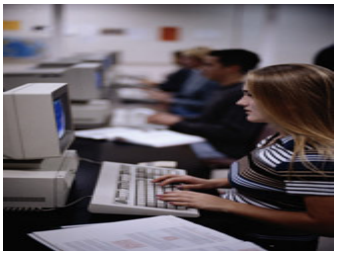
# SELF LEARNING INTEGRATED METHODOLOGY-VIRTUAL REALITY TOOL

## Results in Brief

## e-Learning platforms the open source way

An e-learning platform consisting of a set of modules which enable tutor and learner cooperation has been developed.

DIGITAL ECONOMY



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Distance learning can present unexpected drawbacks regardless of how streamlined or rehearsed a system may be and irrespective of how proactive or involved its community is. Part of the reason for this is the lack of efficient tools to provide effective communication strategies, a sense of inclusion and immediacy to concerns and issues.

However, a recent product initially developed for the Maritime Educational System now proffers a tiered architecture that seeks to address some of these issues. The architecture consists of three levels: the platform administrator, the community administrator, and the course coordinators/tutors/instructors.

The advantages of such a structure are numerous, some of the more notable ones being a predictive module identifying user learning needs based on user profile, market and career prospects. Another interesting aspect is an integrated pedagogical methodology for multicultural groups. Moreover, the technology also

includes content for 'continuance education' targeting three specific groups; further career development, alternative careers and 'new comers.'

On the more technical side, the platform has been designed to incorporate all recent technological developments. Its architecture is open to expansion and currently allows the use of interactive media and 3D-graphics and the Virtual Reality Tool (VRT). Finally, the Open Source community, in having access to the core code, will be able to provide consistent changes and customisations that can only lead to the product's continual growth and improvement.

Project Information

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