

E-izobraževanje



Saša Divjak

[Podrobnosti](#)

Kaj je e-učenje?

- Tehnologija?
- Filozofija ali doktrina?
- Skupnost ekspertov?
- Drug način poučevanja?
- Nekaj, kar vsiljujemo študentom?
- Nekaj povsem novega?



e- učenje je uporaba nove tehnologije za nudenje atraktivnega, fleksibilnega in bolj učinkovitega učenja, povezanega z realnim življenjem študentov.

Izobraževanje v 21 stoletju

Tehnologija je revolucionizirala poslovanje -
revolucionizira tudi učenje

Kjerkoli - kadarkoli - kdorkoli

„Just-in-time“ dostop do informacij in znanja

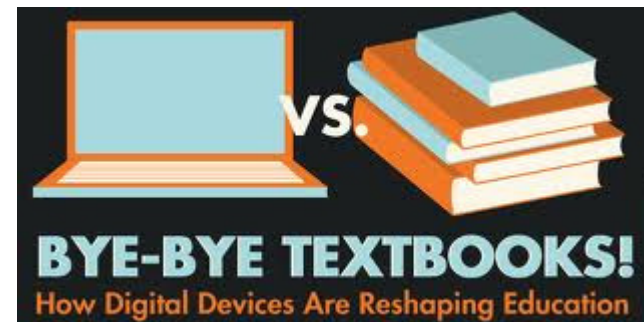
Obdržanje vsebine ob posebljenem učenju

Izboljšano sodelovanje in interaktivnost med študenti



Vsebina v grobem

- E-izobraževanje, modeli izobraževanja
- (bogate) spletne tehnologije v izobraževanju
- Računalniško podprte simulacije, animacije, eksperimentiranje
- Računalniško podprte tehnologije sodelovanja
- Ponovno uporabljivi učni objekti
- Sistemi za upravljanje učenja
- Digitalne knjižnice
- Elektronska interakcija
- Kakovost e-gradiv



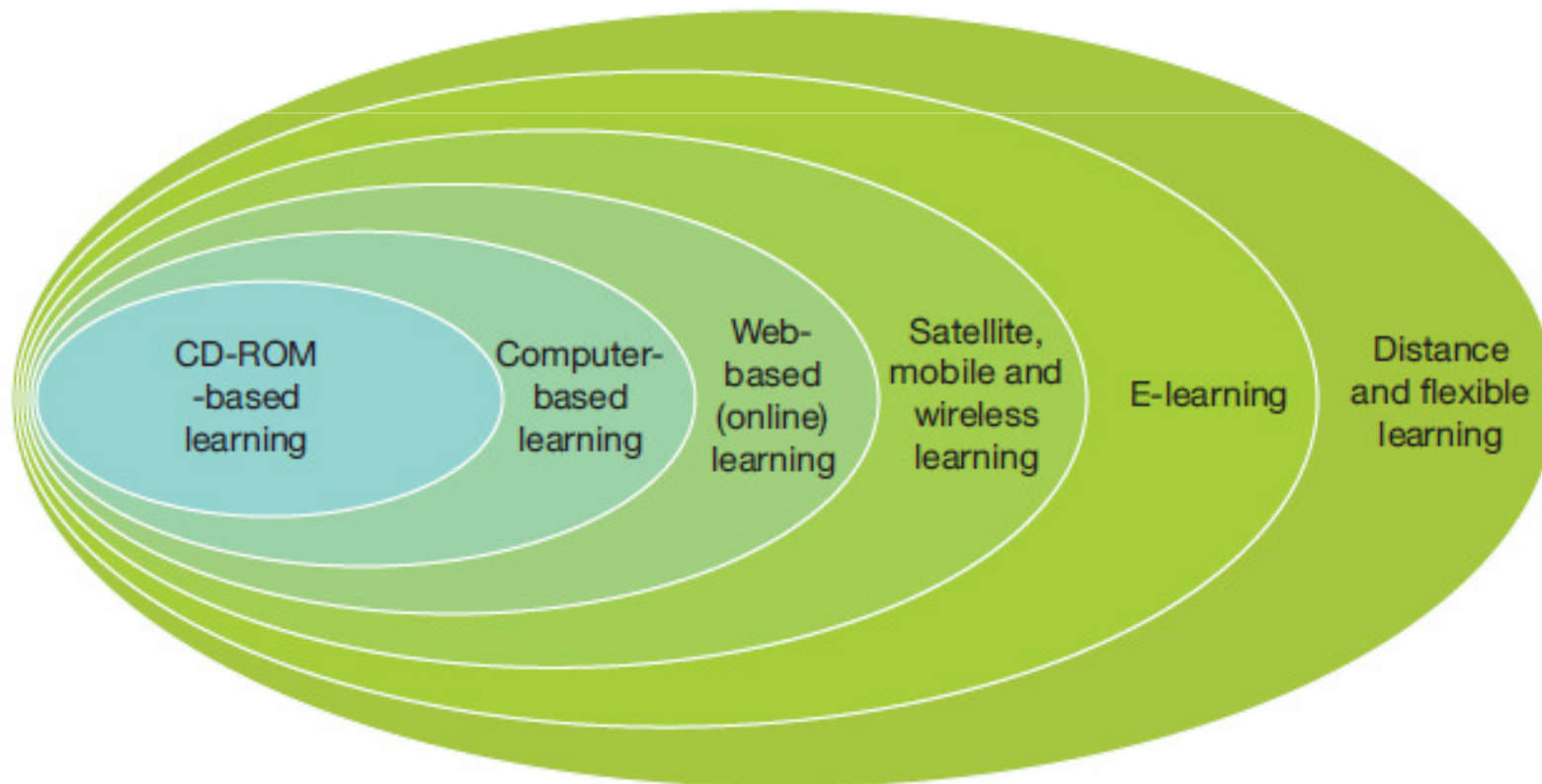
Notesniki v razredu

- Lastno brezžično omrežje?
- Podaljški za elektriko (bodo varovalke vzdržale?)

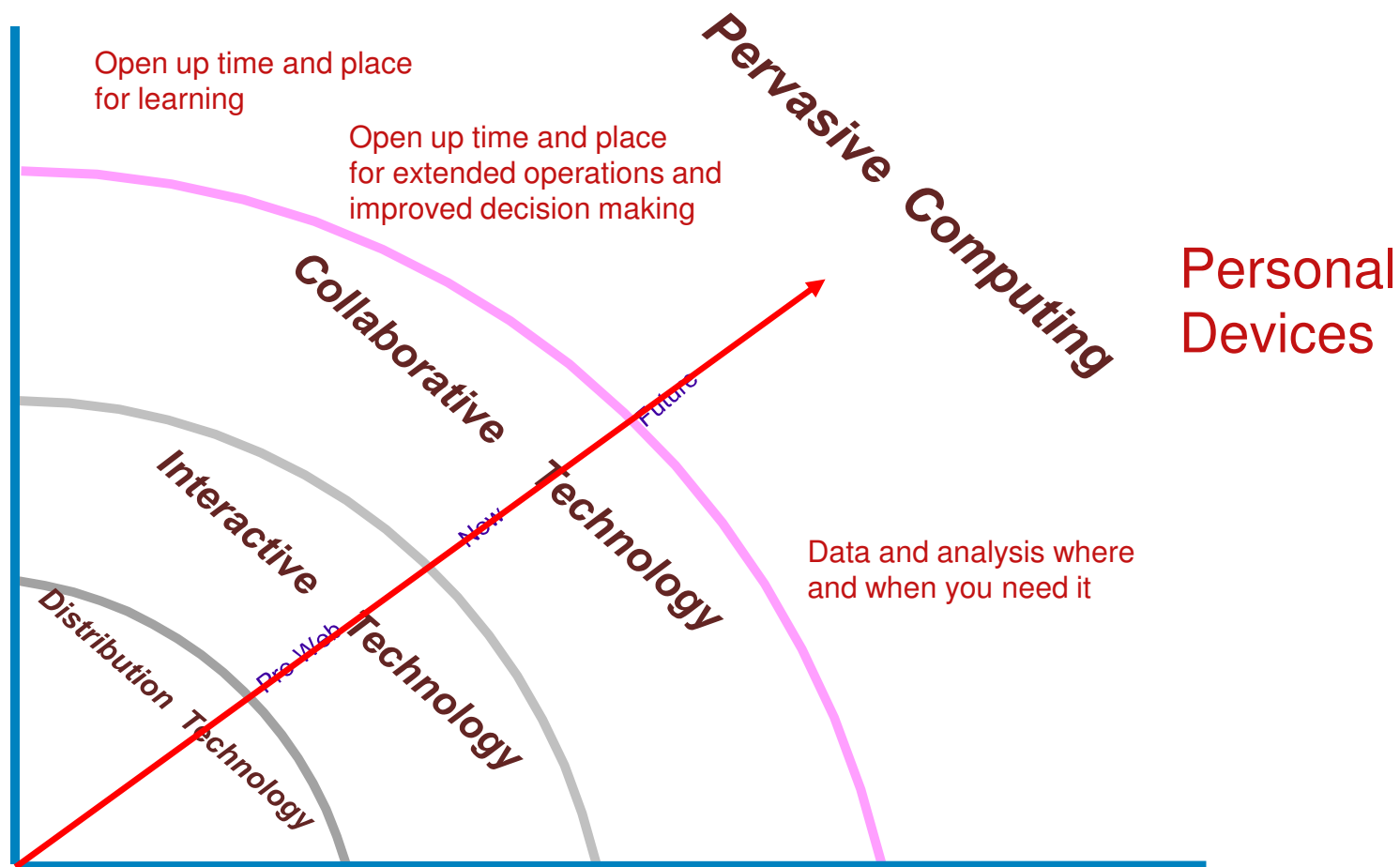


Učne tehnologije, načini in odvisnosti?

