

Asia e-Learning Network 2003

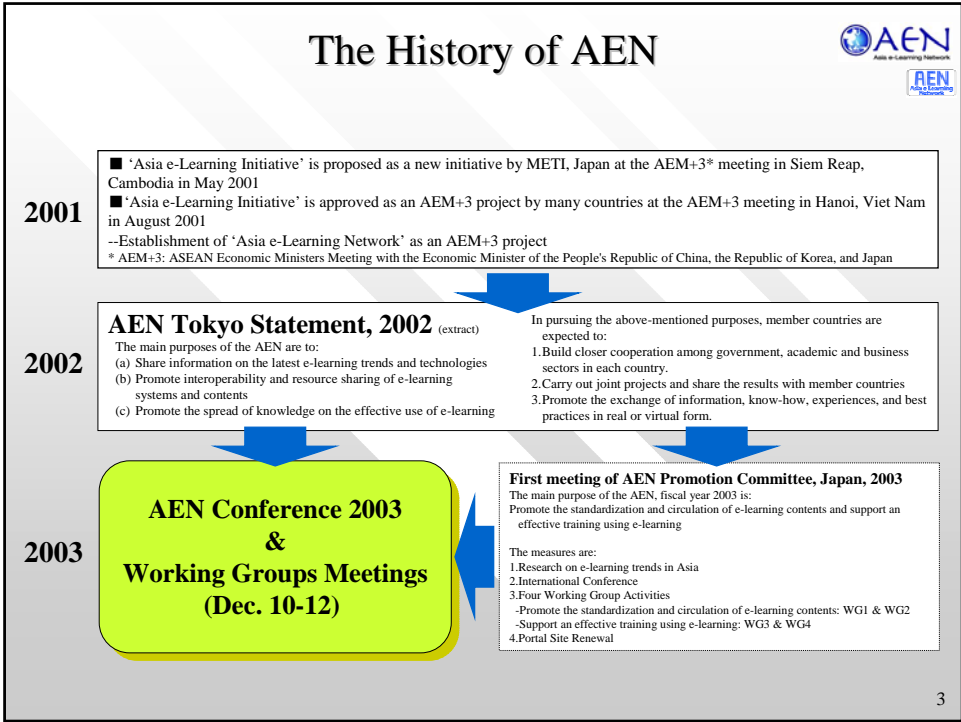
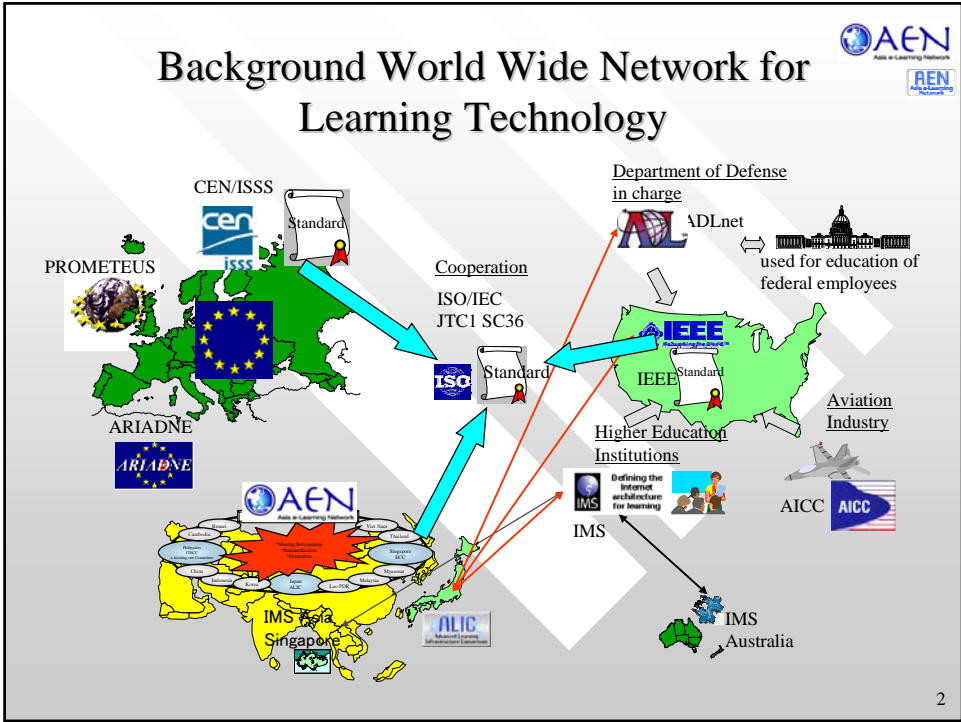
~ Network for promoting e-Learning in Asia ~

