ANALYSIS OF E-LEARNING STRATEGIES USED TO DELIVERED KNOWLEDGE IN THE DIGITAL AGE

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Abstract: This article presents a comparative analysis of e-Learning systems and strategies used to delivered knowledge in the digital age. The acquisition of new knowledge must be done with a purpose and this purpose is to add value to the individual, team or organization. Very few delivery processes will draw upon just a single knowledge currency. Any human activity will generally draw upon all knowledge currencies. For example, trainers have to use their bodies to teach, their minds to map the learning process and their affection to engage the audience. For any action where knowledge is being delivered, we might need to understand what currency is being used, what knowledge has a greater priority and which of the three currencies (head, hand or heart) needs to be improved. Building an e-Learning strategy requires two fundamental things: enough knowledge about what you want to accomplish, and a willingness to articulate your plan in a way that is meaningful to all your stakeholders.

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