

Types of eLearning activities

1. Interactive presentations

presentations are the most frequently used way to provide students with (theoretical) knowledge and information about a topic/concept. In an online context, interactivity means that the students can interact with the technology (e.g., click a button for the next slide in a presentation) and the content given (e.g., answer a question that appears within a presentation). Presentations can be synchronous or asynchronous.

2. Discussions

discussions can be used as a standalone activity or can be part/subtask of other activities. They include a starting point (e.g., a controversial topic, a question) that needs to be thoroughly discussed. Usually, students are asked to share ideas and express their views critically, by commenting on others' points in a meaningful way (e.g., explain why they disagree and give another point of view). Discussions can be synchronous or asynchronous. For a real-life turn-taking experience, it is recommended that you establish some common rules with your students. For example, ask them to discuss a topic first by giving their opinion and then by commenting on the ideas of two other classmates.

3. Simulations & Scenarios

simulations follow a "Watch-Try-Do" approach. First, you give students specific information about how to execute an operation. Then, you give them time to practice. Finally, they are able to do the specific operation on their own. Simulations work as a fail-safe environment for the students to experiment with procedures and tasks. Similarly, scenarios in an online context reprise a situation or environment. You can prepare scenarios activities using 3D//360 modelling/pictures. Both types of activities are mostly asynchronous.

4. (Interactive) video-based activity

video-based activities require students to watch and absorb information explained to them in an audiovisual way. The information is presented in a linear way, based on a sequence that you, as an instructor, have chosen. Video-based activities are mostly asynchronous. To enhance interactivity and engage students, you can prepare videos where short questions are embedded. They are often used to check students' understanding. You can make your own videos by recording your screen and voice (with or without showing your face) or using animated graphics. Alternatively, you can use readymade videos and modify them. Either way, you can take the video and embed questions for your students to answer, using relevant software for interactive video creation.

5. WebQuests

WebQuests are inquiry-based activities where students solve a task by exploring a collection of specific Internet-based resources given to them. To create a WebQuest, you prepare step-by-step guidelines that include a description of the task (what students have to answer, produce), the process (the steps they will have to take), the resources (links to online, multiple media resources), the evaluation (the ways their performance will be assessed) and a final conclusion (reflection and further steps).

6. Quizzes/Closed-ended activities

These activities can take multiple formats. They can be multiple-choice, true/false, multiple-response, drag and drop, fill-in-the-gaps and/or matching. They can be synchronous or asynchronous.