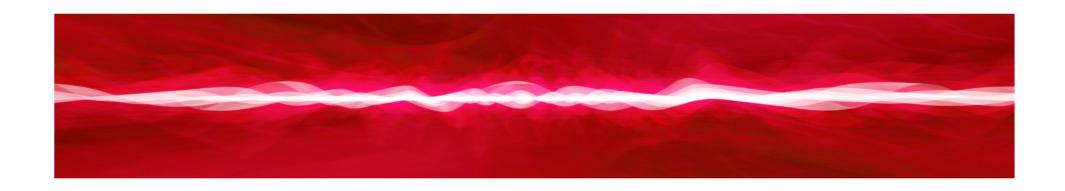


Innovative Capacity Development through E-Learning



Volker Lichtenthäler, Senior Project Manager, GIZ E-Academy Bonn, Germany 2011



Purpose of the organisation

GIZ's purpose is to promote international cooperation for sustainable development and international education work.

As a 100% federally owned, public-benefit enterprise, we support the German Government in achieving its development policy goals.

Working efficiently, effectively and in a spirit of partnership, we support people and societies in developing, transition and industrialised countries in shaping their own futures and improving living conditions.









GIZ worldwide



- GIZ operates in more than 130 countries worldwide.
- GIZ employs approximately 17,000 staff members worldwide, more than 60% of whom are local personnel.

In addition there are:

- 1,135 technical advisors
- 750 integrated and 324 returning experts
- 700 local experts in partner organisations





Capacity Development







Meet and co-operate across continents and cultures





Global Campus 21® Facts and Figures



- More than 60,000 registered users, 9,000 new every year
- Currently 1300 working environments for training and collaboration
- 24,000,000 pageviews per year
- 8 user interface languages
 Content and discussions ir ## == LI == == ** III
- Rich communication options, easy to use
- Built-in authoring tools, application farm





Types of E-Learning, their characteristics

	Low tech. req's	Specific learning software can be used	Easy content maint.	Low tutoring cost	Learner tracking possible	Indivi- dual feedback and support	Group work and peer feedback
Self paced learning, offline	✓	√		✓			
Self paced learning, online			✓	✓	✓		
Tutor assisted learning, online			✓		✓	✓	
Collaborative learning, online			✓		✓	✓	√

Preferred practice in giz (InWEnt's) programmes is often blended with face-to-face learning, field work and follow-up activities. This mode allows social and situated learning, good motivation, low drop-out



ISO 9241-110: Ergonomics of human-system interaction, dialogue principles:

```
1.suitability for the task;
```

2.self-descriptiveness;

3.conformity with user expectations;

4.suitability for learning;

5.controllability;

6.error tolerance;

7. suitability for individualization.



ISO 9241-110: Ergonomics of human-system interaction, dialogue principles:

```
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```

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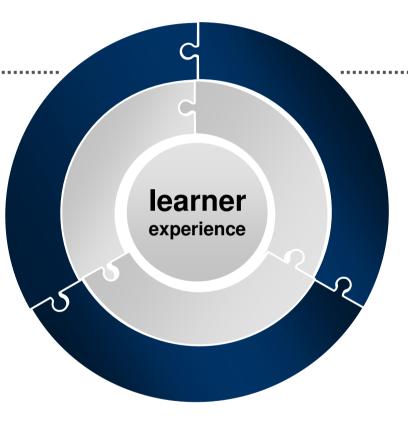
```
5.co. bility; 6.error nce;
```

7. suitability individuation.



Information + Interaction Design

UX und Interface

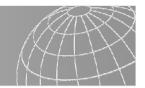


Instructional Design

LMS & Content

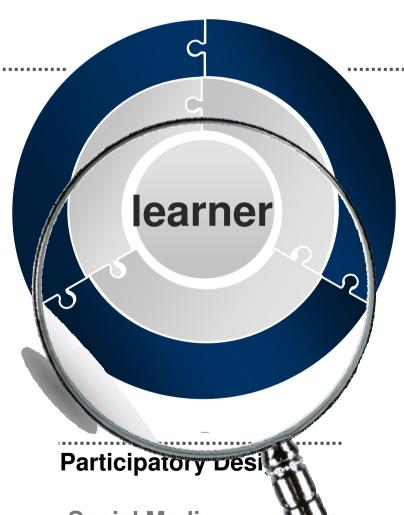
Participatory Design

·Social Media



Information + Interaction Design

UX und Interface



Instructional Design

·LMS & Content

·Social Media



Learning happens during interaction

Human learning occurs by interacting with the outside world. People learn about things through observation, trial-and-error and experiment. Learning brings deeper levels of understanding, an integral part of one's knowledge. Interaction is the method by which humans learn about the world and the people and things in it.

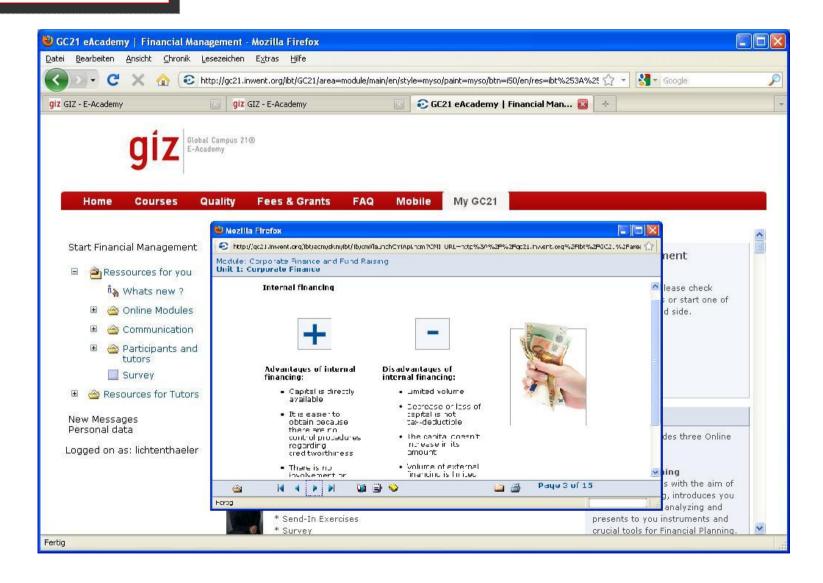
Quoted from: User Experience and Human Learning. The underlying thinking of how people learn, acquire knowledge, and understand. Peter J. Bogaards - September 2003





Example: Tutored Online Course 'Financial Management'

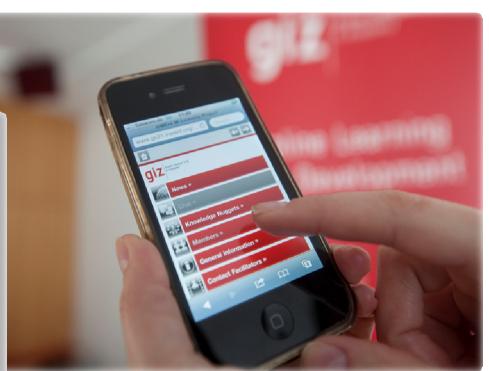






New formats





www.gc21-eacademy.mobi



GIZ Programme "Capacity Building for E-Learning"



- Regular long and short courses on e-learning methodology, passed by > 1000 participants
- Targeted support for team and institution building
- Promotion of a worldwide network of competence groups
- Partners are licenced to re-deliver the courses in their respective institutions / countries
- Focus regions: Africa, South East Asia, Latin America, Central Asia, Caucasus



What we can offer our customers:







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