



# DIGITAL LEARNING MANAGEMENT SYSTEMS

## AIM

is to present to teachers open-source learning management systems mostly sufficient for online learning

IMONED  
consortium

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# MODULE 1:

## Digital Learning Management Systems

### General

<b>Specific module</b>	Digital Learning Management Systems
<b>Duration</b>	3 hours

### Summary

According to the Oxford glossary, a learning management system (LMS) is a software system for managing training and education using the internet.

The module is intended for learners, i.e. teachers and trainers, who would like to get more knowledge about the learning management systems and who after finishing this module, will know the functionality, usability and effectiveness of LMS in online learning and will be able to choose the most appropriate LMS to implement online learning processes.

### Learning Outcomes. After this module, attendees will be able:

- 1 to identify the required functionality of LMS's;
- 2 to evaluate the necessary effectiveness of an LMS for their study process implementation;
- 3 to choose the most appropriate LMS to implement online learning processes and to use it in practice.

### Glossary

#### Course

A separate and coherent self-content block of learning, organised around consistent learning outcomes (course, seminar, workplace visit, etc.), leading to an exam or qualification.

#### Course design

Setting learning objectives, choosing media applications, planning evaluation and preparing instructional strategies in advance of student's recruitment and development of course materials.

#### Curriculum

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A broad term covering both academic and subject requirements and the processes for organising and managing teaching and learning.

### **Learning activities**

Learning activities are activities designed or deployed by the teacher to bring about or create the conditions for learning [\[1\]](#).

### **Learning outcomes**

Statements indicating what a learner should have acquired in respect of both knowledge and skills at the end of a given course or programme.

### **Lifelong learning**

All learning activity is undertaken throughout a person's lifetime, with the aim of improving knowledge, skills and competence, within a personal, civic, social and/or employment-related perspective [\[2\]](#).

### **Learning management system**

A learning management system (LMS) is a software system for managing training and education using the internet.

### **e-learning**

Learning facilitated with information and communication technologies. There are several facets to e-learning including hardware (computers, mobile phones, digital cameras, etc.), digital resources (the Web, materials presented via Virtual Learning Environments, online libraries, etc.), software (tutorials, 'office' packages, etc.), and online communication tools (email, chat, forums etc.).

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## **References**

[\[1\]](#) Chen, D. (2003). Uncovering the Provisos behind Flexible Learning. Educational Technology & Society, 6(2), 25-30, (ISSN 1436-4522)

[\[2\] Glossary - empower \(eadtu.eu\)](#)