ELEARNINGNEWS ARTICLE

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New eLearning scenarios

Future and current possible scenarios of eLearning.

What if e-Learning platforms use blockchain?

Blockchain "basically is an open and distributed register that record transactions between two parties in a safe, verifiable and permanent way" (Wikipedia).
According to Craig Weiss, "on any online learning platform security could be improved using blockchain, but what will make it unsuccessful in our industry is the failure to understand how it works and its benefits."

What if the companies that do not want to use, for security reasons, social features or other last generation features realize that in the reality they already are exposing their data online?

Some companies developing eLearning platforms claim they do not offer next-generation functionality because this is a specific demand from their own customers, who do not want it for security reasons. "Some say that the reason why certain functionalities are not offered in some eLearning platforms is that people can take a laptop or a company tablet home and block the access to the sites. This reason does not simply prevent corporate training to get quality possibilities: it is hypocrite".

Data show that most people access eLearning platforms out of work. If, using a company laptop or tablet, they can not access certain websites at work, they will tend to use their personal tablet or smartphone (they will not find the same blocks, unless they use the company's WiFi network). On the contrary, when used at home the company devices will be able to connect to sites "blocked" at work.
When someone uses the network, data tracking occurs, and then you start displaying ads related to your searches. This data can be used for various uses. Like the rest, shop loyalty cards also monitor your buying habits.

What would happen if people built captivating and interactive courses?

People learn what they want or need to learn and are interested in. Nobody gets involved in boring things: people of all ages want to have fun and what is fun and interactive is not an affront to the seriousness of the training.
Graphics also play an important role: dated graphics are not attractive.

Course models are often adopted due to time savings and ease of use and implementation. Be careful, however, that the models in question are aesthetically unattractive or with questionable interactivity.

What would happen if the LMS were completely automated?

Learning systems will surely become smarter and more autonomous, with new and complete features ... but they will still need the settings of the platform administrator.

Read the complete article...