

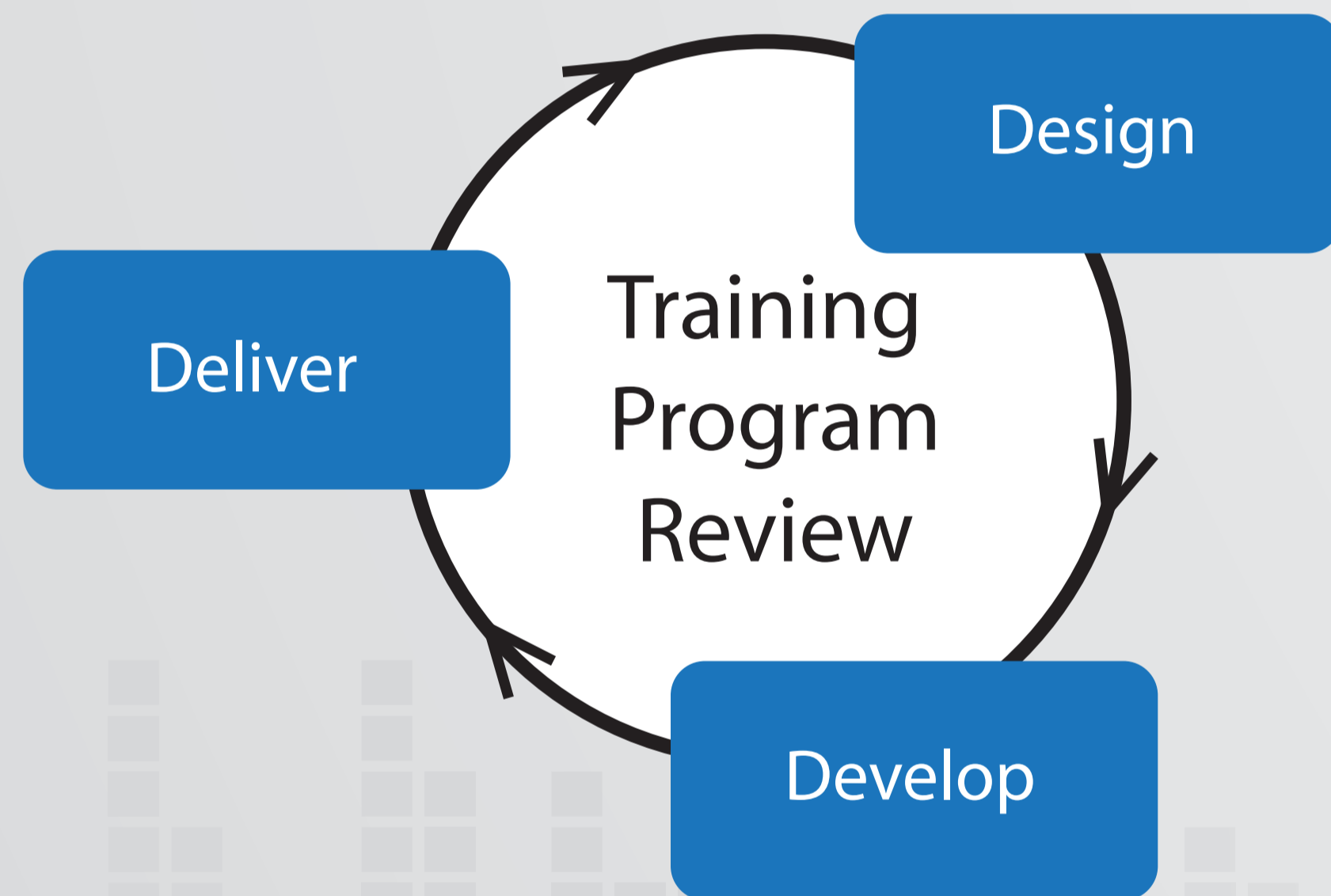
# Virtual Learning Enviroments (VLE) & E-learning Seafood Software

## E-learning

E-learning (or sometimes Electronic Learning or eLearning) is a term which in common usage, but it does not have a common definition. (Dublin, 2003) A simple definition is learning which utilises a computer to enhance the process, giving the learner the opportunity to learn anytime and at any location.

## Design, Deliver and Develop

To meet the specifications of the project a “design, deliver and develop” methodology was implemented allowing content to be created, reviewed and updated efficiently throughout its life cycle.



