

# Three e-education points



Teacher Education college in  
jyväskylä

[jamk.fi](http://jamk.fi)



First

# Ubiquitous

e-Education services are available and “consumable” by everybody, anytime, and everywhere .

- Accessible everywhere there is access into the Internet
- No matter of used device, operating system or software



Second

# Involving

Collaborative approach into structures, methods and outcomes

- Motivating user experience
- Socially activating
- Multichannel interaction





Third

# Relevant

Content, technologies and apps fit to needs and core competencies



## Web-based e-Learning

[Web as a source of educational material / information](#)

[Web applications as educational tools](#)

[Pedagogical approach in web learning environment](#)

[Web-course planning, design and assessment](#)

## Mobile Learning

[Mobile learning tools and applications](#)

[Mobile environment planning & design](#)

[Mobile pedagogy and "philosophy"](#)

[Ubiquitous mobile learning](#)

## e-Learning Quality Management

[e-Course planning, design and production processes](#)

[e-Pedagogy, theories and visions behind the structures](#)

[e-Course documentation and development cycle](#)

[e-Education as factor of competitiveness in education sector](#)

## Virtual Learning Environments in Education

[Virtual world applications and solutions](#)

[Virtual world pedagogy](#)

[Immersive learning experiences](#)

[Simulated / augmented learning](#)

## QR-codes / NFC Technologies in Education

[QR / NFC-based learning tools & devices](#)

[Guidelines to QR / NFC-based learning environments](#)

[Designing QR / NFC learning environments](#)

[Developmental and experimental use of QR / NFC technologies](#)



# Thank You!

- If there are any questions – please...