- Učenje, temelječe na CD
- Učenje, temelječe na spletnih tehnologijah
- Multimedijски razredi
- Virtualni razredi



Tehnologija in model poučevanja



m - učenje

- Izraz **m-Learning**, ali "mobile learning,, ima za različne skupnosti različen pomen. Čeprav je povezan z e-učenjem in učenjem na daljavo, se hkrati razlikuje, saj je fokusiran na učenje s pomočjo **mobilnih naprav**.
- Ena od definicij m-učenja je: *Kakršnakoli oblika učenja, pri kateri učenec ni na fiksni, vnaprej določeni lokaciji, oziroma učenja, kjer učenec izkoristi prednosti učenja z mobilnimi tehnologijami.*



Prednosti elementov spletnih (online) tečajev (1)

- Študentje delajo, ko imajo čas, kjerkoli in z lastnim tempom
- Vsa gradiva ostajajo na spletu in jih lahko študenti po potrebi kadarkoli naslovijo ali ponovno berejo
- Dobro načrtovana gradiva lahko uporabljamo z različnimi stili učenja
- Elementi so lahko ponovno uporabljivi v drugih tečajih ali drugih delih istega tečaja
- Povezave na spletne vire (spletne strani, podatkovne baze, knjižnice, revije) so direktne in jih tvorimo enostavno.
- Enostavno vzpostavljanje sodelovanja



Prednosti elementov spletnih (online) tečajev (2)

- Obstaja več atraktivnih spletnih orodij (blogi, wikipedije,..)
- Dobro načrtovana gradiva lahko uporabljajo tehnologije, že znane študentom (podkasti, Skype, blogi, socialna omrežja, orodja za zaznamke)
- Nekateri načini ocenjevanja so lažje izvedljivi preko spleta
- Vgradimo lahko interakcijo z realnim svetom (izven univerzitetnega okolja)
- Študentje lahko posredujejo svoje izdelke v različnih spletnih formatih
- Nekaterim študentom je sodelovanje v diskusijah in aktivnostih lažje preko spleta kot v neposrednem stiku (face-to-face)

Slabosti elementov spletnih (online) tečajev

- Za tvorbo je potrebno več časa, napora in denarja
- Avtorji se morajo naučiti novih veščin in stilov
- Tehnični problemi lahko ovirajo tvorbo in uporabo vsebine
- Posebna skrb je potrebna pri ocenjevanju (plagiat, izdajanje za drugo osebo,...)



Katero učenje je boljše?

Novejše tehnologije niso nujno boljše od tradicionalnih metod poučevanja... Izbira tehnologije naj bo v rokah učenca ne pa da je to posledica novosti.....”

- **Bates AW.** Technology, open learning and distance education. London: Routledge 1995.

Modeli e-učenja



Behaviorizem

Kognitivizem

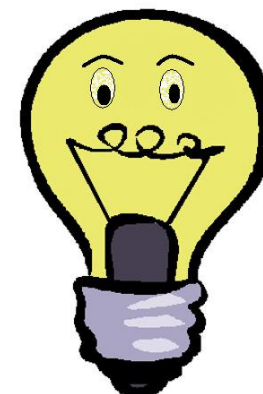
Konstruktivizem

Kaj običajno počenjajo učenci?



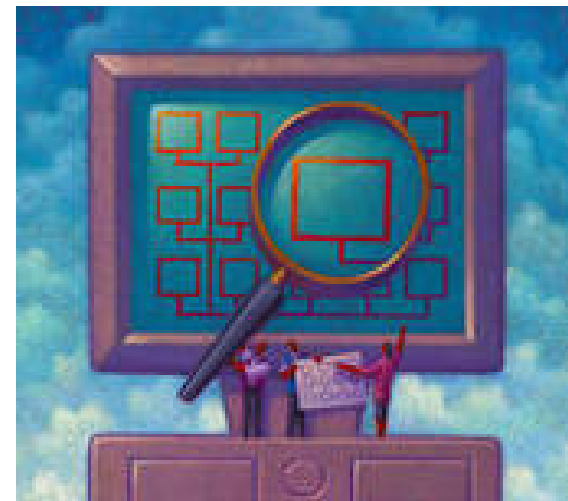
- gledajo
- iščejo
- si predstavljajo
- rečejo
- analizirajo
- rešujejo
- pišejo
- ocenjujejo
- napovedujejo
- primerjajo
- uporabljajo
- merijo

nekaj



e-učenje kot kompleksen sistem

- Učenje na daljavo oziroma e-učenje je kompleksen sistem institucionalnih, individualnih, tehničnih in socialnih komponent.
- Izkušnja e-učenja je integrirana celota vseh komponent. Sprememba enega dela vpliva na celoten sistem



Spletne tehnologije v izobraževanju

Ključne WEB2.0 aplikacije in storitve

- Blogi
- Wiki
- Označevanje in socialni zaznamki
- Souporaba multimedijev
- [RSS in združevanja](#)
- Nove Web 2.0 storitve in aplikacije

WEB 2.0 v izobraževanju

WEB

The screenshot shows a Firefox browser window with the address bar displaying 'www.web20atschool.net/web/'. The page features a large orange header with the text 'Web 2.0 at school'. Below the header, there is a 'Main Menu' on the left with various categories like Home, Blog, and Communication. The main content area is divided into three sections: 'New', 'Popular', and 'Web 2.0 at school'. The 'New' section lists items like 'Lovelycharts' and 'Web 2.0 in Education'. The 'Popular' section lists 'Web 2.0 at school', 'Web 2.0 in Education', 'Top 100 tools for learning', 'Zoho Calendar', and 'Numbler'. The 'Web 2.0 at school' section provides a definition of Web 2.0 applications and their benefits in education.

Firefox Web 2.0 at school

www.web20atschool.net/web/

Web 2.0 at school

- Home
- Blog
- Bookmarks
- Calendar
- Communication
- Database
- Files
- Fun
- Information
- Languages
- Mathematics
- Music
- Organizers
- Paint
- Pictures
- Presentations
- Printing on demand
- Spreadsheet
- Startpage

New

- Lovelycharts
- Web 2.0 in Education
- Top 100 tools for learning
- Jooce
- Sliderocket

Popular

- Web 2.0 at school
- Web 2.0 in Education
- Top 100 tools for learning
- Zoho Calendar
- Numbler

Web 2.0 at school

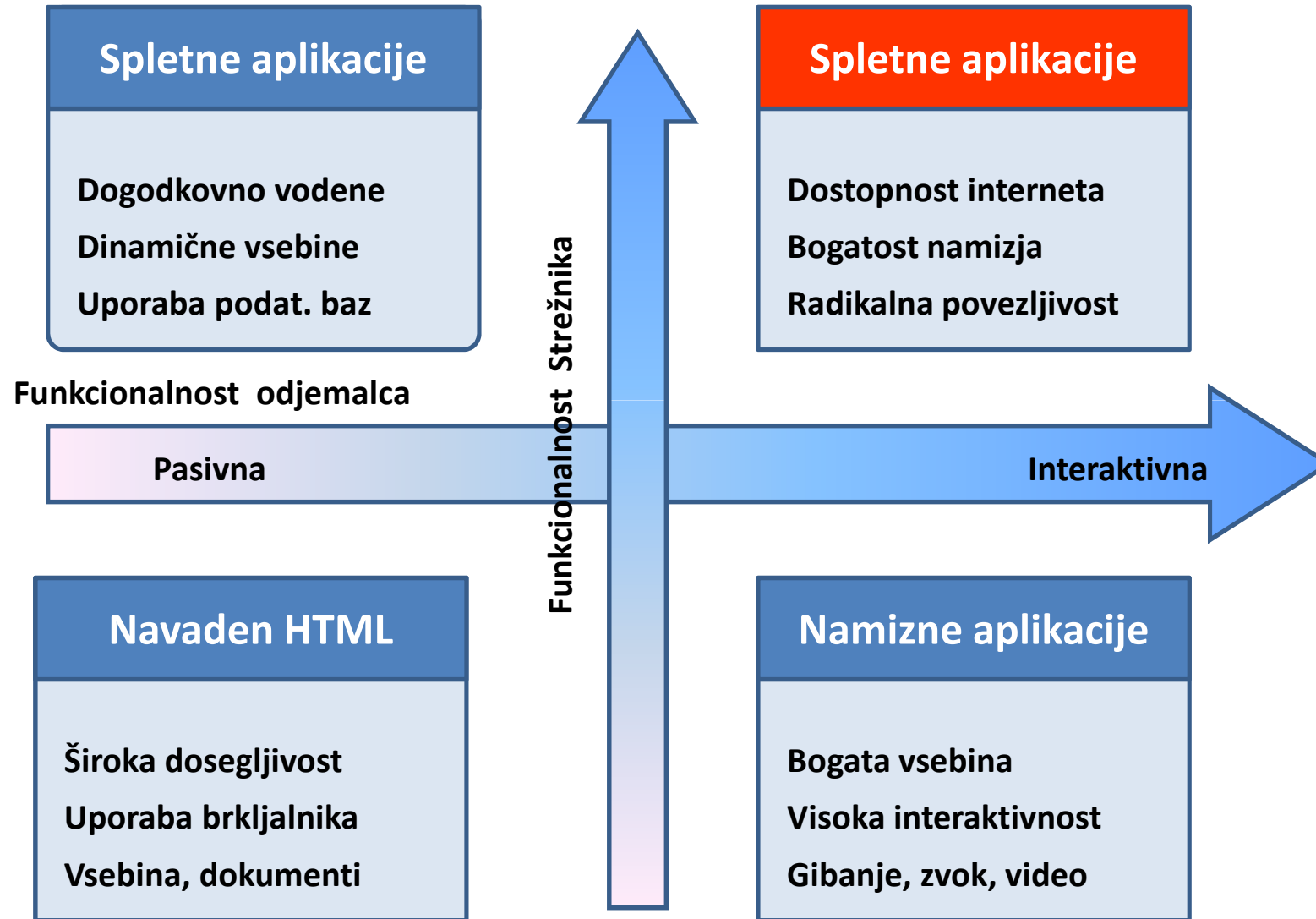
Web2.0...

