

The Study on the educational technology utilization of E-learning

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E-learning의 교육적 기술의 활용에 관한 연구

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● 요 약 ●

This paper provides an overview of the E-learning service education on the last decade , In the early 2000's the emphasis of educational technology was on interactive multimedia- stand alone packages on computer hard disks or portable memory , which integrated a range of media forms in the lately. Customers handle finding the best sources of content.The system then uses social signals such as those coming from Facebook, Twitter, LinkedIn, delicious as well as clicks and views. The SNS and network infrastructure is sufficiently mature that the focus should shift to how to use the technology most appropriately to facilitate learning. As we study environmental conditions of the traditional internet and the mobile internet users in some ways. In this paper, analyze the nature of learning , role of educational and suggest alternative policy, innovation of e-learning service and effective e-learning environment in developing technology.

키워드: E-learning, effective E-learning, technology E-learning

1. Introduction

Today, e-Learning is recognized as a powerful teaching and learning environment not only for distance education but also for ordinary higher education. Now we have challenges and opportunities to upgrade educational excellence through e-learning. The e-learning is playing a primary role in OER(Open Educational Resources) Movement.

OER movement is the effort to spread knowledge by opening an sharing various forms of digitalized learning resources.What is said about the new chess pedagogy. It should provide a space for the exchange of innovative pedagogy. In further education we have a very strong culture around pedagogy. E-learning is the education system that people can't ignore or should keep up with at the 21st century for their lifelong education.

E-learning makes use of computer-based or web-based contents. It's not limited to a classroom setting or schedule. Students can fit in school according to their lifestyles. It also

allows people of all ages to learn comfortably without feeling out of place. Online lectures are sometimes used to simply assist regular courses. But in other cases, entire courses are set up online. Cyber universities are a good example of the latter. There are also courses that are a mixture of online and offline classes. E-learning is a great way to realize lifelong education. It also helps realize the concept of ubiquitous learning as students can learn anytime anywhere.

Hence, there is a need to study how mobile internet technology will be diffused over time and across different user groups and to specify their impacts on the technology diffusion process. This study incorporates, the perceived enjoyment (PE) and the use context into innovation diffusion theory (IDT) in order to explain the use of the mobile internet based on e-learning. For this purpose, First, present paradigm of use of the e-learning design

Second, Current research about what is e-learning? Third, What is the role of educational technology . Fourth, How effective has e-learning been? Fifth , How can change be

managed?

In this paper, analyse the nature of learning , role of educational and suggest alternative policy, innovation of e-learning service and effective e-learning environment in developing technology

II. Research Method

What's new now is that the site allows you to sign up and provide your Twitter and LinkedIn information. The site will look at your activity on these sites and the content of what you share. It will use that to find interests as well as to cluster you with other users who are like you based on interests and sharing.

While educational technology will continue to evolve, The SNS and network infrastructure is sufficiently mature that the focus should shift to how to use the technology most appropriately to facilitate learning. For this, First, present paradigm of use of the e-learning design

Second, Current research about what is e-learning? Third, What is the role of educational technology. Fourth, How effective has e-learning been?

Fifth , How can change be managed?. This paper has analyzed the nature of learning and the role of educational technology in developing technology in developing effective e-learning environment. In this paper, analyze the nature of learning, role of education and suggest alternative policy, innovation of e-learning service and effective e-learning environment in developing technology. in this paper. As most of the current users have experience of the traditional internet, which is similar to the mobile internet in many ways.

1. Theoretical approach

The recent information and communication technology (ICT) adoption studies are built upon the use of technology acceptance model and the unified theory of acceptance and use of technology TAM postulates that two beliefs (perceived ease of use and perceived usefulness) predict the attitudinal component of intention to use .. Specifically, perceived ease of use refers to the degree to which a user believes that using a particular service would be free of effort, while perceived usefulness is defined as the degree to which an individual perceives that using a particular system would enhance his job performance. Social influence factors (subjective norm, voluntariness, and image) and cognitive instrumental variables (job relevance, output quality, result demonstrability, and perceived ease of use) are postulated to affect user acceptance of IT innovations. Personal innovativeness literature suggests

that innovative users tend to be more venture some and daring, and they are more likely to adopt a new technology innovation even if there is a high level of uncertainty associated with IT adoption. Individuals with higher levels of personal innovativeness are more

