The e-Learning environment can be enhanced through the dynamic, interactive, and visual capabilities of hypermedia learning, which are then supported and extended, for example, through the use of online conversations or discussions.

Reading and memorizing information is one learning task or activity. This kind of cognitive task is at the lower end of Bloom's taxonomy. Pulling textual content into a Web site for distribution or delivery purposes is less a learning design strategy than a publishing decision. All of the previous chapters have emphasized the importance of interaction with e-Texts.

Crosby & Stelovsky, 1995

Jonassen, 1996

Schank, 1993

Yaverbaum, Kulkarni & Wood, 1997
in order for learning to occur. In other words, “learners should be doing something, not just watching something.”

To a great extent, the nature of this interaction will be defined by your discipline and the structure of your content. In this chapter, you will encounter some very general ideas about learning interactions that you can adapt to your own environments.

Key Ideas
This chapter will help you develop interactions that reflect your discipline and actively engage the reader. You will:

• Explore techniques for enhancing cognitive processes
• Look at goal-based scenarios and problem-based learning shells
• Discuss tools for presentation and communication
• Examine interface designs that support learning outcomes

Key Terms
This chapter introduces a number of terms and phrases that you may not be familiar with. These terms are listed in the accompanying Handbook with enough space to define them in your own words or note examples, references, and resources (go to Key Terms in Chapter 8 of the Handbook).

• Semantic networks
• Cognitive tool
• Mind tools
• Transfer
• Goal-based
• Webcast

Plan Your Progress
A concept guide for the ideas in this chapter is provided in the Handbook (go to Concept Guide in Chapter 8 of the Handbook). You can use this outline to help guide your exploration.

There is additional space for you to write the questions for which you need answers. Record your own information or learning needs in the Handbook (go to Questions and Goals in Chapter 8 of the Handbook). If you have questions about active e-Readers record them here.
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