- Online applications you can use without installing them on your computer.
- Save and share educational data on the Internet.
- An exciting way to integrate ICT in any subject (Maths, English, Science...)
- Socialize, collaborate and communicate using the Internet as a platform.
- ICT tools for Education for Sustainable Development (ESD)

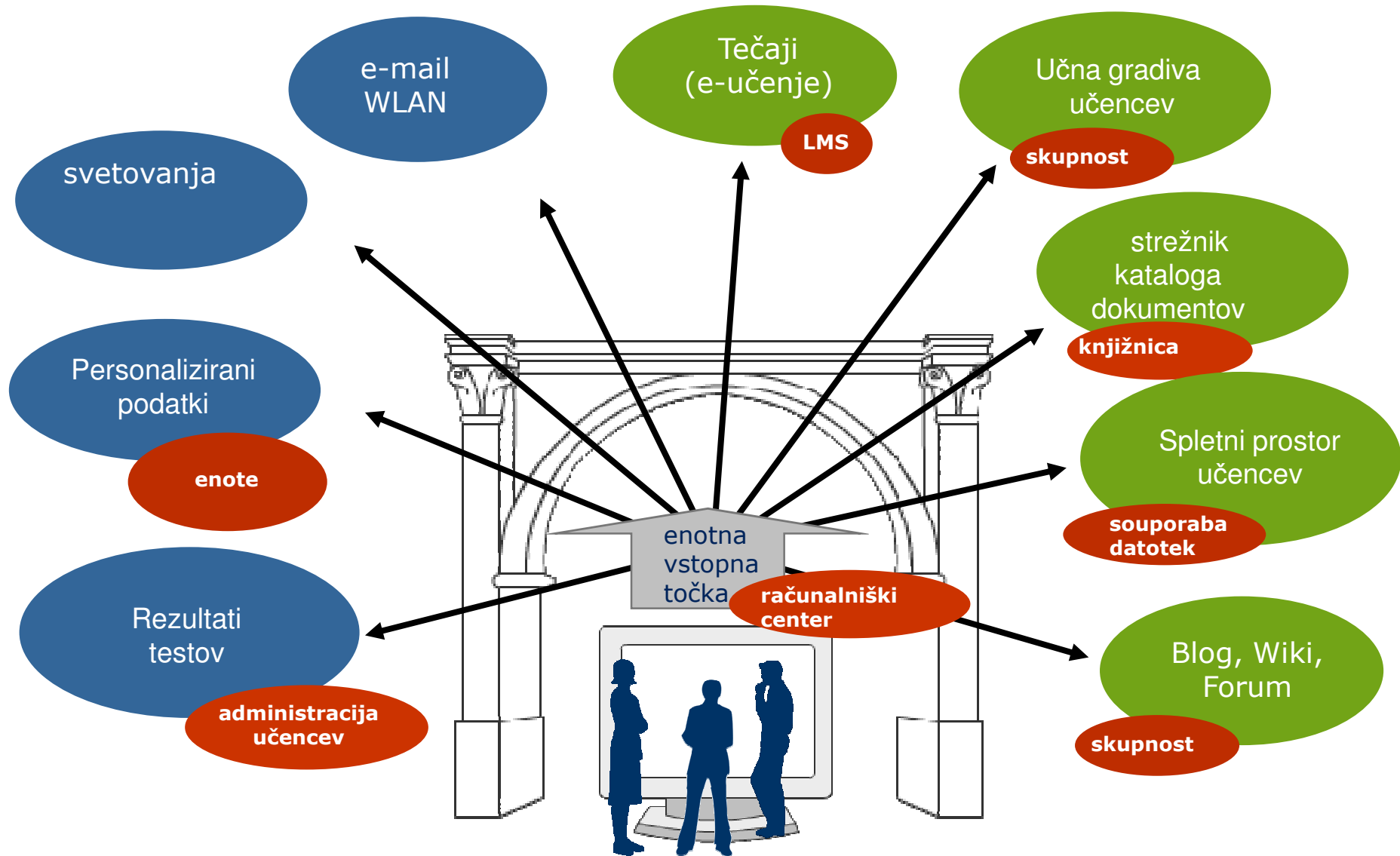
On this website you can find interesting WEB2.0 applications. They are ordered in different categories that you can find in the menu on the left. These application are suitable in your classroom, in your school or at home. Some are handy, some are interesting, some just 4 fun.

18:56
9.10.2011

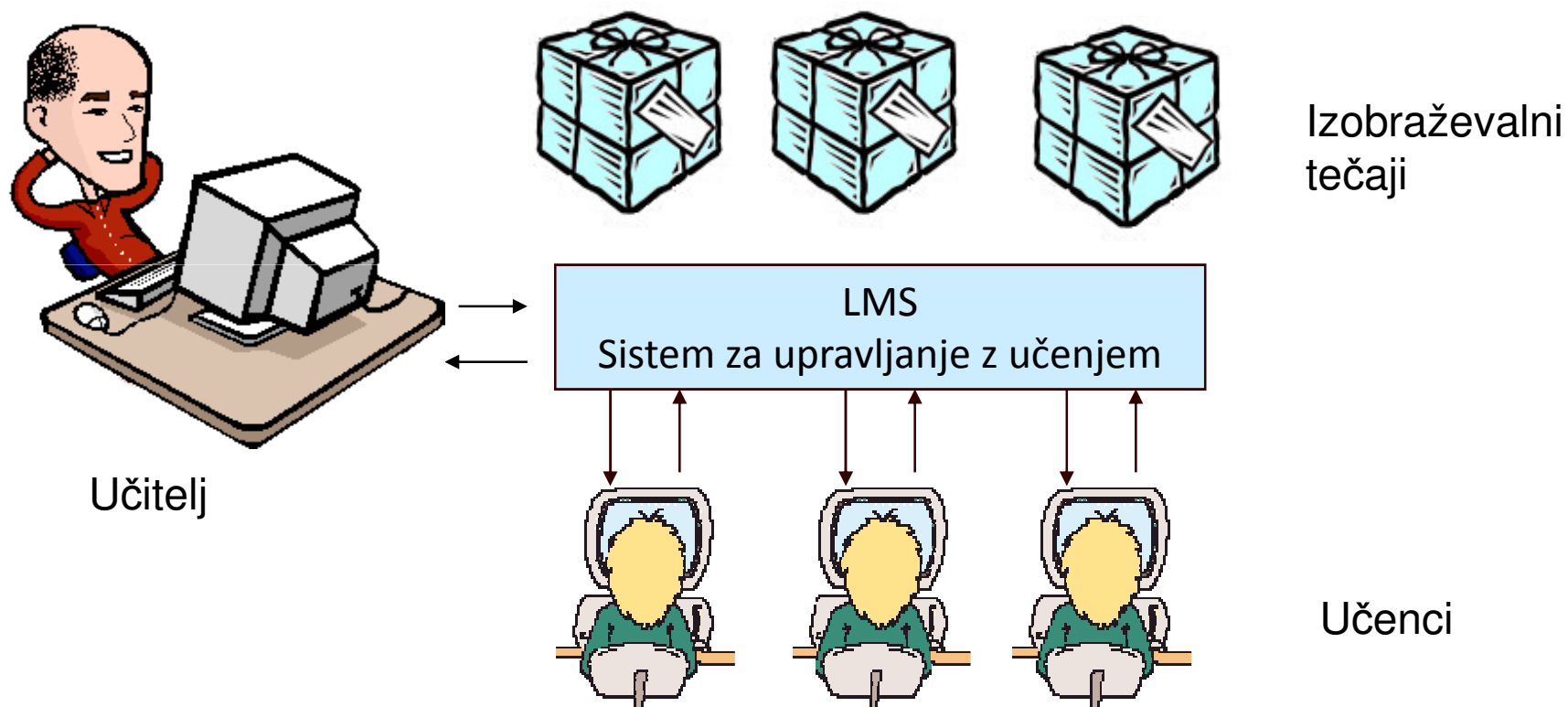
Značilnosti RIA



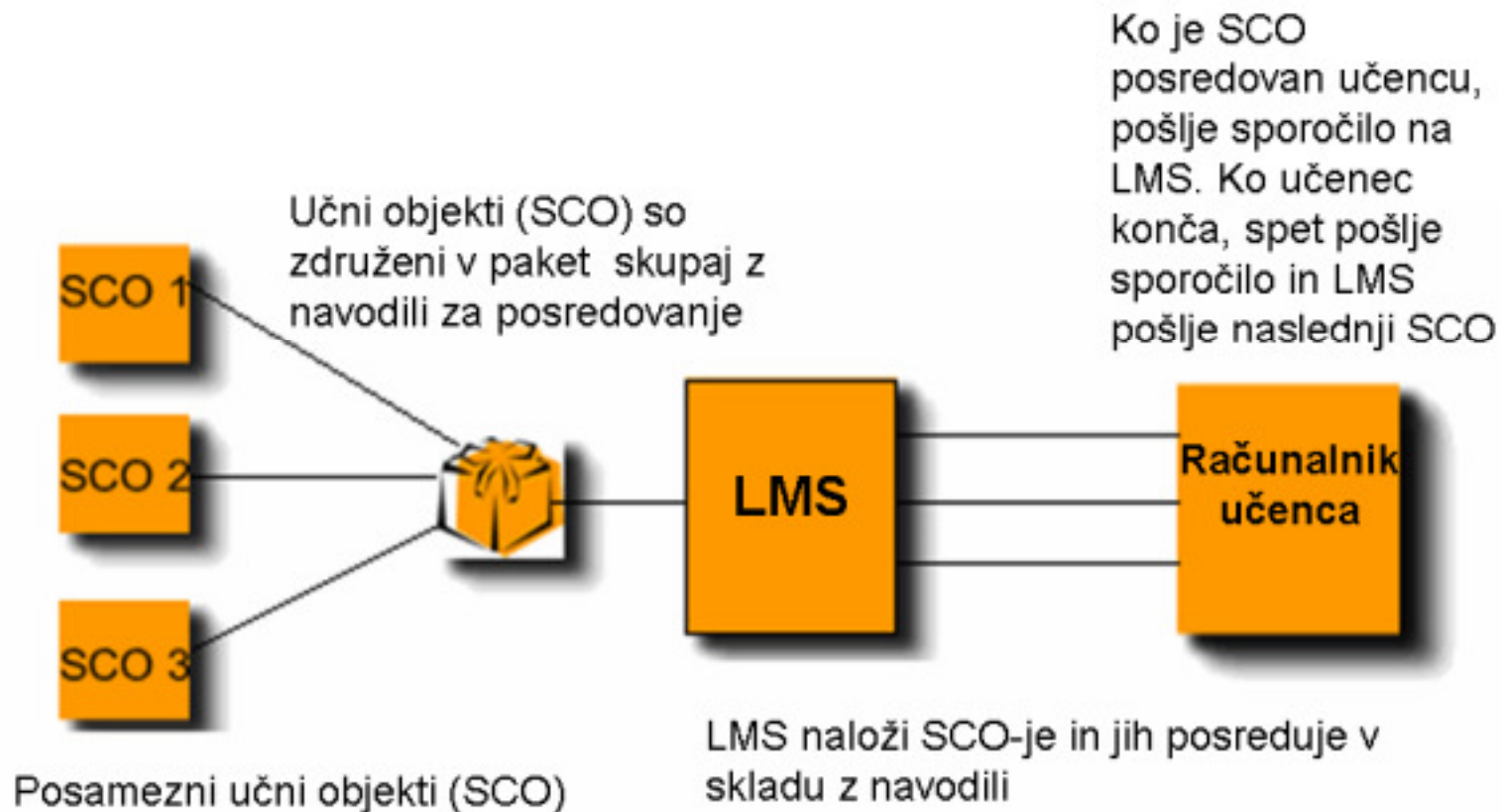
Vizija šolskega portala: Storitve in skupnost