## Design, Deliver and Develop Methodology

The methodology above allows the content to be created and improved in three continuous phases:

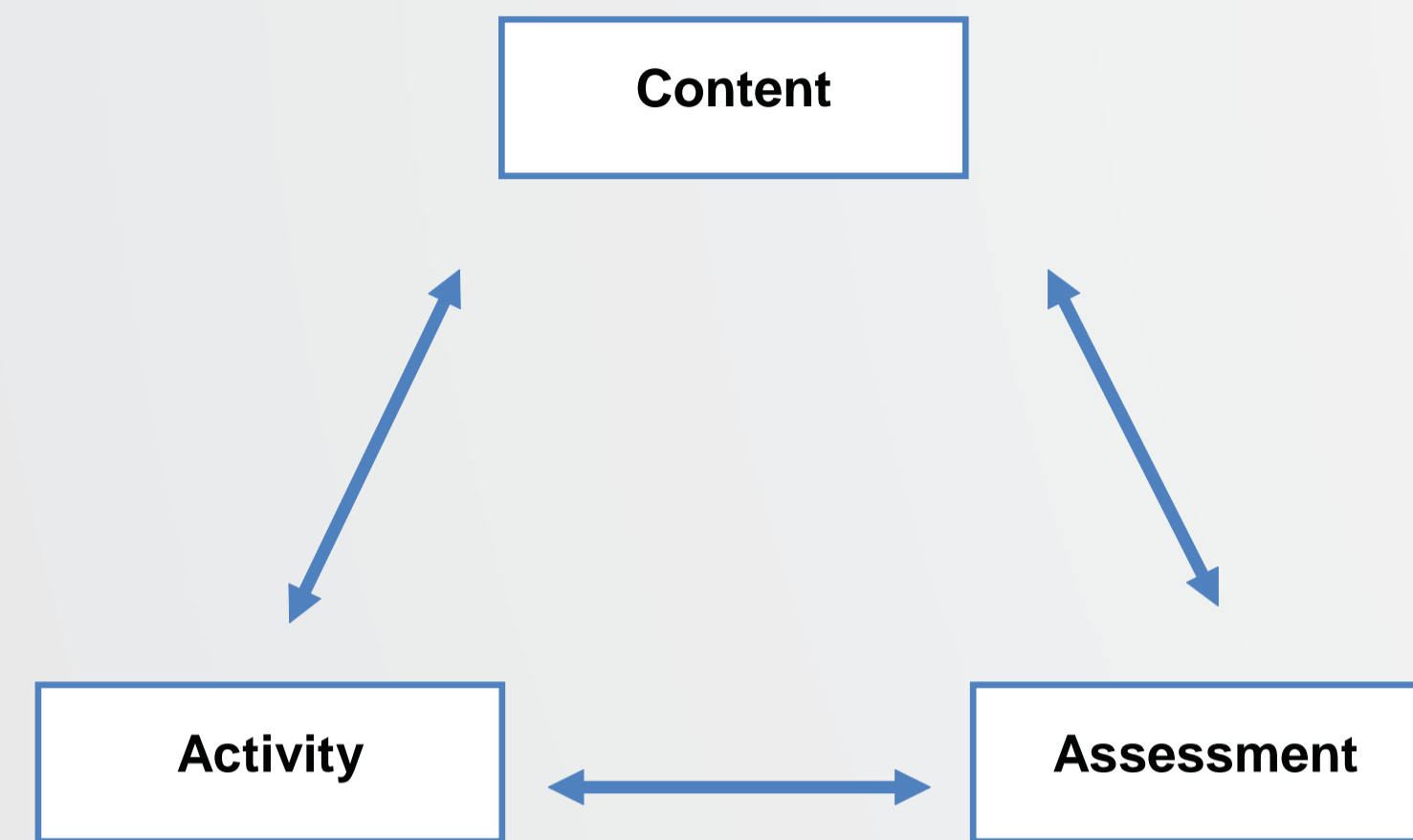
**Design:** The programme is designed through planning and story boarding, and then the content is created, piloted and revised.

**Deliver:** The ‘finished’ programme is then delivered to learners via a ‘structured platform’.

**Develop:** The programme is developed, refined and updated to meet new specifications.

Each phase will now be examined in more detail showing how the environmental awareness e-learning programme progressed through this design, deliver and develop methodology.

