Learning Management Systems (LMS)

Improving the learner experience

Learning Objectives

- Learners will be able to explain the components of a LMS that can encourage interactivity.
- Learners will become familiar with ways to increase student participation with a LMS.

Rationale

The purpose of this training is to provide information related to learning management system design and set-up. The training will provide tips for engaging learners and increasing participation in a course LMS.

The use of an LMS in instructional design is a common method to disseminate professional or academic content. Therefore essential for learners in this course.

How do you increase participation and engage learners in a course LMS?

Learn tips to improve the learner experience and make e-learning more learner-centered.

What is a LMS?

A Learning Management System (LMS) is an online system or software which is used to plan, execute, and assess a specific learning process.

What is the purpose of a LMS?

The main objective of Learning Management Systems is to enhance the learning process.

Imagine you are the Instructor...

Who are the learners?

Do students understand the course objectives?

How can you encourage interactive learning and increase participation?

Imagine you are the Instructor...

Who are the learners?

Take time to engage students. It is important to understanding who they are and what they are ready to learn.

Suggestions

- Ask students to record a video and answer specific questions about the content or expectations.
- Provide a quick pre-test to gauge learning level.

Imagine you are the Instructor...

What are learning objectives?

A brief, clear statement of what students will be able to do at the end of the course as a result of their participation in the learning activities.

Suggestions

- Provide a rationale for why this information is important.
- Use repetition when explaining the objectives (written, verbal, etc).

How can you encourage interactive learning and increase participation in your LMS?

The Interactive LMS

- Active discussion boards
- Organization of content
- Hyperlink external sources
- Include games or practical application materials
- Challenge/practice quizzes

- Blogs
- Multimedia principles
 (personalization/avatar)
- Always reply to student posts.
- Encourage motivation v. procrastination

LMS Participation

- Provide all course content in one location The LMS
- Make navigation easy to use
- Post regular announcements
- Set clear deadlines
- Make assignment instructions clear and provide examples
- Encourage group work
- Consider <u>compliance standards</u>
- Always provide feedback on all activities and assignments

Why use a LMS?

As Benjamin Franklin once said, "Tell me and I forget, teach me and I may remember, involve me and I learn."

A LMS does this. Students become active participants in the learning process. The LMS designer has the capacity to create an inclusive learning environment that engages students through a variety of learning approaches.

References

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