

## Product type definitions

Product type, Reference, Description	Examples of possible eLISHE Outputs
<p><b>Learning Software, eLPT01</b></p> <p><b>Learning software</b> in the context of the eLISHE project is defined as any computer based learning material that follows common eLearning rules and didactic criteria and differs from simple information resources available on the Internet. Usually learning software is designed for an educational setting, containing multi media resources and a high didactical approach.</p> <p>Learning software can be available as an offline course (CBT – Computer Based Training) or as an online course available via the internet (WBT – Web Based Training).</p> <p>Based on this product type users of the eLISHE portal will learn about existing learning software (content) solutions that can be used by them to study professionally related subjects, either deployed in a self-directed learning style or integrated into a blended learning solution.</p>	<ul style="list-style-type: none"> <li>▪ <b>CBT (Computer Based Trainings)</b> eg. CD-Rom-Course Material; DVD-Course Material;</li> <li>▪ <b>WBT (Web Based Trainings)</b> eg. Courses in the Internet;</li> </ul> <p>All kinds of training, demonstration, simulation etc.</p>
<p><b>Audiovisual Learning Resources, eLPT02</b></p> <p><b>Any learning resources that are typically audiovisual</b> and follow learning objectives similar to those of eLearning software shall be incorporated in this product type.</p> <p>Audiovisual resources differ from typical learning software by their degree of interactivity. Audiovisual resources are not interactive, use only audio and/or video as media formats, and typically are not computer based. But they have a strong impact on learning and knowledge transfer in the field of any of the eLISHE target groups.</p> <p>Based on this product type users of the eLISHE portal will learn about the availability of relevant audiovisual learning resources . It is very likely based on their fields of activities, that companies and sectors targeted by the eLISHE project will use audio-visual learning resources.</p>	<ul style="list-style-type: none"> <li>▪ <b>Audio Recordings</b> eg. Lectures, Discussions recorded on Audio Tapes, Audio Streams etc.</li> <li>▪ <b>Video Recordings</b> eg. Presentation Videos / Demonstration Videos on VHS or DVD media etc.</li> </ul>
<p><b>eLearning Based Trainings, eLPT03</b></p> <p><b>eLearning Based Trainings</b> present currently available training and educational programmes. Those training programmes are based on a defined curriculum with clear training objectives and typically deploy eLearning and/or blended learning concepts and resources to achieve those objectives. Blended learning by definition combines classroom (or face-to-face) and online learning.</p> <p>eLearning Based Trainings may use any combination of eLearning methods, content material and/or technologies, both in a pure eLearning or a blended learning setting, to achieve the best training outcomes.</p> <p>Based on this product type, users of the eLISHE portal will learn about existing eLearning based trainings that teach relevant skills outside the individual company by following eLearning approaches.</p>	<ul style="list-style-type: none"> <li>▪ <b>Online Trainings</b> eg. Online Education Programmes etc.</li> <li>▪ <b>Available eLearning Offers</b> eg. Blended Learning Trainings; Expert Tutorials, Expert Coaching, etc.</li> </ul>

<p><b>Tools, Devices &amp; Work Based Learning,</b> eLPT04</p> <p><b>Tools and devices</b> include applied hardware or software delivers knowledge and/or learning content in the required format to the eLISHE target groups, mostly in a work-related context. Two main tasks of these types of products are 1) an efficient physical delivery of learning content to the defined target groups as well as 2) the incorporation of learning processes into work processes. <b>Work Based Learning</b> attempts to inject learning content into the actual workflow and usually applies such tools and devices. This facilitates the process of learning presented in a real work context.</p> <p>Work based learning can be realised in many ways: by means of software (eg. computer simulations) or hardware (glove, handhelds etc.)</p> <p>It is important to understand that this product type shall not enumerate existing eLearning technology that is widely used! However, it shall list specific tools, devices and work based learning applications that are available on the market in order to facilitate learning processes of the specific target groups.</p>	<ul style="list-style-type: none"> <li>▪ <b>Tools &amp; Devices that Support the Process of Learning</b> eg. Handheld Devices, eBook Applications, Glove etc.</li> <li>▪ <b>Work Based Learning Applications</b> eg. Work Based Simulation Tools, Scenario Based Applications etc.</li> </ul>
<p><b>Online Communities,</b> eLPT05</p> <p><b>Online communities</b> allow eLISHE target groups to stay current in their field through dialog with other members of the same section, or the larger global field. Communities strongly contribute to the flow of tacit knowledge and support the process of learning. Online communities usually form part of learning networks that provide valuable resources and contacts to target groups.</p> <p>Online communities are realised in different ways. They can be learning portals that provide relevant eLearning resources and/or expert portals that provide expert knowledge via discussion forums, expert reports, white papers etc.</p> <p>Providing information on this product type will allow users of the , eLISHE portal to learn about existing best practices and/or contact points for knowledge and information exchange in their field, thus supporting internal learning processes. Some companies or organisations have found value in creating and managing communities of practice. These resources will be valuable to eLISHE portal users with similar characteristics.</p>	<ul style="list-style-type: none"> <li>▪ <b>Communities</b> eg. Learning Portals; Expert Portals, Learning Networks etc.</li> <li>▪ <b>Case Studies / Lessons Learnt</b> eg. Company Reports &amp; Reviews, Success Stories etc.</li> <li>▪ <b>Knowledge Resources</b> eg. Relevant Discussion Forums, White Papers etc.</li> </ul>

## **Concepts, Models & Services, eLPT06**

**Concepts and models** describe highly relevant and approved elearning models and/or concepts, and presents best practices (case studies) of implemented eLearning strategies in organisations of relevant fields and/or sectors. It provides references to successfully implemented eLearning and/or blended learning solutions, describes key success factors and relevant eLearning services, and creates an understanding of the eLearning methodology both in a conceptive but also practical application.

Its major aim is to identify what eLearning concepts and models can be applied by eLISHE target groups to efficiently and cost-effectively realise their eLearning initiatives.

As a result, users of the eLISHE portal will be better able to understand the eLearning and/or blended learning methodology and have access to a showcase of best practices, case studies, and lessons learnt with high relevance to their field and/or business sector.

- **Concepts & Models**  
eg. References to Approved Learning Models etc.
- **Relevant Services**  
eg. eLearning Service Providers Specialised for Target Groups etc.
- **Checklists**  
eg. Based on Best Practices, Recommendations etc.