

<p>Synchronous Learning that involves group of students engaging at the same time</p>	<p>Benefits</p>	<p>Challenges</p>
<p>Student Experience</p>	<ul style="list-style-type: none"> • Live--Real time interactions with instructors and fellow students • Opportunity for discussion of complex issues • Motivation to complete assignments 	<ul style="list-style-type: none"> • Scheduling is an issue to deal with different regions and across time zones • Low enrollment due to scheduling issues which affect cost
<p>Instructional Delivery</p>	<ul style="list-style-type: none"> • Instructor-centered approach • Similar to face-to-face teaching models such as online polling, web browsing, task-based collaboration 	<ul style="list-style-type: none"> • Instructors deal with multiple (often new) technologies without regular professional development
<p>Technological Implications</p>	<ul style="list-style-type: none"> • Audio/video conferencing • Online Chat • Instant Messaging • White Boards 	<ul style="list-style-type: none"> • Costly Learning Management Systems (LMS) that require high network capacity
<p>Learning Outcomes</p>	<ul style="list-style-type: none"> • Create opportunities for engagement and allow for instant feedback 	<ul style="list-style-type: none"> • More research needed on improving student performance in online courses for cost effectiveness

<p>Asynchronous</p> <p>Student-centered learning method that uses online resources outside the constraints of time and place among people.</p>	<p>Benefits</p>	<p>Challenges</p>
<p>Student Experience</p>	<ul style="list-style-type: none"> • Learn at own time and pace • Mostly simple content • More time to reflect because sender does not expect immediate response 	<ul style="list-style-type: none"> • Cannot get instant feedback because instructor is not present at a given time • Must find time or means to communicate for group activities
<p>Instructional Delivery</p>	<ul style="list-style-type: none"> • Learner-centered approach • Access materials when convenient • Formats includes email, discussion boards and blogs 	<ul style="list-style-type: none"> • Costly for first-time development, but long-term is cheaper than synchronous
<p>Technological Implications</p>	<ul style="list-style-type: none"> • Cost effective • Computer Based Instruction (CBI) • Recorded Webinars • Games • Videos 	<ul style="list-style-type: none"> • Need to have technological tools • Slower data transfer rate (especially in rural areas)
<p>Learning Outcomes</p>	<ul style="list-style-type: none"> • Opportunity to consider complex issues • Great for non-traditional learners 	<ul style="list-style-type: none"> • More hours of instructional preparation to measure student performance