Asia e-Learning Network Conference 2003
December 11, 2003, Tokyo

Shuichi TASHIRO
Director for Asia e-Learning
Ministry of Economy, Trade and Industry

Outline

- Background -World Wide Network for Learning Technology
- The History of AEN
- AEN Activities from 2002 to 2003
- Working Group Activities in 2003
- The Present Condition of AEN and Member Countries
- Six Development and Experimental Projects in Japan
- AEN Portal Site Renewal



AEN Activities from 2002 to 2003



In 2003, AEN has four major activities: Research, International conference, Working Group Activities, and Portal Site Renewal

2002

A) Research
B) International Conference
 (July 24-25, 2002 at Tokyo) 50 people from 12 countries
C) Five Experimental Projects

Project Topic	Counterparts
1 Malaysia Japan e-Learning Network Project - Interoperability experiment of WBT contents	Malaysia
2 International Experiment Project on Asynchronous Collaborative Learning Method	Philippines
3 Examination of effectiveness regarding international distance learning program and its WBT material	Singapore
4 Synchronous and Asynchronous Distance Education of Graduate Programs	Thailand
5 Development of "e-Courses" in the Non-Skill-Transfer Fields for E-learning	Vietnam

2003

A) Research : ex. Case studies
B) International Conference
 (December 11-12, 2003 at Tokyo)
C) Four Working Group Activities

Working Group Topic	Participants
1 Technology Standards & Conformance	Asia and Japan
2 Technique for Native Language Supported Contents Development	
3 e-Learning Instructional Designer for Corporate Education and Higher Education	
4 Quality Assurance for e-Learning	

Asia Development and Experimental Projects to concrete WGC Activities
 — Just started on November

E) Portal Site Renewal

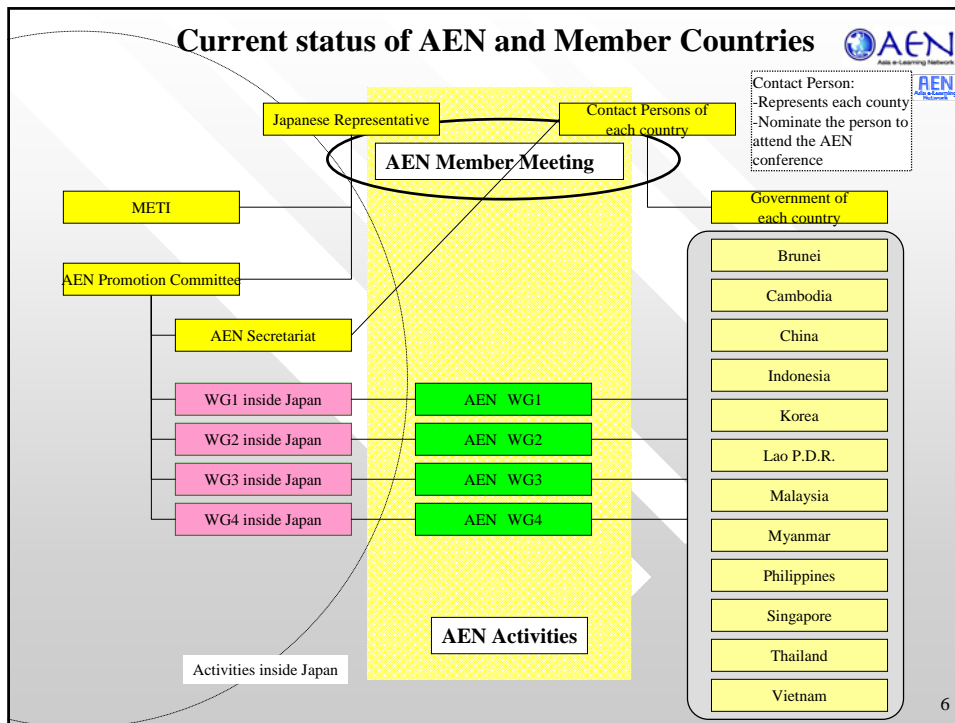
4

Working Group Activities in 2003 (Detail)



