

## **Learning Management System: Mobile and Web Technology in Industry 4.0**

Want to apply a knowledge management system for your employees?

Want to increase engagement with your employees or learners and concern about the learning process of your employees?

### **Introduction**

Edmodo is one of the most popular tools for educators on the internet, with over 50 million users. Edmodo allows educators to add all the digital learning content into one location where it is password controlled and where the students can easily access it. Educators can build learning activities around the content too. So educators can create quizzes, polls, assignments and group activities that the candidates can do and these are all tracked by Edmodo, making it easy to see what students have completed and not completed the work. Edmodo is one of the educational technologies that train educators to use the most.

### **Program Objectives**

This program aims to

- Understand the learning management system environment
- Apply the learning management system in the teaching process

### **Learning Outcomes**

After completing this program, participants should be able to

- create new courses in the learning management system
- engage participants by using the learning management system
- evaluate student performance with the learning management system

### **Who Should Attend?**

Junior and senior academicians and anyone who wish to learn on learning management system

### **Methodology**

Case studies, forum discussion, role-play, presentations, gamification

## Program Outline

Time	Day One
<b>9.00am– 10.30am</b>	<b>Getting Started with Edmodo</b>  The student learning management system and how to get started with Edmodo. The program started with understanding the principle of the learning management system. The participants would learn the method to create a teacher account, identify the school, and complete the learner profile.
<b>10.30am-11.00am</b>	<b>Break and Networking</b>
<b>11.00am-1.00pm</b>	<b>Connecting with Participants</b>  This module shares the methods on how to create an online group, invite a group. This involves sharing with candidate how to join an existing group both with a personal computer and mobile system.
<b>1.00pm-2.00pm</b>	<b>Lunch Break and Networking</b>
<b>2.00pm-3.30pm</b>	<b>Assessment</b>  This module covers main areas on gauge student growth through assignments, quizzes. At the same time, this module focused on monitoring learning outcomes such as a progress report.
<b>3.30pm-4.00pm</b>	<b>Break and Networking</b>
<b>4.00pm-5.00pm</b>	<b>Personalised</b>  This module focuses on how to keep students captivated and customise learning experiences. In this module, small group and resources post are shared.