You have content. You have learners. How can you put these two components together?

Teaching online involves more than curriculum conversion or reformatting content from one form to another. As you saw in the previous chapters, creating an e-Learning environment raises questions about what and how you will teach. It also raises the following questions: How will the learner experience change? What new learning skills and strategies are required? How will the learner, content, and instruction interact in this new environment?

In this chapter, you will encounter some ideas about structuring the e-Learning environment so that your clients/users are able to easily access and use the learning content. The environment is
where you reflect the structure of your domain by sequencing topics, showing concept relationships, and supporting reader interaction with the information. The way you organize the environment to support learning and information retrieval is known as information architecture. On the Web, the site architecture is revealed in the visual design, elements with which users interact. Visual design and the interactions it reflects are called the interface.

Key Ideas
This chapter will help you visualize how your audience can most efficiently and effectively work with your content. You will:

- Think about the diverse ways in which individuals retrieve information
- Compare and contrast interface designs
- See how to help the user find what he/she needs
- Begin to develop the framework or architecture for your environment

Key Terms
This chapter introduces a number of terms and phrases that you may not be familiar with. These terms are listed in the Handbook with enough space to define them in your own words or note examples, references, and resources (go to Key Terms in Chapter 7 of the Handbook).

- Navigation
- Interface
- Information architecture
- Metaphor
- Genre
- Design shell
- Organizational scheme

Plan Your Progress
A concept guide for the ideas in this chapter is provided in the Handbook (go to Concept Guide in Chapter 7 of the Handbook). You can use this outline to help guide your exploration.
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