The basic functional elements of e-learning system

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E-learning includes all forms of electronically supported learning and teaching, and even more: it is a tool for widening the knowledge. Information and communication systems are used to perform the education process.

The basics of E-learning development are lying on network–enabled computers. E-learning includes Web-based education in frames of digital collaboration. In this case education is received by user virtually. The content is delivered with help of Internet, Intranet/Extranet, audio or video disks, Satellite, CD/DVD-ROM. It might be represented by text, images, animations, video and audio streaming, using narrator. In any kind of E-learning system design main attention should be devoted to two main components: User Interface and the Database.

Sure, the user interface is a crucial part of the user experience in dealing with any kind of software. Electronic learning (e-learning) interface design is especially important because the effectiveness of teaching and the design of the interface are closely related to each other.

E-learning interface design should be one of the key, integrated components of creating e-learning product, and the interface design should be determined depending on how people are studying and what tasks they need to perform in this program. This method differs from other approaches, where the interface design process is considered independently from learning design process, and in most cases is performed under the direction of graphic designers who have no specialized knowledge and experience in the teaching theory.