

Empowered lives. Resilient nations.









"Tell me and I forget, teach me and I may remember, involve me and I learn"

Benjamin Franklin

Overview

- i. Challenges of election training today
- ii. Understanding the eLearning concept the LMS
- iii. Advantages through eLearning
- iv. Applications for eLearning within the EMB



Challenges in training and education for EMBs

- Time constraints
- Changing rules
- Costly, one-time training events
- Frequent turnover
- Wide geographic distribution of trainings
- Varying levels of student knowledge*

- Limited offerings/availability
- Little student/teacher interaction
- Long periods between application of knowledge
- Varying quality of trainers

Training Methodologies

Manuals

Quick Reference Guides

cascade trainings

Videos

animations

Posters

Lectures checklists

eLearning

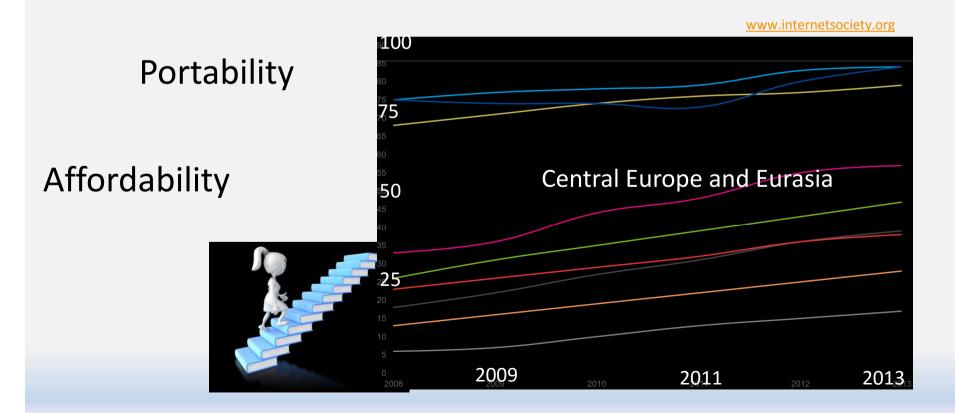
What is e(-)Learning?

- "E-learning is the use of new multimedia technologies and the Internet to improve the quality of learning by facilitating access to resources and services, as well as remote exchange and collaboration" (Alonso et al., 2005).
- "E-learning is the use of electronic media for a variety of learning purposes that range from add-on functions in conventional classrooms to full substitution for the face-to-face meetings by online encounters" (Guri-Rosenblit, 2005).
- E-learning is the delivery of education (all activities relevant to instructing, teaching, and learning) through various electronic media" (Koohang & Harman, 2005).
- "Method of studying in which lectures are broadcast or classes are conducted by correspondence or over the Internet, without the student's needing to attend a school or college. Also called distance education.
- "E-learning is education that uses computerised communication systems as an environment for communication, the exchange of information and interaction between students and instructors" (Bermejo, 2005).
- An educational experience aided and enhanced by communication and computing technology