## E-learning Design Model

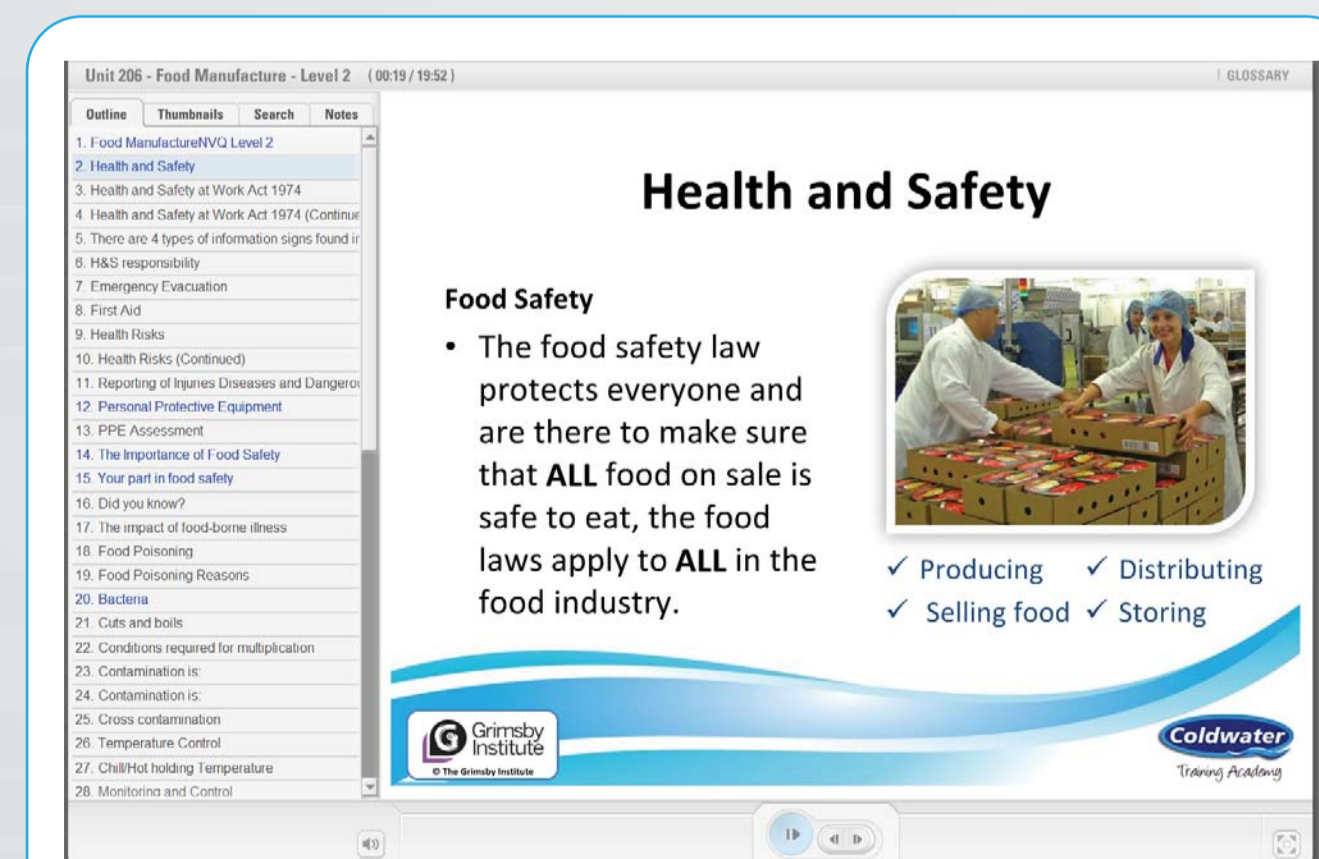


## Pedagogical Approach - Learning styles

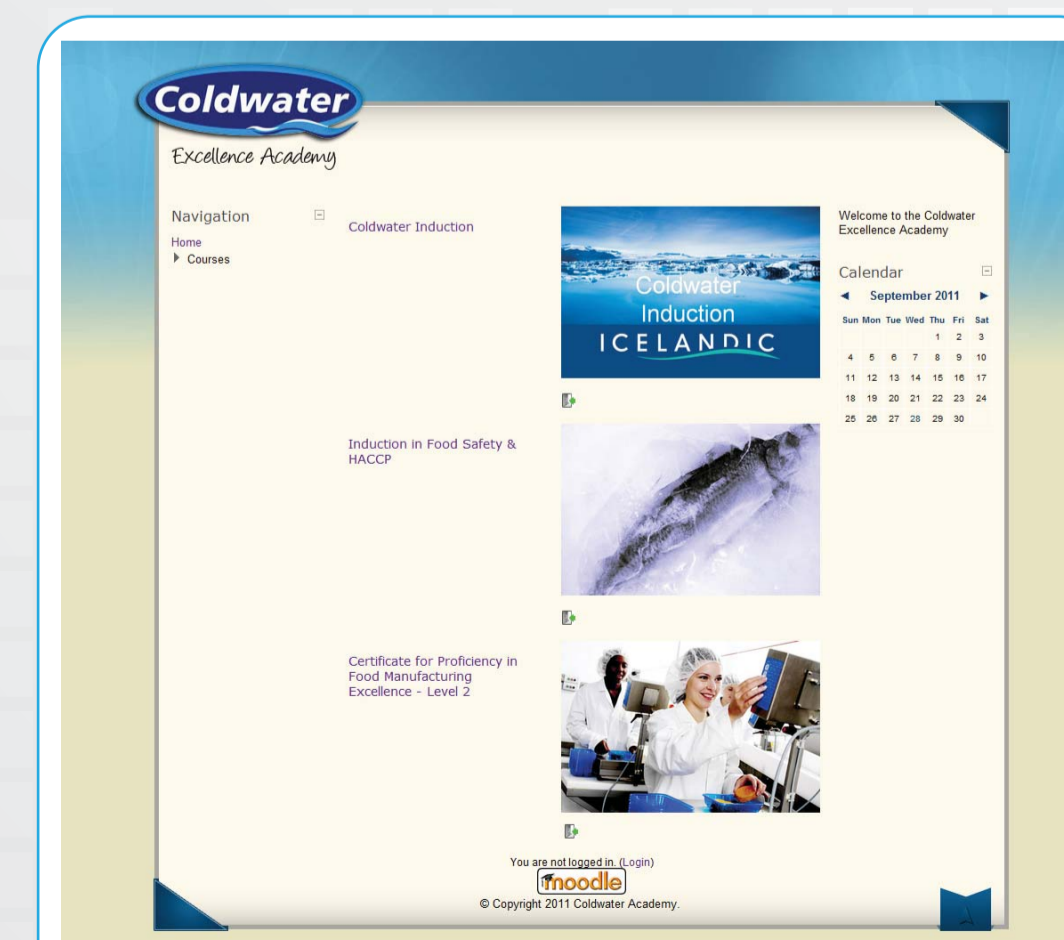
Pedagogy is the study of teaching, or perhaps more properly of the art of being a teacher. (In many situations, including this one, we should more correctly talk about Andragogy which is specifically concerned with adult learners, but the term pedagogy is still more commonly used.). Pedagogic research suggests that each learner has a preferred learning style. One classification of learning styles breaks them down into:

- Visual - learning through seeing and visualisation.
- Auditory - learning through listening.
- Kinaesthetic-learning through moving, doing and touching.

This VAK model was later expanded into VARK with the addition of a reading/writing – text-based – style (Fleming & Mills (1992) but the simple model serves for this illustration.



**E-learning Software**



**VLE - Academy**

A VLE refers to the components in which learners and tutors participate in 'online' interactions of various kinds, including online learning (JiscInfoNet web resource). The benefits of adopting a (particular) VLE are that it:

- Provides the underlying technical architecture
- Includes a range of support tools and processes (such as the ability to hold synchronous online chat sessions, or synchronous forums; the ability to track usage, the ability to consolidate assessment scores, etc).
- Provides a consistent interface to learners across a range of learning programmes.

## Academy

The Moodle (Modular Object Oriented Dynamic Learning Environment) VLE system was selected to deliver the e-learning material for the seafood e-learning academies in specific businesses.

Moodle is a learning environment based on Object-Oriented Programming and consists of modules (called blocks in moodle, these are snippets of code that perform specific functions; these can be added or removed at the administrator's / tutor's discretion). This system was chosen as it is an open source software package and this allowed us to modify code to meet specified requirements visually and functionally.

## Conclusion

E-learning has a positive benefit through driving low cost effective solutions to change the mindset of employees and its organisational culture.

Empowering employees to have a voice, to contribute their ideas and to share best practise motivates the whole organisation to change for the better

Seafood VLE's have now been adopted by Coldwater, Northern foods and is under review by one of the largest retailers in the UK.

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