Genetic e-learning education and knowledge content (courses, events, resources, mentoring, collaboration, etc.)	To support wide access to learning materials, events, etc. in generic "off the shelf" areas (e.g. IT, desktop and applications, management, and personal skills, e-business, finance, etc.)
Classroom content	Internally and externally provided whilst traditional classroom instruction can not really be regarded as "e-enabled", it is clear that no e-learning implementation can be complete unless it wholly incorporates classroom education within the total programme.
Published content	How easy will it be to incorporate into your e-learning solution those other custom content elements that you want to "widely" or build?
Technology infrastructure	internet, intranet or hybrid delivery platforms and infrastructure
Learning content management systems(LCMS)	Options to delivery, tracking, management and reporting of online content, or more sophisticated so that all learning offerings can be managed within the same software based environment.
Learning management system (LMS)	Capabilities for skills dictionaries, competency definition and mapping, performance management and 360assessment, employee development plans.

Table 1. E-learning technology content and services

likely to develop positive beliefs about new IT innovation and to adopt the innovation compared with people that have lower levels, which complies with the notion underlying the classification of adopters in IDT to some extent. IDT proposes that a user's adoption is influenced by the perceived characteristics of innovation. Specifically, the perceived characteristics of innovation include five elements, which are relative advantage, complexity, compatibility, trialability, and observability. IDT has been further expanded by 'Moore and Benbasat who indicated that there are seven innovation characteristics; relative advantage, ease of use, compatibility, image, visibility, and result demonstrability and trialability. Studying the use of e-learning web sites, 'Liao and Lu (2008)' found that relative advantage and compatibility are significant motivators for using e-learning. 'Lin and Lee (2006)' found that perceived relative advantage, compatibility, and complexity significantly impact on the intention to encourage knowledge sharing in organizational contexts. In relation to online

consumers' acceptance of virtual stores, the study conducted by 'Chen et al. (2002)' indicated that compatibility, perceived usefulness and ease of use were significant predictors of consumers' attitudes. Based on previous studies, IDT was therefore applied to study mobile internet adoption

III. Research factors: Relative advantage

Relative advantage refers to "the degree to which an innovation is perceived as better than the idea it supersedes. In light of its robust predictive power, relative advantage is widely included in various adoption theories as an important component. For instance, it conceptually relates to perceived usefulness in TAM.

1. Complexity

Complexity refers to "the degree to which an innovation is perceived as relatively difficult to understand and use". It is similar to perceived ease of use in TAM. Both IDT and TAM believe that the more complex an innovation is perceived, the slower the rate of adoption will be

2. Compatibility

Compatibility refers to the degree to which an innovation is perceived as consistent with existing values, past experiences, and the needs of potential users. Thus, we need to consider the following two facts: people's lifestyles and the demands of work create increasingly nomadic lives and mobile internet users are mostly from young generations with different lifestyle traits and habits to their predecessors.

3. Observability

Observability is defined as the degree to which the results of an innovation are visible or tangible to others ('Rogers, 1995'). If an innovation can be easily observed and described to others, then it is more likely that that innovation will positively impress people, which make the innovation more likely to be used. Observability has been found to be a significant predictor for ICT adoption.

IV. Conclusions & Implication

[1] E. Smimi, and G. Ciardo, "Workload-Aware Load - Open educational resources have great potential and their use can ensure quality teaching and learning, but the activity has not inspired the great mass of higher education teachers.

- There is need for a new kind of strategic method and leadership, a new kind of teaching and learning culture.
- The following interlinked elements of OER seem to be pivotal, and significant for a more detailed comparison study of OER practices between utilization and Innovation in technology.

Strengthen public education at schools and cut down on private education expenditure by drawing from an effective e-teaching/learning system. Secure higher quality in school education by settling in a transparent performance-based support system

Ensure effectiveness in the support for national HRD and facilitate the linkage between education, training and the world of work. Contribute to social integration by ensuring information access for the urban underprivileged, low-income households and the disabled.

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