LMS – Learning Management System



Nekaj o SCORM



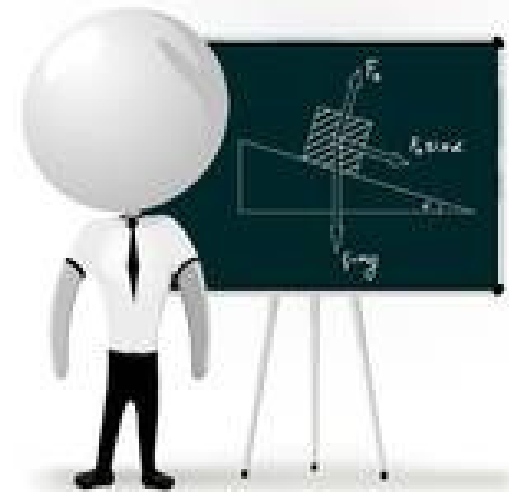
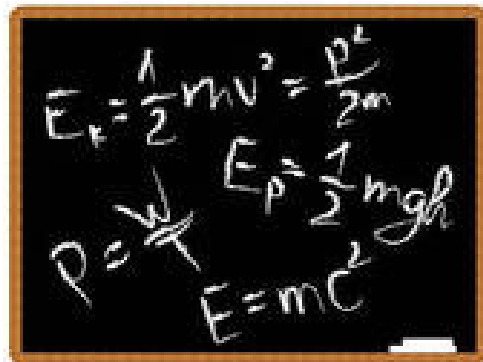
Računalniško podprte simulacije in animacije

Konceptualno poučevanje naravoslovja

Mimikrija narave in interakcija njenih objektov.

- Narava ne pozna diferencialnih enačb
- In vendar se pravilno obnaša

Vizualizacija pojavov, ki bi sicer bili težko razumljivi



Ponovno uporabljivi učni objekti



Definicija “učnih objektov”

- Kakšna bi bila vaša definicija?
- Kratka verzija:
 - kakršenkoli digitalni vir, ki ga lahko (ponovno) uporabimo za podporo učenju
- Daljša verzija:
 - Ponovno uporabljiva, medijsko neodvisna zbirka informacij, ki jo uporabimo kot modularen gradnik za učna e-gradiva. Učni objekti so najbolj učinkoviti, če so dobro organizirani v klasifikacijskem sistemu z metapodatki in shranjeni v ustreznem podatkovnem skladišču (LCMS).



Primeri učnih objektov

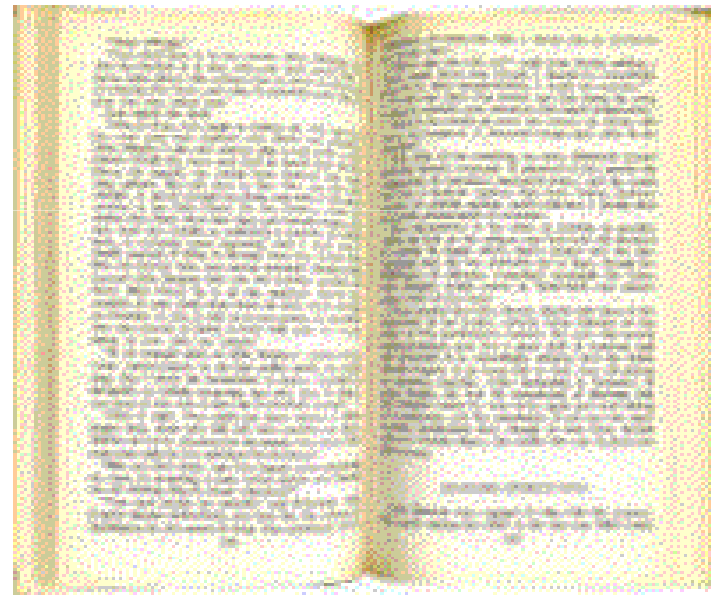
- **Multimedijske vsebine**
 - Audio oziroma video izrezki
 - animacije
- **Poučne vsebine**
 - simulacije
 - Slike, diagrami, načrti
 - Modul s celotnim tečajem
- **Interaktivne vsebine**
 - Lekcije
 - Igre
 - Igranje vlog– Interviewi
 - kvizi/samoocenjevanje



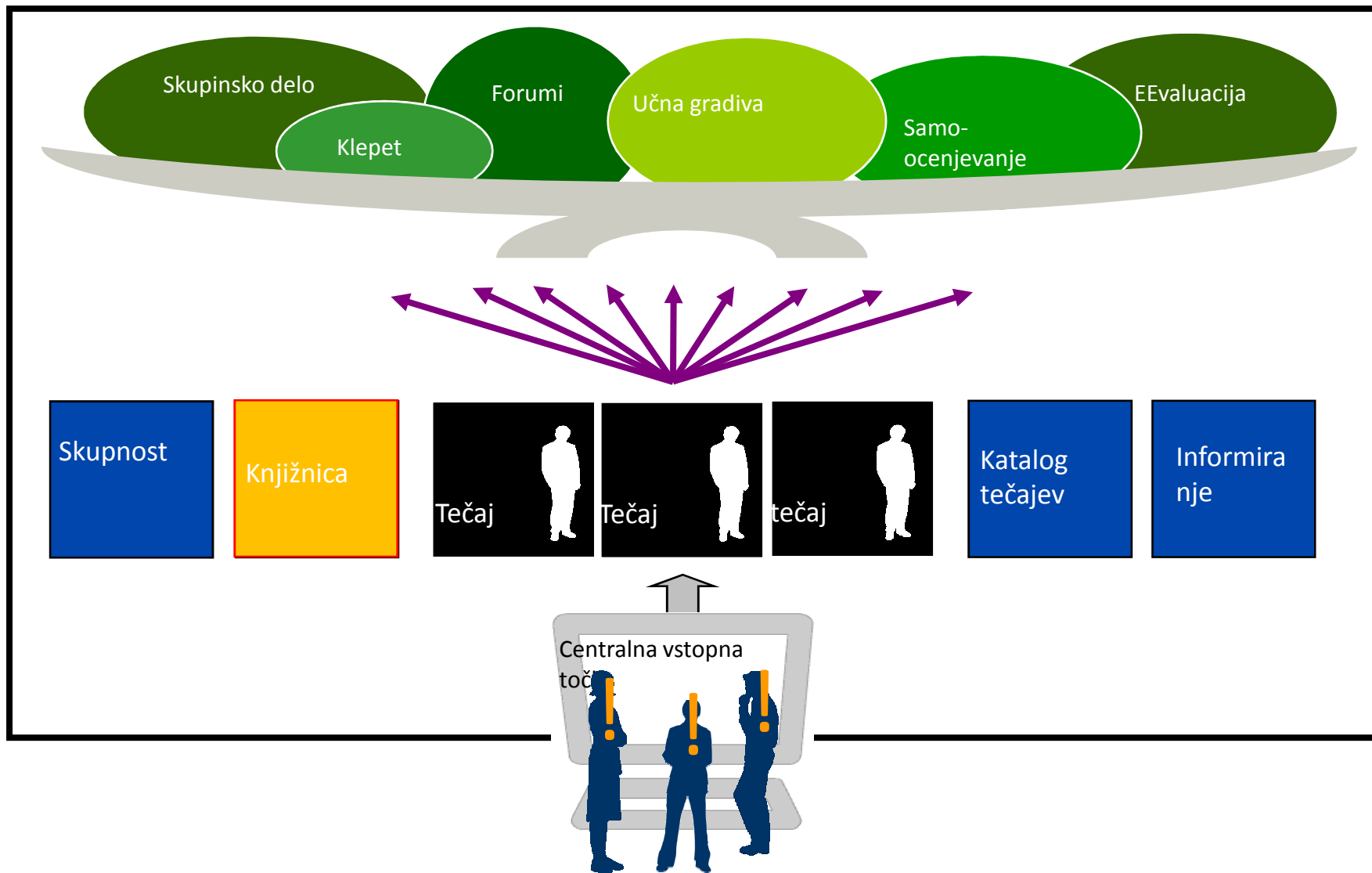
Vrste učnih objektov (LO, Learning Objects)

- Tečajji SCORM, LD, HTML, ...
- Vaje PDF, QTI, ...
- Primeri PDF, PPT, ODP, ...
- Multimedijski elementi JPEG, MP3, MOV, ...
- Simulacije Apleti, Flash
- Izvorna koda C, Java, ...
- Podatki XLS, SPSS, ...
- Enačbe LaTeX, MathML, ...
- Drugo CML, XML, ...

