**E-Learning**

*Content*

1. **E-Learning**
   - 1.1 Advantages
   - 1.2 E-Learning 2.0
   - 1.3 Approaches
   - 1.4 Technology
   - 1.5 Content

2. **Virtual Learning Environment**
   - 2.1 Facilities
   - 2.2 Advantages
   - 2.3 Virtual World Learning Environment

3. **Learning Management System (LMS)**
   - 3.1 Characteristics
   - 3.2 Learning Content Management System (LCMS)
   - 3.3 LMS vs. LCMS

4. **Intelligent Tutoring System**
   - 4.1 Structure
   - 4.2 Use in Practice

5. **Serious Games**
   - 5.1 Development
   - 5.2 Advantages
   - 5.3 Classification

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Agents in E-Learning

6.1 Virtual Reality
6.2 Adaptive Agents
6.3 Intelligent Agents
6.4 Affective Computing

Bibliography


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