WG name	Scope and Outcome	Participants From Japan	Participants From Asia
WG1: Technology Standards & Conformance	Scope: Development of a conformance testing program of e-learning products which is based on standards for e-learning system in order to improve interoperability, productivity and usability of e-learning contents through Asia. Output: -Specification for conformance testing program -Specification for test bed development	-Keio Univ. -NTT-X -Fujitsu -NEC -Learning Architecture Lab	-Korea -Malaysia -Philippines -Singapore -Thailand -Vietnam
WG2: Technique for Native Language Supported Contents Development	Scope: Establishment of the architecture for multilingual contents development in Asia in order to improve interoperability of e-learning contents in Asia where different languages exist. Output: -Methods in creating multilingual content	-Learning Architecture Lab -Keio Univ. -Waseda Univ.	-Korea -Malaysia -Philippines -Singapore -Thailand -Vietnam
WG3: e-Learning Instructional Designer	Scope: Development of curriculum for e-learning instructional designers with which they can improve their skills in producing high quality e-learning courses and contents in Asia. Output: -Survey for needs of instructional designers -Framework of skills for instructional designers	-Aoyama Gakuin Univ. -HITACHI -Keio Univ. -Waseda Univ. -Tokyo Institute of Technology -Nihon Unisys -Sanno Institute of Management -Learning Architecture Lab	-Brunei -China -Korea -Malaysia -Philippines -Singapore -Thailand -Vietnam
WG4: Quality Assurance for e-Learning	Scope: Development of a quality assurance standard in order to distribute high quality e-learning courses and contents throughout Asia. Output: -Quality assurance standard for e-learning	-Sanno Institute of Management -Keio Univ.	-Brunei -Cambodia -China -Indonesia -Korea -Malaysia -Philippines -Singapore -Thailand -Vietnam

5



Six Development and Experimental Projects in Japan

--- just started in November

Project Abstract		Related WG
(1)	Multilingualization of SCORM v.1.2 conformance test suite, and interoperability testing This project aims to enhance the interoperability of e-learning platforms and contents available in Japan and other multibyte user countries in the Asia region, to promote content circulation, and to expand the range of platforms and contents that service vendors and corporate/school education officers can select from. This project will work on the multilingualization of SCORM v.1.2 conformance testing program, and conduct interoperability testing.	WG1: Technology Standards & Conformance
(2)	Research and development related to content license management and personal data protection This project aims to reduce the burden of licensing management and personal data protection assumed by service vendors and corporate/school education officers, to allow content vendors to work with less concerns, and to enhance learner's confidence in contents. This project will conduct research on the rights of content creators, content licensing and how to implement learners' data protection, and develop general-purpose software applications capable of being flexibly integrated into various e-learning platforms.	
(3)	Development of a model for native language supported contents development This project, focusing on the Asia region, and multibyte user countries in particular, aims to enable content vendors to reduce development costs, to lower the prices of contents, to promote content circulation in the region, and to contribute to expanding the e-learning market. This project will conduct research on the technological feasibility of making a model for content development that allows easier interpretation and implantation in native language support (NLS).	WG2: Technique for Native Language Supported Contents Development
(4)	Development of curriculum for e-learning professionals training in corporate education, and its experiment This project aims to enable corporate education officers to create e-learning curriculum consistent with human resource development strategies, and to enable employees to participate in education and training that meet their various needs. This project will develop curriculum for the training of instructional designers, who play a crucial role in corporate education as e-learning professionals, evaluate the effectiveness of developed curriculum, and develop guidelines on how to adopt instructional design to corporate education.	WG3: e-Learning Instructional Designer
(5)	Development of a model for instructional design in higher education, and its experiment This project aims to enable faculties engaged in higher education (HE) to provide e-learning that satisfies the standards of credit accreditation, to enable HE faculties to make learners capable of responding to social needs, and to enable HE learners to participate in education and training that meet their various needs. This project will develop instructional design models, evaluate the effectiveness of developed instructional design models, and develop guidelines on how to adopt instructional design to HE.	WG4: Quality Assurance for e-Learning
(6)	Development of learning evaluation functions based on the international standards, and the experiment of their effectiveness This project aims to enable platform and content vendors to expand the e-learning market by taking advantage of online testing functions built upon the latest e-learning testing standards, and to enable service vendors to do quantitative analysis, evaluation and improvement. This project will develop online testing functions based on the IMS-QTI Ver. 1.2, and experiment quantitatively on their effectiveness in learning and material evaluation.	