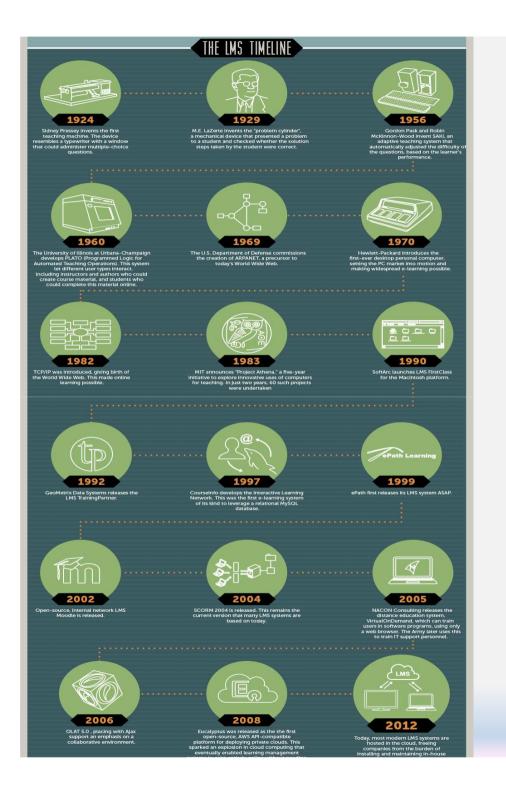
Trends

Growth of eLearning

Growth of internet



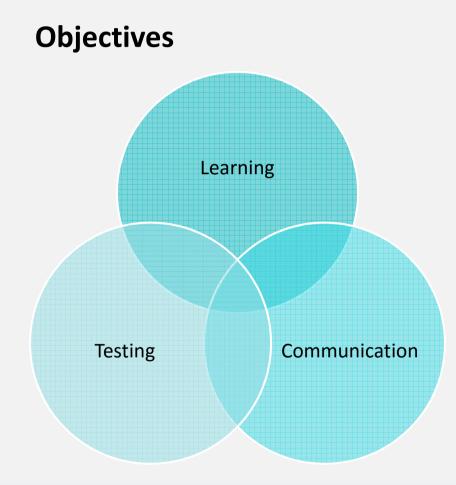
• Learning Management Systems (LMSs) software application platforms used to facilitate a learning process ..LMSs provide an instructor a way in which to create and deliver content, monitor learners' participation, communicate with learners and assess their performance



An infographical history of the rise of Learning Management Systems

Source: http:/en.wikipedia.org/wiki/history-of-virtual-learningenvironments/#

Learning Management Systems



Techniques

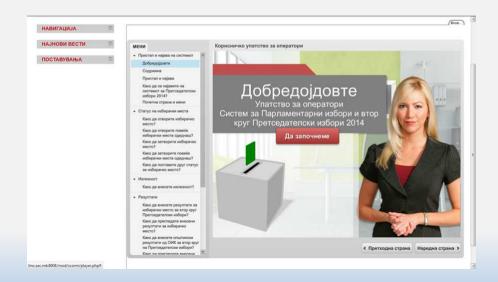
- Surveys
- Assignments
- Video
- Readings
- Demonstrations
- Quizzes
- Gamification
- Scenario building
- Feedback mechanisms
- Webinars/conferences

*how interactive a course/program is the effective combination of objectives and techniques

Advantages of eLearning

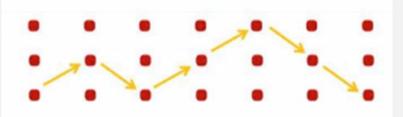
Learning

Higher retention Self-paced learning Instructional quality consistency Adaptive-Interactive technologies*



Traditional Learning:

Adaptive Learning:



Advantages of eLearning

Communication

Instant feedback and progress

Greater peer communities

More student: tutor time



Learner driven adaptation of content and methodology

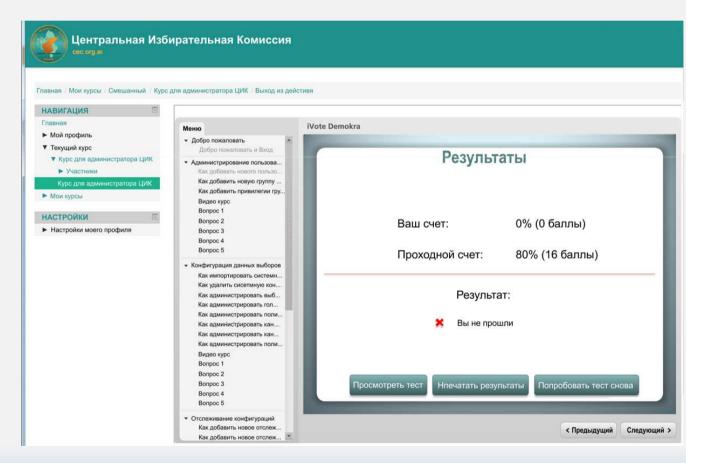
Advantages of eLearning

Testing can be a learning tool; or genuine measurement

Can be used for qualification or attestation if legislation requires it

Instant feedback and scores

Testing competency can be in a controlled environment

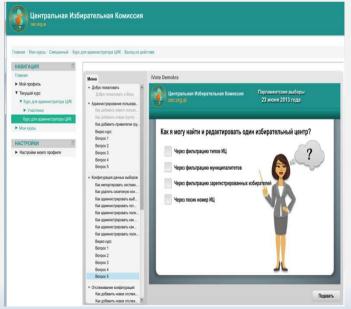


Testing

Potential uses for EMBs

- Staff orientation course
- Department/ functions courses
- SOP courses
- District Commission member/chair/secretary course
- Polling Station member/chair/secretary course
- Technical staff courses
- Observers guide
- Political party instructions (registration; campaign finance; etc)
- Voter and Civic education





Strategic approach to using eLearning...

Who will be the 'owner' of the learning system?

What resources do we have (technical, educational, infrastructure); and what do we need?

Do we have the skills and capacity to maintain and create new courses?

What would you like the system to do (train, test, communicate)?

What is the capacity of the typical users?