Digitalne, hibridne in virtualne knjižnice



Centralni sistem za upravljanje učenja (LMS)



Kaj so digitalne knjižnice

- Elektronski viri
- Vrsta informacijskih poizvedovalnih sistemov
- Usmerjeni iskalni stroji
- Imeniki
- Zbirka elektronsko shranjene literature in metapodatkov*
- Podatkovne baze
- Tudi internet je knjižnica v svetu digitalnih knjižnic**

- E-knjige (PDF)
- Elektronsko založništvo, članki revij
- Video posnetki
- Fotografije, grafika
- Zvočni posnetki in podcasti
- Animacije
- Simulacije
- Drugi informacijski izdelki

MERLOT

Firefox | MERLOT - Multimedia Educatio... | http://www.merlot.org/merlot/index.htm

Most Visited | Getting Started | Latest Headlines | Toggle Downloads | Download Poster Desig... | Bookmarks

MERLOT

Multimedia Educational Resource for Learning and Online Teaching

Search materials
advanced search materials | advanced search members | search other libraries

Home | Communities | Learning Materials | Member Directory | My Profile | About Us

-C archived webinar - Encouraging Your Faculty to Use MERLOT ** 1. avgust 2011 ** View the Archived Webinar on OER ** Friend MERLOT on Facel

Create Learning Materials with MERLOT Content Builder

Welcome to MERLOT

Putting Educational Innovations Into Practice
Find peer reviewed online teaching and learning materials. Share advice and expertise about education with expert colleagues. Be recognized for your contributions to quality education.

Log In

Username: Forgot username?
sasadivjak

Password: Forgot password?
●●●●●●●●

Remember Me

Not a Member?
Register Now!

As a Member you can:

- Contribute learning materials
- Create a personal collection
- Develop a personal profile
- Share your online expertise
- Receive peer recognition

Browse Collection

- Arts
- Business
- Education
- Humanities
- Mathematics and Statistics
- Science and Technology
- Social Sciences
- Workforce Development

[View category index](#)

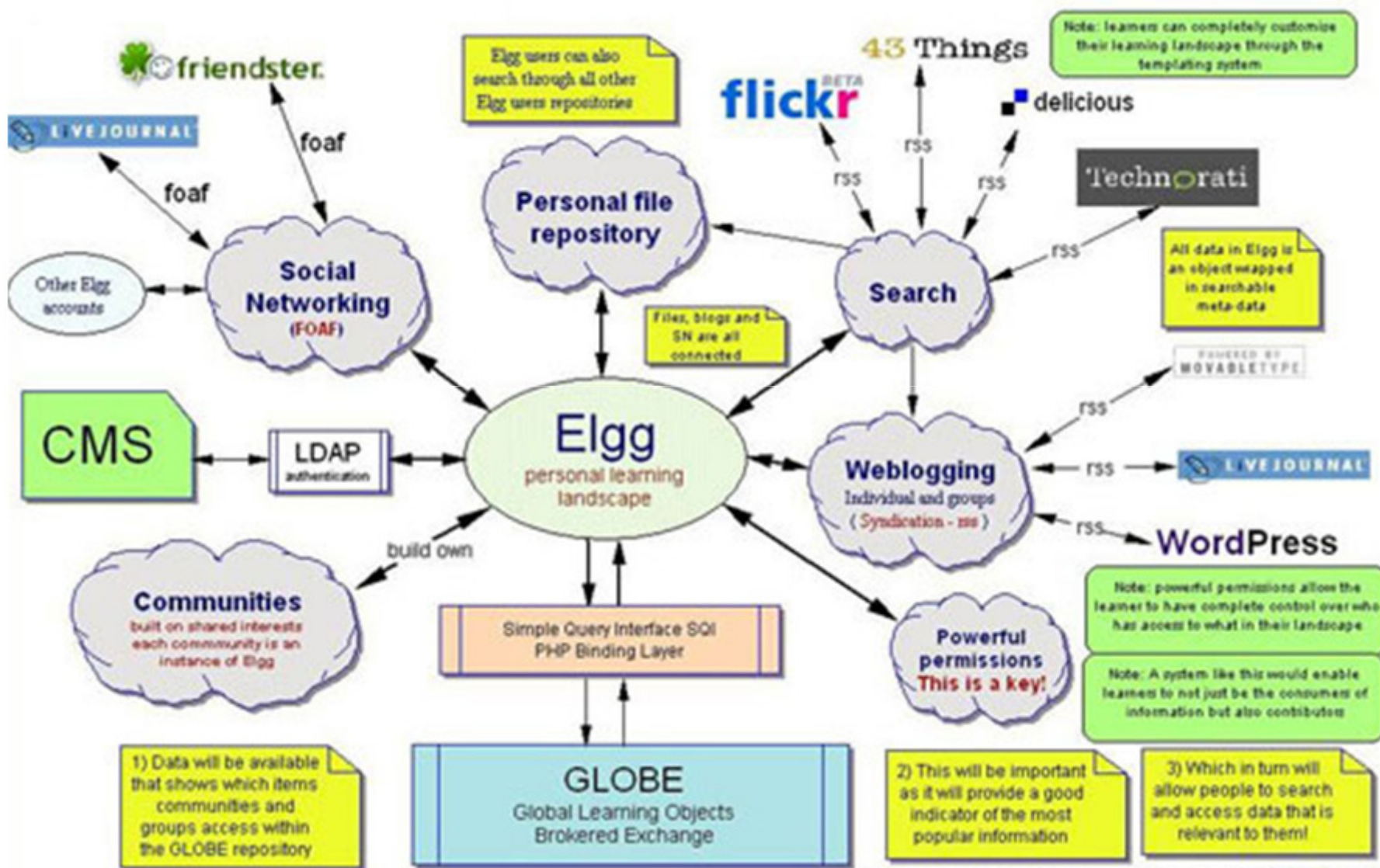
Browse Academic Support Services

Exploring MERLOT

- Learning Materials**
Browse new online learning materials in different disciplines.
- Colleagues Across Disciplines**
Find new colleagues across disciplines.
- Personal Collections**
View personal collections from people in different disciplines.
- Guest Experts**
Find guest experts in the Virtual Speakers Bureau.
- Learning Exercises**
Find learning exercises in different disciplines you can use with your

7:50
1.8.2011

„Osebna učna pokrajina“ in razvoj e-portfejev



Filozofija zbiranja znanja

Izkušnje so najboljši učitelj. Ker ne moremo imeti izkušenj o vsem, si pomagamo z izkušnjami drugih.

Znanje je nabrano v mojih znancih. Zbiranje znanja je zbiranje ljudi.



„Konektivizem“

Konektivizem je učna teorija digitalne dobe. Razvil jo je George Siemens (Univ. of Manitoba) za razlago učinka tehnologije na naš način življenja, komuniciranja in učenja.

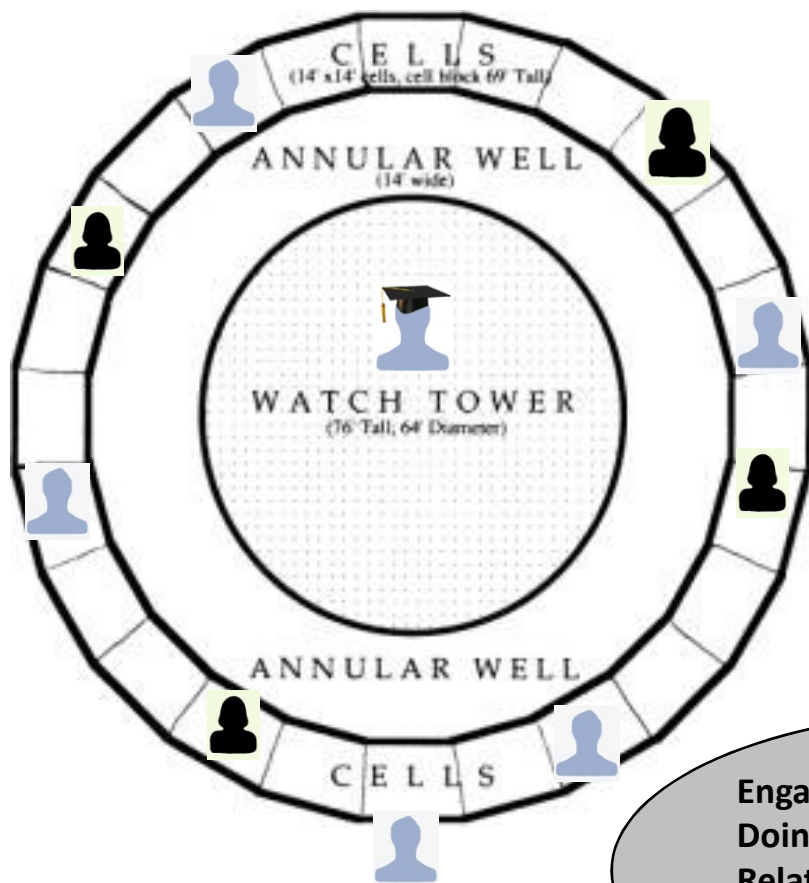
Teorija v bistvu trdi, da je **učenje proces tvorbe povezav in razvoja omrežja.**

