ALLAMA IQBAL OPEN UNIVERSITY, ISLAM.ABAD
(Department of Special Education)

WARNING
1. **PLAGIARISM OR HIRING OF GHOST WRITER(S) FOR SOLVING THE ASSIGNMENT(S) WILL DEBAR THE STUDENT FROM AWARD OF DEGREE/CERTIFICATE, IF FOUND AT ANY STAGE.**
2. **SUBMITTING ASSIGNMENTS BORROWED OR STOLEN FROM OTHER(S) AS ONE'S OWN WILL BE PENALIZED AS DEFINED IN "AIOU PLAGIARISM POLICY".**

Course: e-Learning   Semester: Spring, 2014
Course Code: 4778   Level: Ph.D.
Total Marks: 100   Pass Marks: 50

Note: Attempt all questions. Please avoid reproducing from books, your own analysis and synthesis will be welcomed.

ASSIGNMENT No. 1

Q.1   Today's world is technology world. Analyse the current situation (e-learning) of Pakistan and compare it with the neighbour countries (India, Sri Lanka, Iran). Also predict the future of e-learning in Pakistan. How we can achieve this milestone with limited resources?   (10+5+5)

Q.2   What do you perceive by behaviourism, cognitivism, socio-constructivism and communal constructivism schools of thought? Generalize the role of these schools of thought in e-learning.   (10+10)

Q.3   Identify new horizons for distance education through e-learning in Pakistan. Discuss modalities of digital delivery of printed material to distance learners. (AIOU students).   (12+8)

Q.4   Tutor is a crucial component of distance education system. How he/she will play his/her role as e-learning designer? Support your answer by keeping in mind the status and knowledge of AIOU's tutors.   (20)

Q.5   Design an online professional development program for primary School Teachers. Highlight the learning engagements.   (14+6)

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ASSIGNMENT No. 2

Total Marks: 100   **Pass Marks: 50**

Q.1 "e-Learning motivates learners, create their own knowledge from their experiences and from interaction with their envvironment and other people." Discuss the statement with references and examples.   (15+5)

Q.2 Discuss cognitive apprenticeship. How learners engage with their learning and how this is supported by e-learning tutor?   (6+14)

Q.3 Discuss the evolution of internet supported distance education and its basic ingredients, the web page. Give examples from ubiquitous technology and ambient learning to enrich your answer.   (14+6)

Q.4 Analyse the role of assistive technology in promoting quality, accessibility and privacy in e-learning. Identify issues and barriers in designing for accessibility.   (12+8)

Q.5 How simulation and games are taught? Describe five principles of games and simulations. Support your answer from asynchronous and synchronous by giving examples from asynchronous and sychronous samples.   (6+5+9)