of understanding the applicable education results (Anderson, Rourke, Garrison, & Archer, 2001)[1].

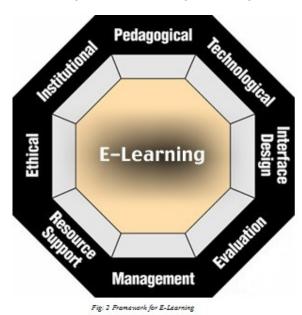
	Design Elements	Student Experience
Social Social	Communication	Valuing of Learning
Presence	Group Cohesion	Opportunity to Express Views
	Collaboration	Encouraging Collaboration
Cognitive	Challenge or question	Sense of Puzzlement
Presence	Exploration of problem	Information Sharing
	Proposing solutions	Connecting Ideas
	Resolution	Apply New Ideas
Teaching	Instructor Guidance	Defining and Initiating Discussion
Presence	Building Understanding	Topics Sharing Personal Meaning
	Motivating	Focusing Discussion

Table 1: Community of inquiry model by garrizon and Anderson

## **III. FRAMEWORK FOR E-LEARNING**

These outlines can include numerous online learning problems, containing: informative, high-tech, interface design, assessment, and organization, source support, moral and official. Numerous influences discussed in the eight measurements of the outline can afford management in the plan, expansion, transfer and assessment of bendable, open and remoteness learning environments.

The *instructive* measurement of on line learning refers to education and learning. This measurement reports issues regarding gratified analysis, interview examination, goal analysis, media analysis, design approach, institute and procedures and strategies of on line learning surroundings.



The *technical* dimension of the on line Learning Outline studies issues of skill structure in on line learning surroundings. This embraces organization preparation, h/w and s/w.

The *boundary design* mentions to the general look and feel of on line learning programs. Boundary design dimension includes page and place design, pleased design, triangulation, and usability trying.

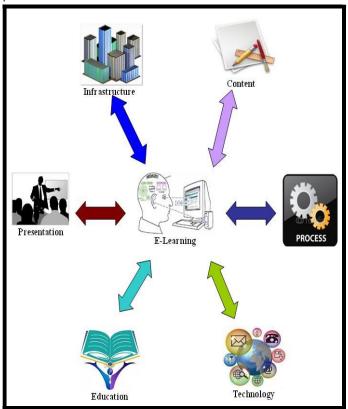
The *assessment* for on line learning contains both valuation of beginners and assessment of the teaching and knowledge location. The *managing* of on line learning denotes to the preservation of education situation and supply of data.

The *supply maintenance* breadth of the online Learning Outline notes the online sustenance and assets compulsory to substitute expressive learning environs.

The *decent* thoughts of on line learning narrate to public and political effect, social miscellany, preference, environmental range, beginner assortment, evidence openness, decorum, and the authorized matters.

The *planned* breadth is fretful with issues of clerical industries, theoretical affairs and student services related to on line learning [2].

# IV. MY ELEARNING MODEL



For successfully implemented of E-Learning system it contains following six component. They are as follows:

*INFRASTRUCTURE:* Aimed at scheduling an enterprise-wide E-Learning, one of the major requirements is measuring organization necessities for creating E-Learning together Information Technology arrangement and an Education Management System. Therefore, lease's appearance similar at what it takings to express E-Learning. Several persons consider that E-Learning is a kind of E- preparation, however to say this is to over make simpler the caring of learning it truly is. Actually, E-Learning is material, communiqué, teamwork and teaching put collected.

*CONTENT:* Great eminence contented, elegant strategy and stress-free navigability are three main components of any effective online web learning education. Though one of the best vital components of an online web learning education design

and improvement is frequently overlooked and that is no other than interactivity. Annotation that even high quality online web learning study are going to descent short of prospects if the beginner isn't fully involved and encouraged to study.

*PROCESS:* Excellence content, graceful plan, simple accessible are three major element of any effective online web learning education. Though the supreme vital features for online web learning education plan and improvement is frequently passed over and that is no former than attractively. Mark that even great aspect online web learning education are going to tumble small hopes if the beginner is not completely affianced and encouraged to study. Not to remark that beginners won't gain several prizes your online web learning study has to offer, given that they are fewer probable toward really obtain also recall material you are provided that.

*EDUCATION:* Through the web based learning courses for advanced education incline to be very literal based. We accept that this works best for grownups, but the fact is that picturing is an influential tool for understanding, and it would be a fault to accept that our mature beginners do not essential pictures to provision learning. The succeeding list contains few significant mechanisms of an effective web Learning Environment for the education

*TECHNOLOGY:* Use the latest technology as per your course content. Also in software and hardware both side we have to manage and update it when changes is required

*PRESENTATION:* The surreptitious to building effective E-Learning familiarities is emerging an environs that imitators the actual world. An E-Learning course that inspires beginners to make selections that lead to significances or highpoints the real world merits of the subject matter, through replications and other interactive fundamentals, is necessary to its success. Designed for to fit our demonstration into a collaborative E-Learning course we have near do the following steps [4].

## V.REFERENCES

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