To vključuje proces študenta

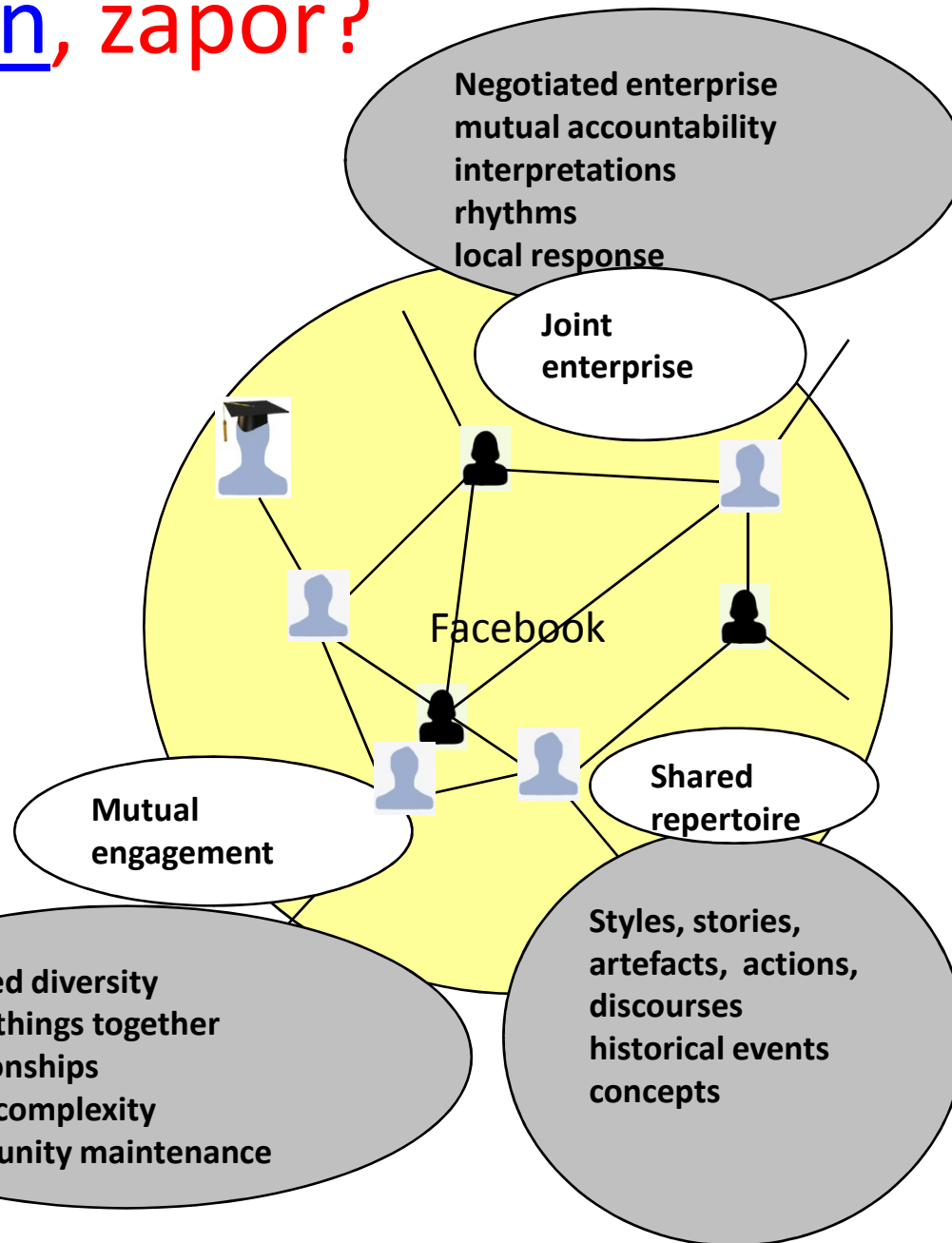
1. ki je aktiven pri učenju,
2. ki pridobiva znanje od drugih
3. ki azume, kako je povezan naš svet.



Panopticon, zapor?



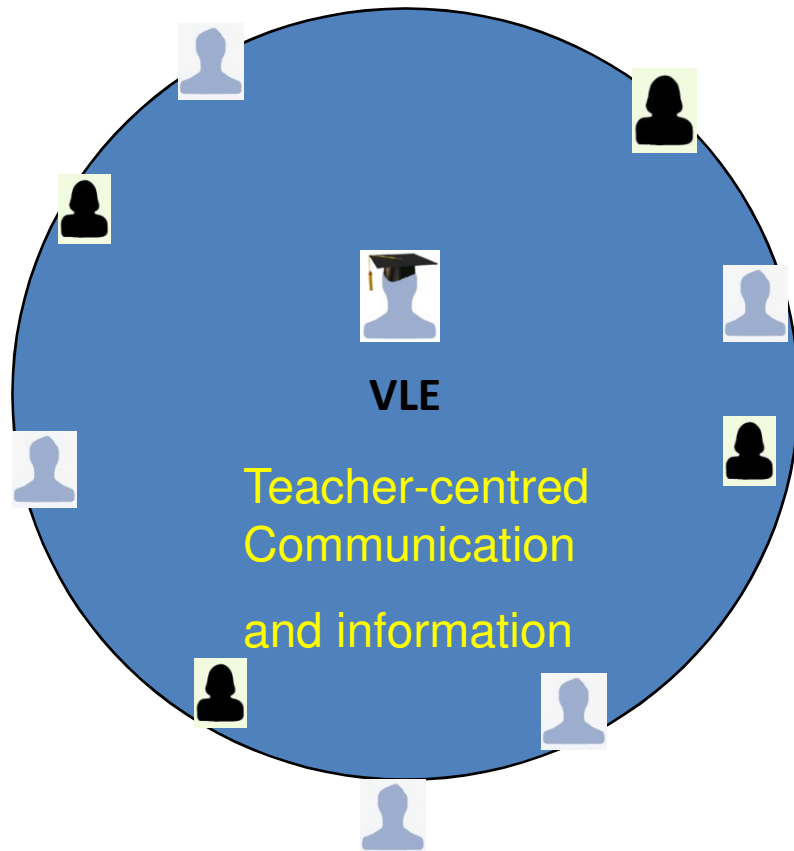
Virtualno učno okolje: vrsta panoptikona?



Včasih...



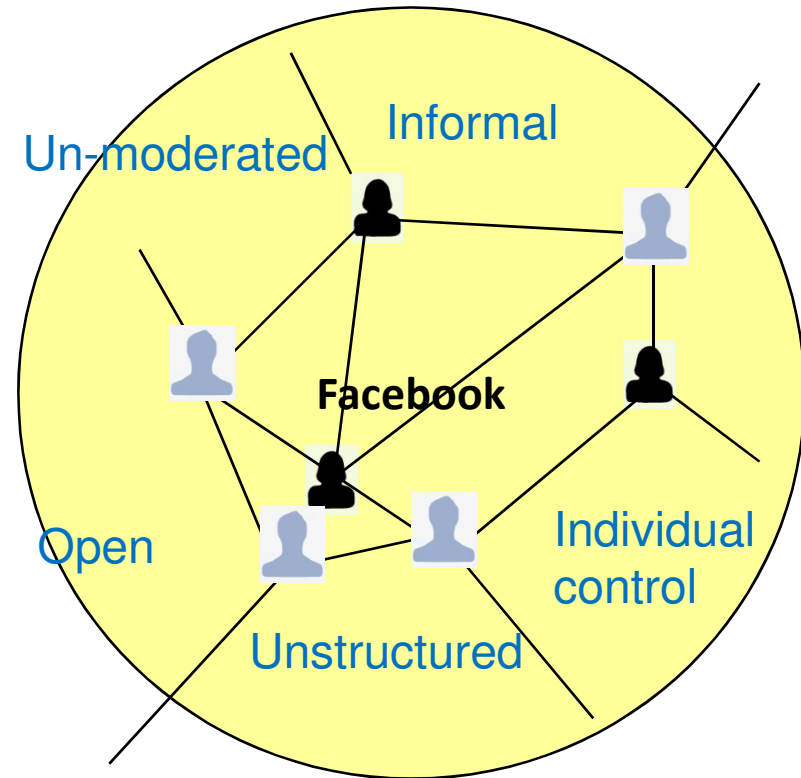
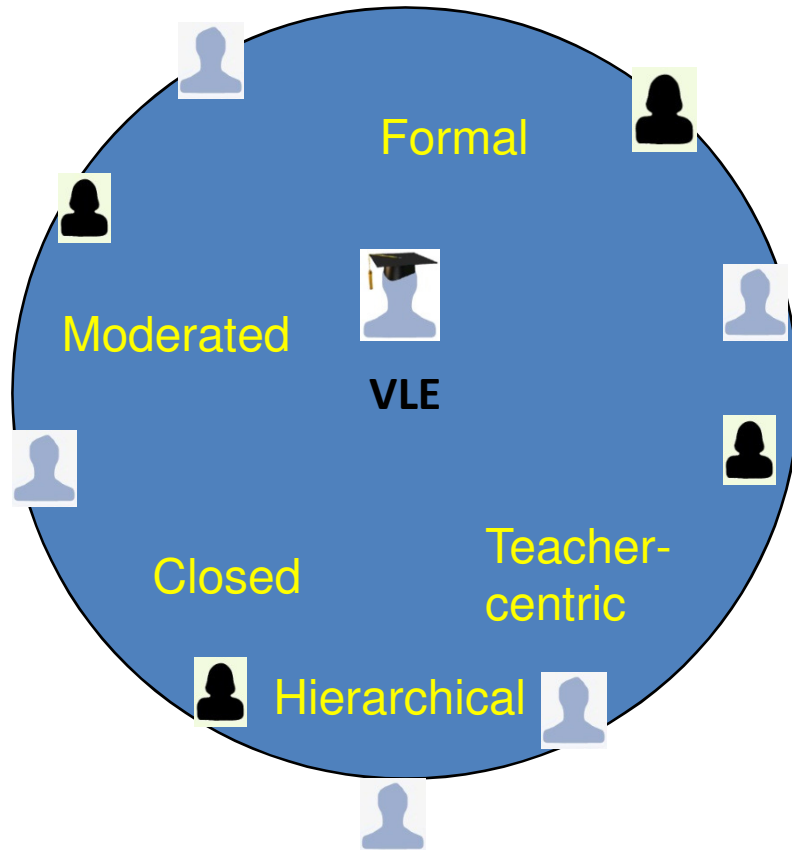
Potem so prišle spletne učilnice...



