INFLUENCE OF HUMAN COMPUTER INTERACTION IN LEARNING MANAGEMENT SYSTEM

S. Thuseethan and S. Vasanthapriyan*

Department of Computing and Information Systems, Sabaragamuwa University of Sri Lanka, Belihuloya, Sri Lanka

*Corresponding Author: svpriyan@gmail.com

ABSTRACT

The word E-learning in many developing and developed countries is inseparable from the field of education and more common in nature. The usefulness of Learning Management Systems in e-learning lies not only in performing the academic task itself but also in sharing of knowledge between users, which includes academics and students. The current trend in developing Learning Management Systems is largely empirical, and academically sound learning experiences are still absent. At the first glance faster, more flexible, more natural, easier and more convenient means for users and Learning Management Systems to interchange information are required. In user's perspective, the use of Learning Management System is constrained by the human's perceptual and cognitive abilities. On the other hand, in computer side, it constrained only by devices used in the system and the limitations in software design. The best way to overcome both types of constraints therefore now totally lies in designing the user interface rather than the internal system design. In this research appropriate strategies for developing interfaces to Learning Management Systems at a national level were considered. The issues in designing interfaces for Learning Management System for academics are little different from the design standard of interfaces taken from the literature of Human Computer Interaction standards. These differences were considered with the help of a survey done in an academic organization and are described, explained, and clarified. Finally we came up with some modification of standards with the help of existing standards in Human Computer Interaction and with the research output. This type of Human Computer Interaction standards for Learning Management System can satisfy the desires of its intended academic users and deliver a suitable opening for advance research and development.

Key words: E-learning, human computer interaction, learning management system