

# OVERVIEW OF SOME FREE OPEN SOFTWARE TO DEVELOPE E – CONTENT FOR HIGHER EDUCATION

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## ABSTRACT

*This research describes the different authorized tool for e learning. How you can find the different e learning tool from internet. What are the different authorized e learning tool? So the research provide the basic information about free and open source tools for e learning. After studying this research paper person can able to understand the concept and benefits of e learning and what are the handy tools for e learning.*

**Keyword:-** E – Learning, Open Source, Open source tools

## 1. ASPECTS OF E-LEARNING

Although the foundation of education is still reading, writing and arithmetic, today's students need broader education. So E L-Learning is necessary tool for current scenario what can e-learning deliver?

### 2. Live instruction

Certain curricula may require specialised instructors. By using live broadcasts, these information can remain in one location and provide information to many students in other locations. This type of specialisation increases as students move into higher levels of education, for example towards advanced degrees in medicine.

#### 2.1 Video content delivery

Pre-recorded content such as lectures, documentaries and other video content may be delivered in a store and forward model so that the material can be viewed when needed. NPTEL is the best example for video content. Here so many lectures are recorded by the professor of IIT and it can be viewed by any of the learners and with zero cost.

#### 2.2 Student-to-student interactions (video-conferencing)

Here student can learn as the same way they learn in conventional class room they can do two way communication as they can do in class room.

#### 2.3 Remote test administration

We can take the tests at the same time at different places by online procedure In some countries, standardised tests are used to evaluate students at the same time. These tests must be delivered securely and on-time to meet testing schedules. In Indonesia, this is a daunting task simply because of geography and population size. so digital delivery of tests are the best solution for these type of problems.

## 2.4 Up-to-date materials

Basics seldom change. However, virtually all textbooks must be updated. Textbooks are expensive to purchase, maintain and deliver. Digital delivery solves this issue when coupled with e-readers. Virtual data is one time investment and it can be updated by the time passes. Whereas print book need to change and reprint .so cost will also increase in printed book as compared to virtual book.

## 1.6 Self-learning

Computer-based training or self-paced learning is common in higher education and trade-oriented learning. Kiosks to support this may be located close to under-served areas where populations already work. At the higher educational level, collaboration is vital to research. Post-graduate students in remote locations may be able to consult instructors at the university when needed. For example, in the medical field, tele-medicine can only be facilitated using broadband.

## 2. VARIOUS AUTHORIZED TOOLS FOR E- LEARNING

Here some basic authorized e learning tools are listed for ready reference and learner can directly go through these various authorized tools for E Learning platform.

### 2.1 W2L

What2Learn makes it easy for e-Learning developers to create interactive games and quizzes and track learners' attainment. W2L is an award winning interactive learning solution which provides effective educational resources and revision games. A great tool for learners with learning difficulties such as ADHD

Figure - 1

The logo for What2Learn, featuring the text "What2Learn" in a blue, sans-serif font. The "2" is stylized as a small orange circle. The logo is set against a light blue rectangular background.

### 2.2 XICAL.ORG

With Xical we can produce web-based slide shows, tutorials, tests and whatever else you can think of that can make use of integrated rich media, such as audio (speech and music), videoanimations or interactive visual diagrams and the likes.

Figure - 2

The logo for xical.org, featuring the text "xical.org" in a bold, sans-serif font. The "xical" part is in orange and the ".org" part is in black.

### 2.3CLASSTOOOL.NET

It Create free educational games, quizzes, activities and diagrams in seconds! Host them on your own blog, website or intranet! No signup, no passwords, no charge! So it provides platform for creating puzzles and learning methods .

**Figure - 3**

## 2.4EXE

The eXe project developed a freely available Open Source authoring application to assist teachers and academics in the publishing of web content without the need to become proficient in HTML or XML markup. Resources authored in eXe can be exported in IMS Content Package, SCORM 1.2, or IMS Common Cartridge formats or as simple self-contained web pages.

**Figure - 4**

## 2.5WINK

Wink is a Tutorial and Presentation creation software, primarily aimed at creating tutorials on how to use software (like a tutor for MS-Word/Excel etc). Using Wink you can capture screenshots, add explanations boxes, buttons, titles etc and generate a highly effective tutorial user

**Figure - 5**

## 3. MULTIMEDIA LEARNING OBJECT AUTHORIZING TOOL

Multimedia Learning Object Authoring Tool enables content experts to easily combine video, audio, images and texts into one synchronized learning object. All assets are configured to be played back in a pre-configured order. Users do not need to perform any programming tasks, but rather going through a graphical user interface to generate the learning object.

### 3.1 COURSELAB

CourseLab is a powerful and easy-to-use e-learning authoring tool that offers programming-free WYSIWYG environment for creating high-quality interactive e-learning content which can be published on the Internet,

Learning Management Systems (LMS), CD-ROMS and other devices so the students who does not know the programming languages can also develop the e content

**Figure - 6**



### **3.2 XERTE**

The Xerte Project gives a complete suite of open source tools for e-Learning developers and content authors producing interactive learning materials for e learners and teachers



### **3.3 LAMS**

LAMS is a revolutionary new tool for designing, managing and delivering online collaborative learning activities. It provides teachers with a highly intuitive visual authoring environment for creating sequences of learning activities. These activities can include a range of individual tasks, small group work and whole class activities based on both content and collaboration

**Figure 7**



### **3.4JELSIM**

The JeLSIM Builder toolkit is a FREE toolkit for producing educational simulations. The tools are written in Java and allow the user to create Java applets which can be delivered through a standard web browser. Creating simulations requires experience of the Java programming language to create a numerical model of the system/concept being simulated. Once the model has been written, simulation interfaces can be developed by teachers and content developers who have no knowledge of Java. Using the tools is little more difficult than using a drawing package.

### **3.5 QUANDARY**

An application for creating Web-based Action Mazes. An Action Maze is a kind of interactive case-study; the user is presented with a situation, and a number of choices as to a course of action to deal with it. On choosing one of the options, the resulting situation is then presented, again with a set of options. Working through this branching tree is like negotiating a maze, hence the name "Action Maze".

**Figure - 8**

### 3.6 RELOAD

RELOAD is a project funded under the JISC Exchange for Learning Programme. The project is focuses on the development of tools that are based on emerging learning technology interoperability specifications. It is managed by the University of Bolton with staff located at the University of Bolton and the University of Strathclyde. There are two primary aims of this project

- facilitate the creation, sharing and reuse of learning objects and services
- enhance the range of pedagogical approaches realizable through the use of lesson plans

**Figure - 9**

### 3.7 HOT POTATOES

The Hot Potatoes includes various six applications which enabling us to create interactive multiple-choice, short-answer, jumbled-sentence, crossword, matching/ordering and gap-fill exercises for the World Wide Web. Hot Potatoes is freeware application and we may use it for any purpose or project we like. But it is not open-source.

**Figure - 10**

## 4. CONCLUSION

There are many free authorized tools which provides platform for e learning by using these various platform we can share and exchange the knowledge these all platforms are virtual platform and can be aces from anywhere so the drawback of class room teaching and learning can be overcome by using these tools. These all tools are very user friendly and easy to understand.

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