Določen nivo komunikacije
Razprave
E-pošta
Učitelj je še vedno v središču

Študenti imajo že možnost socialnih in akademskih razprav

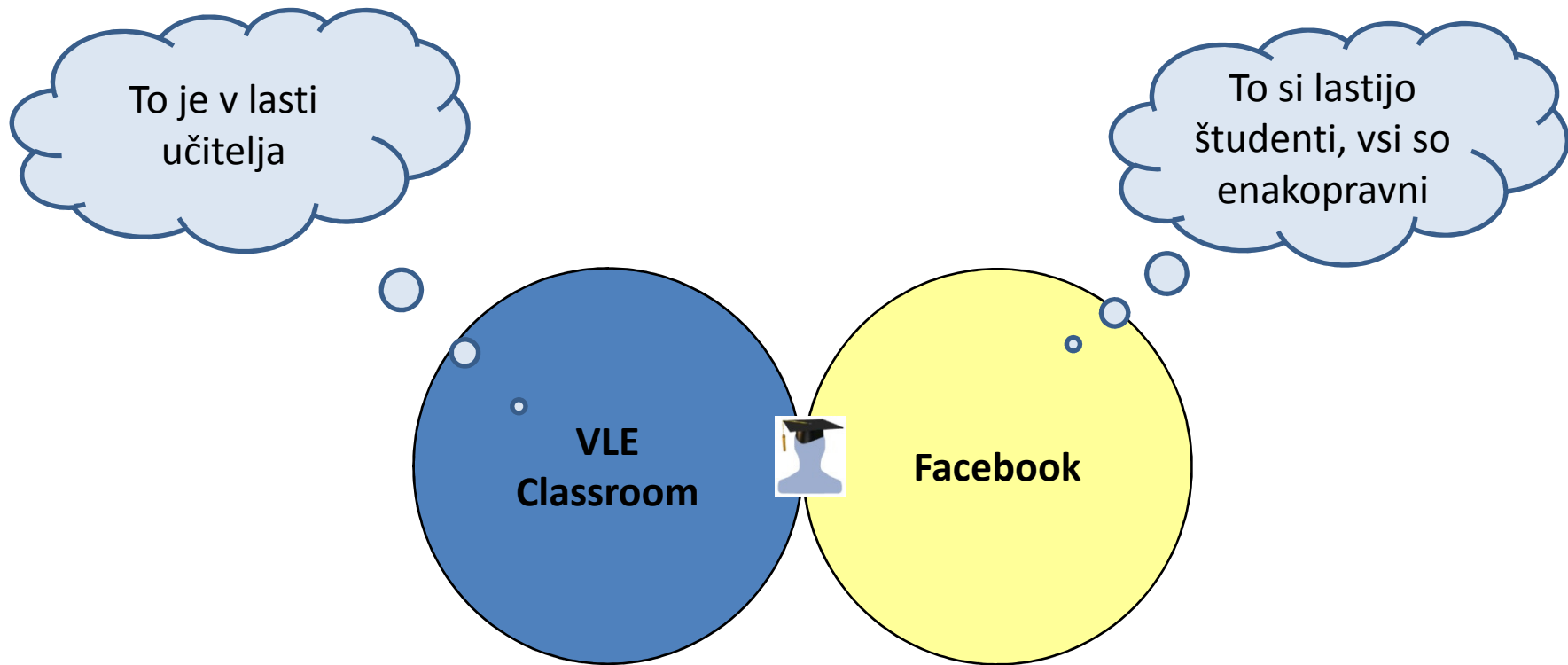
In nato WEB 2.0...



Kje bodo študenti porabili več časa?

Prečkanje mej

- Informiranje o poučevanju v razredu
- Vzpodbujanje študentov.



Uporaba SL v izobraževanju

VIDEO



EDUCATIONAL USES OF SECOND LIFE



SLOODLE

The screenshot shows the top portion of the SLOODLE website. At the top left, the word "SLOODLE" is written in large, gold, 3D-style letters. Below it, the full name "Simulation Linked Object Oriented Dynamic Learning Environment" is written in a smaller, gold font. In the top right corner, there is a blue navigation bar containing the text "You are not logged in. (Login)" and a dropdown menu currently set to "English (en)". Below the header is a large 3D virtual world scene. The scene features a landscape with green hills, a blue sky, and various buildings. A prominent sign in the foreground reads "Click to rez objects" and "Sloodle". Another sign in the middle ground says "Sloodle is ready". A small character is visible in the distance on the right side of the scene. At the bottom of the screenshot, there is an orange navigation bar with the following links: Home, Blog, Downloads, Forums, About, Help.

Login

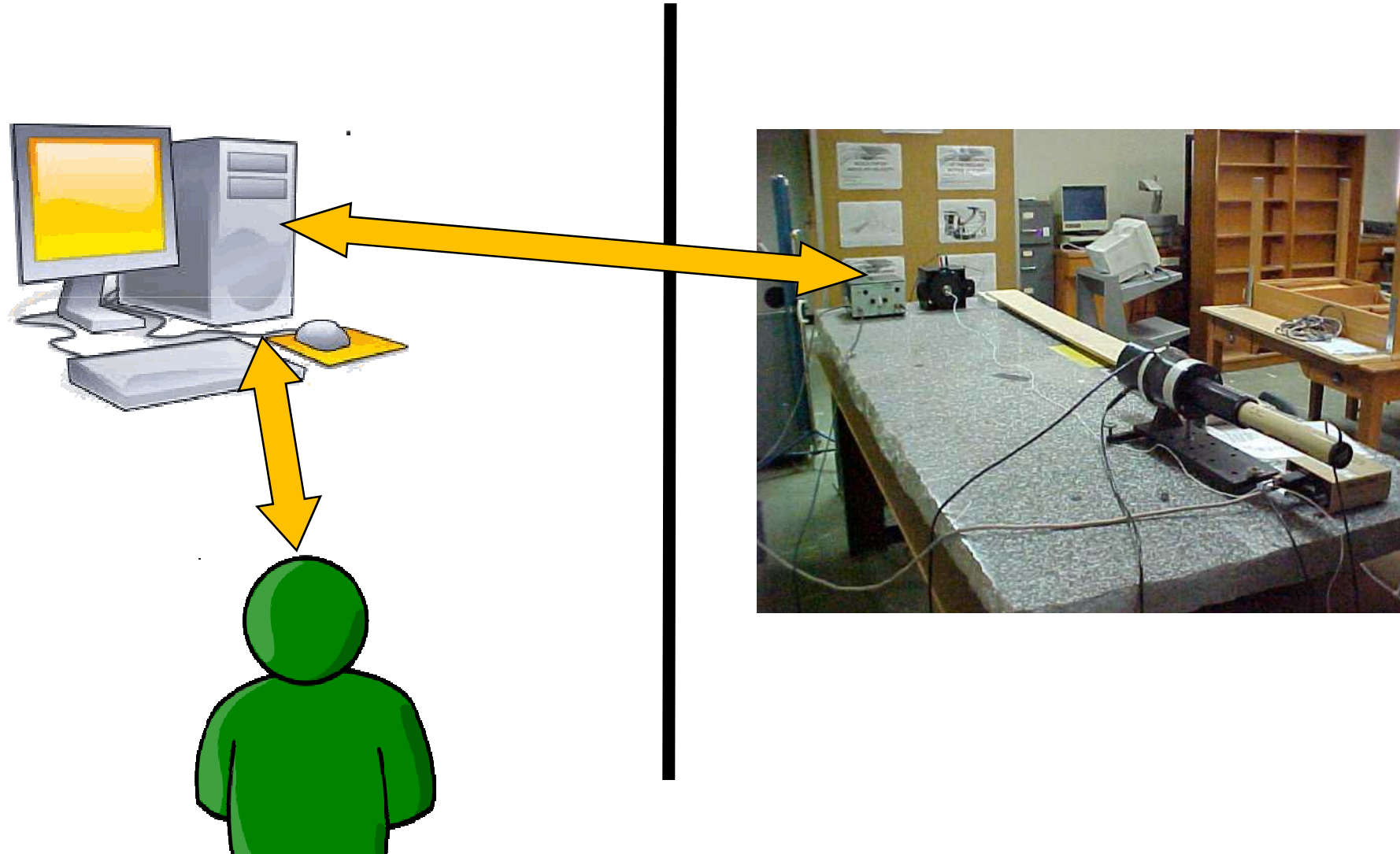
Username

Password

Login

SLOODLE is a free and open source project which integrates the multi-user virtual environments of **Second Life**® and/or **OpenSim** with the **Moodle**® learning-management system.

Oddaljeni laboratoriji



Primeri laboratorijev

Engineer Sciences	Humanist and Business Sciences	Natural Sciences
<ul style="list-style-type: none"> ▪ <u>Telerobot - Western Australia</u> ▪ <u>iLabs Hannover</u> ▪ <u>Internetio</u> ▪ <u>University of Ulster</u> ▪ <u>University of Tennessee</u> ▪ <u>Stevens Institute</u> ▪ <u>Polytechnic University, NY</u> ▪ <u>NetLab</u> ▪ <u>JBIT</u> ▪ <u>IsiLab Italy</u> ▪ <u>National University of Singapore</u> ▪ <u>AIM-Lab</u> ▪ <u>Lab on Web, Norway</u> ▪ <u>WebLab</u> ▪ <u>Verbund Virtuelles Labor</u> ▪ <u>LearNet</u> ▪ <u>CMOS Demonstration Uni Hamburg</u> ▪ <u>Control-Net</u> 	<ul style="list-style-type: none"> ▪ <u>Fachhochschule für Wirtschaft Berlin</u> ▪ <u>Fachhochschule Darmstadt, Fachbereich Informations- und Wissensmanagement</u> ▪ <u>Fachhochschule Hildesheim</u> ▪ <u>Hochschule Bremen</u> ▪ <u>Justus-Liebig-Universität Gießen</u> ▪ <u>Universität Trier</u> ▪ <u>Technische Universität Berlin</u> ▪ <u>ElatNet</u> ▪ <u>OLAT</u> 	<ul style="list-style-type: none"> <u>Uni Kaiserslautern</u> <u>Museum München</u> <u>NGL, Norway</u> <u>Royal Institute of Technology, Sweden</u> <u>Heat Exchanger Project</u> <u>INGMedia</u> <u>V-Lab, Uni Konstanz</u> <u>Central Force</u> <u>Solar System, UCLA</u> <u>Diffusion Applet</u> <u>Fermi Function Applet</u> <u>Hysteresis Applet</u> <u>Virtual Photosynthesis Experiment</u> <u>NTNU, Taiwan</u> <u>University of Guelph, Canada</u>

Elektronska interakcija



Nekaj o razrednih odzivnikih

- [Classroom Performance Systems \(Clickers\) in the Classroom](#)
- [Report on Class reponders \(clickers\)](#)
- [A fast and effective way to assess learning](#)

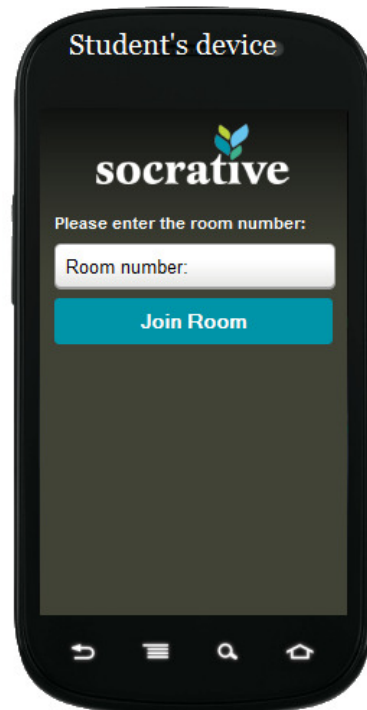
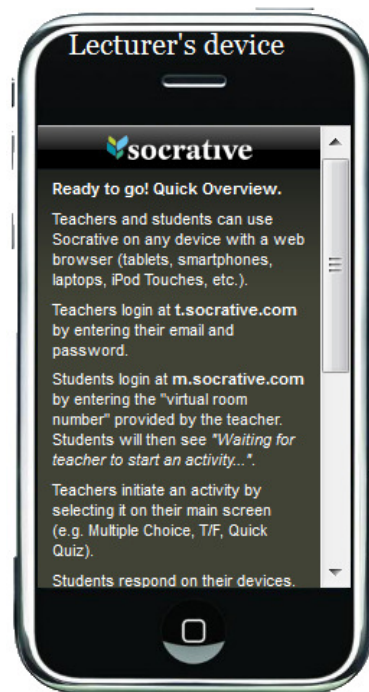


Socrative

Smart Student Response System

SIMPLE & SMART

Socrative is a smart student response system that empowers teachers by engaging their classrooms with a series of educational exercises and games. Our apps are super simple and take seconds to login. Socrative runs on tablets, smartphones, and laptops.