AEN Portal Site Renewal



<http://www.asia-elearning.net/>

- Contact Point
- AEN: aen-j@alic.gr.jp

8

Appendix

Outcomes of AEN 2002



9

AEN Organizing Meeting on July 24th, 2002 at Tokyo



- Participant: Estimated 200 participants from Governments, Associate committees, Universities, and Industries from twelve countries (about 50 International participants)

Countries: Brunei, Cambodia, Indonesia, Korea, Lao, Malaysia, Myanmar, Philippines, Singapore, Thailand, Viet Nam, Japan

- Approved the “AEN Tokyo Statement”

- The main purposes of the AEN are to
 - (a) Share information on the latest e-Learning trends and technologies
 - (b) Promote interoperability and resource sharing of e-Learning systems and contents
 - (c) Promote the spread of knowledge on the effective use of e-Learning
- In pursuing the above-mentioned purposes
 1. Build closer cooperation among government, academic and business sectors in each country. Participants are expected to distribute information on AEN activities to the people concerned in their country.
 2. Carry out joint projects and share the results with member countries.
 3. Promote the exchange of information, know-how, experiences, and best practices in real or virtual form.

- AEN was established !

- Joint project between Higher Educational Systems and Industries as corroborative taskforce in year 2002.

10

Higher Education Systems, IT Human Resource Development Corroborative



- Thirteen Higher Education systems in six countries will use two types of SCORM based e-Learning materials to promote and educate IT Human Resources.

- Type 1: using class materials based on SCORM
- Type 2: using new methods and information written on a blackboard

	Japan	Asia	Vendors	Status	Genres	Contents	Hours	Student Numbers
T y p e 1	University of Tokyo, NIME	Singapore, Nanyang Technological University	IBM Japan	WBT Self Study, Electronic BBS, VOD, TV conference	Government policy, Law, Economics, IT	Electronic Governing and Electronic Commerce	11-15 hours	2 Instructors 10-30 University students (or equivalent)
	Tokyo Institute of Technology	Thailand, Asian Institute of Technology	Hitachi Electronics Services	Satellite communications course -> WBT Self Study	IT	Intelligent Signal Processing, [VLSI Design]	90mins x 14 weeks x classes	1 Instructor + TA per class 50 Japanese students, 35 Thailand Students
	Aoyama Gakuin University	Philippines, De La Salle University	Unisys Japan	Non synchronous method learning	Economics, IT	Material Requirements Planning (MRP) system	90 mins x 8 times	
T y p e 2	Kyoto University, Waseda University	Malaysia, Multimedia University	NTT-X	WBT Self Study	IT	Visual process	90 mins x units	Few Instructors 10-20 Students
	Keio University	Vietnam, Vietnam National University, Hanoi	HITACHI	WBT Self Study	Law, Economics	International Relationship Theory, Comparative Development Theory	90 mins x 13 weeks x classes	5 Instructors 50-100 students

- Type 3: Three countries, Thailand, Vietnam, Myanmar, will use three IT Human Resource Developing Systems to promote and educate IT technicians.

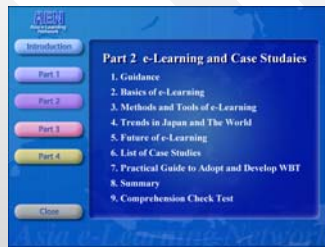
*All WBT is SCORM based.

11

Promotion & Enlightenment Content of e-Learning (CD-ROM)



- e-Learning basics, methods, and tools
- Japan and Worldwide trends
- Case studies and guidelines
- Analyzing using checkpoints



2. e-Consulting

Actual State Analysis Checkpoints

Notes: We will carry out actual state analysis before implementing e-Learning. Rate your organization for each of the following statements on a one-to-five scale.

Questions	No	Yes
	1 2 3 4 5	1 2 3 4 5
1. Users have adequate IT literacy		5
2. Many target users		5
3. Existing equipment and facilities will do		5
4. System maintenance is easy		5
5. A great need for managing training results		5
6. Training content updated frequently		5
7. Content already digitized to some extent		5
8. Content development using multimedia tools is easy		5
9. Commitment of top management to e-Learning implementation		5
10. Have a budget for continued e-Learning initiative		5

- Simple tests

3. Comprehension Check Test

Question 4: The relation between e-Learning and e-Training is as follows. Choose the word that fits in each blank.

Blank 1: e-Learning is a of e-Training.

Blank 2: e-Training is a of e-Learning.

Blank 3: e-Learning is a of e-Training.

Blank 4: e-Training is a of e-Learning.

Blank 5: e-Learning is a of e-Training.

Blank 6: e-Training is a of e-Learning.

Blank 7: e-Learning is a of e-Training.

Blank 8: e-Training is a of e-Learning.

Blank 9: e-Learning is a of e-Training.

Blank 10: e-Training is a of e-Learning.

Result: Sorry You Failed. Score: 35 / 100.

