

TEAM BOLD

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	E-learning 1.0	E-learning 2.0
Learning objective	Learning as an individual. It's complicated to understand information because when you have trouble you can't address questions. It's a total lack of communication.	Learning as a community. With a lot of people around you, you can address questions to colleagues or teachers. In community, you can form a group of friends where you can help each other.
Interactivity	It's difficult for learners because there is no interactivity with courses. Mostly of them, reads and moves forward by clicking "NEXT"	Most of the courses contain multimedia sources. For example, audio, video, animation. The quizzes start to introduce drag-and-drop interactions and matching activities.
Multimedia	The courses contain picture with low quality.	There is more graphics, audio and video and smaller animations in the module
Information	Mostly websites were static information and home pages created with HTML. You can't have more information about something, or it was very similar information. It was limited number of authors and millions of users.	In this area, websites are READ-WRITE web. There are millions of authors and billions of users, and you can share content. You can create web application

E-learning 3.0 characteristics:

- Learning is supported by natural language processing techniques, machine learning and augmented reality, 3D visualization, wearables, etc.
- High quality of multimedia customization and high level of interactivity
- Learner must introduce data and experience the results
- Phone is an important key because you can connect from anywhere
- Anybody can learn asynchronous