Veliko število študentov (pomagajmo si z IKT)



Firefox Student Engagement and Asses...
http://www.lecturetools.com/

LECTURETOOLS education

HOME | FEATURES | LEARNING OUTCOMES | PRICING | BLOG | COMPANY | CONTACT

sign up

Make Large Classes Seem Small

Present Interactive Lectures. Improve Student Engagement.
Assess Student Performance.

LectureTools turns student laptops into in-class communication tools and increases student participation regardless of class size.

Learn More

Get Started in Seconds
Sign-up for an account to learn more or register for a webinar to learn more.

Create an Account
Attend a Webinar

Why Choose LectureTools | Student Learning Tools | Digital Q&A | Student Response System | CONTACT

7:22 1.10.2011

Pomen elektronskega ocenjevanja

The importance of electronic assessment applications

- Electronic Assessment is the one of the "killer applications" in e-learning
- Integrating formative assessments alongside other learning objects in a VLE allows students to practice what they have learned
- e-assessments - not only formative but also summative - have many applications in distance learning

Authoring tools for e-assessment from the LTRG @ KU

Aqurate

- Funded by the Joint Information Systems Committee (JISC)
- The LTRG's first QTI question authoring tool
- Creates simple QTI questions in a user-friendly wizard-style user interface
- One interaction per question
- Ideal for those wishing to dip their toes in the water for QTI question authoring!

Mathqurate

- Funded by JISC
- Supports more complicated questions with multiple interactions
- Supports maths questions and interfaces with a computer algebra system
- Questions can be randomised and have different values each time.
- Student input can be evaluated for mathematical correctness - not just string matching!

Spectatus

- Funded by JISC
- The QTI assessment authoring tool
- Creates assessments from QTI questions (e.g. those created by Aqurate/Mathqurate, or any QTI 2.1-compliant editor)
- Interfaces with the Minibix QTI item bank, and with the MathAssessEngine QTI renderer

WEB

Igre v izobraževanju?

- Intuitivno naj bi poigritev motivirala učence pri boljšem učenju in skrbi za šolo.
- Vendar pa poigritev (gamification) terja več od intuicije.
- Jasno moramo definirati, kaj mislimo pod poigritvijo, oceniti njene prednosti in slabosti, raziskati trenutne implementacije in bodoče možnosti in bolje razumeti teoretično ozadje poigritev.



Primeri iger v izobraževanju

WEB

The screenshot shows a Firefox browser window with the URL www.fuelthebrain.com. The website features a blue header with the logo "Fuel the Brain" and the tagline "EDUCATIONAL RESOURCES & GAMES". A navigation menu includes "Printables", "Games", "Interactives", "Teacher Guides", "Articles", "About", and "Contact". A search bar is located below the menu. The main content area has a blue bird icon and the text "Think, Learn, and Play!". A welcome message states: "Welcome to Fuel the Brain! We have numerous games, interactives and printables to help enhance and practice elementary skills in Math, Science and Language Arts. [Contact us](#) if you have game requests or submissions that help fuel the desire for learning. Comments and feedback also appreciated. We would love to hear from you!". The page is divided into two columns: "Most Popular" and "Most Recent". The "Most Popular" section lists "Jelly Golf" (487427 plays) and "Bathtub Battle". The "Most Recent" section lists "2nd Grade Common Core Math Matrix" (1760 views) and "Kindergarten Common Core Math Matrix". A sidebar on the right shows a vertical menu for grade levels: Kindergarten, First Grade, Second Grade, Third Grade, and Fourth Grade. Social media icons for Facebook, Twitter, and YouTube are visible in the top right corner.

Kako do ocene

- Posebnost predmeta: študentje v vlogi „učiteljev“
- Priprava e-gradiv
 - Nekaj hiperteksta (ne preveč)
 - Kakšna simulacija ali animacija ali video (vaje iz HTML5)
 - Preverjanje znanja
 - Metapodatki
 - Oblikovanje e-gradiva v skladu s standardi
 - Vgraditev v „digitalno knjižnico“
- Vzpodbujanje sodelovanja
- Gradiva posameznika v njegovem elektronskem portfelju
- Izjava o lastnem delu (podobno, kot pri diplomah)

Ocenjevanje: e-portfelj

WEB

The screenshot shows a Firefox browser window displaying the ePortfolio.org website. The address bar shows the URL <http://www.eportfolio.org/>. The website has a blue header with the ePortfolio.org logo and navigation links: Welcome, About, Features, Guided Tour, and Technical Information. The main content area features a section titled "Use ePortfolio to achieve your goals:" with a list of five bullet points. To the right of this list is a "member sign in" form with fields for Username and Password, and a button labeled "ACCESS ePortfolio". Below the sign in form are links for "Forgot Password?" and "Need An Account?". Further down, there is a section titled "What can ePortfolio do for you?" with three columns: "Students", "Instructors", and "Institutions", each containing a list of capabilities. At the bottom of the page, there is a footer with the ePortfolio.org logo, support links, copyright information for 2011, and a note about screen resolution.

Firefox | eP Welcome! | ePortfolio.org

http://www.eportfolio.org/

e portfolio Search

ePortfolio.org

Welcome About Features Guided Tour Technical Information

Use ePortfolio to achieve your goals:

- » Create a plan of study
- » Maintain a dynamic resume of your experiences in life, work, study, and at play
- » Store examples of your achievements (documents, photos, graphics, spreadsheets, web pages)
- » Create media rich Guest Views to share with family, friends, employers, faculty, and others
- » Showcase your accomplishments!

member sign in

Username

Password

ACCESS ePortfolio

[Forgot Password?](#) | [Need An Account?](#)

[New to ePortfolio.org?](#)
[Learn More](#)

What can ePortfolio do for you?

Students	Instructors	Institutions
<ul style="list-style-type: none">» Showcase achievements on individualized Guest pages» Collect and Reflect on your work» Share your educational and work experience» Create dynamic resumes» Create a plan of study and work online with your Advisor	<ul style="list-style-type: none">» Create Portfolio Projects with scoring rubrics» Create Joint Projects with other Instructors» Comment and score students' work online» Create teaching or promotion portfolios» Showcase Achievements	<ul style="list-style-type: none">» Collect student work for Outcomes Assessment» Select work randomly and anonymously» Use scoring rubrics» Generate reports» Export raw data for further analysis

ePortfolio.org Support | System Requirements | Legal & Privacy
Copyright - 2011 - Connecticut Distance Learning Consortium (CTDLC)
Best viewed at a screen resolution of 800x800

7:19
1.10.2011

Mahara e-portfolio

The screenshot shows a Firefox browser window with the URL <http://mahara.ulcc.ac.uk/>. The page features the Mahara logo and a navigation menu with 'Dashboard', 'Content', 'Portfolio', and 'Groups'. The main content area is titled 'Welcome to mahara.ulcc.ac.uk' and includes a brief introduction to the University of London Computer Center (ULCC) and the Mahara e-portfolio system. A user profile for 'Sasa Divjak' is visible on the right. The central part of the page is divided into three main sections: 'Create and Collect', 'Organise', and 'Share and Network'. 'Create and Collect' includes options to 'Update your Profile', 'Upload your Files', 'Create your Resume', and 'Publish a Journal'. 'Organise' allows users to 'Showcase your portfolio' and provides instructions on organizing pages for different audiences. 'Share and Network' includes 'Find Friends', 'Join Groups', and 'Control your privacy'. Below these sections are 'Latest Pages' (showing 'some photos') and 'Recent Activity' (showing 'No messages'). The Windows taskbar at the bottom shows the system clock as 17:05 on 2.10.2011.

Firefox | e learning | Can Stock Photo | Dashboard - ULCC Mahara

http://mahara.ulcc.ac.uk/

Search My Search

mahara PARTNER

Dashboard Content Portfolio Groups

Welcome to mahara.ulcc.ac.uk

The University of London Computer Center (ULCC) provides complete e-Learning solutions for the education and public sectors.

This site provides a demo portfolio to users wishing to explore the Mahara e-portfolio system. We can also support evaluation or other projects upon request. Please [register your account](#) to begin using the system.

For more information you can read [about Mahara](#) or alternatively please feel free to [Contact Us](#).

Create and Collect

Develop your portfolio

- Update your Profile
- Upload your Files
- Create your Resume
- Publish a Journal

Organise

Showcase your portfolio

Organise your portfolio into [pages](#). Create different pages for different audiences - you choose the elements to include.

Share and Network

Find friends and join groups

- Find Friends
- Join Groups
- Control your privacy.

Sasa Divjak

Online users

(Last 10 minutes)

- Sasa Divjak

Links and Resources

- Quick Reference Guide
- Mahara.org
- ULCC Mahara Services

Latest Pages: some photos

Recent Activity: No messages

Windows taskbar: 17:05 2.10.2011

Ocenjevanje preko Moodle

- Priprava vprašanj s Question Writer
- Uporaba virtualnega računalnika
- Izvoz SCORM paketa, uvoz v Moodle



Kako preprečevati goljufanje pri spletnem preverjanju znanja?



[LanSchool?](#)

[Respondus Lockdown Browser?](#)

[Virtual Invigilator?](#)



THE END