

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

6 Agents in E-Learning

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

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