

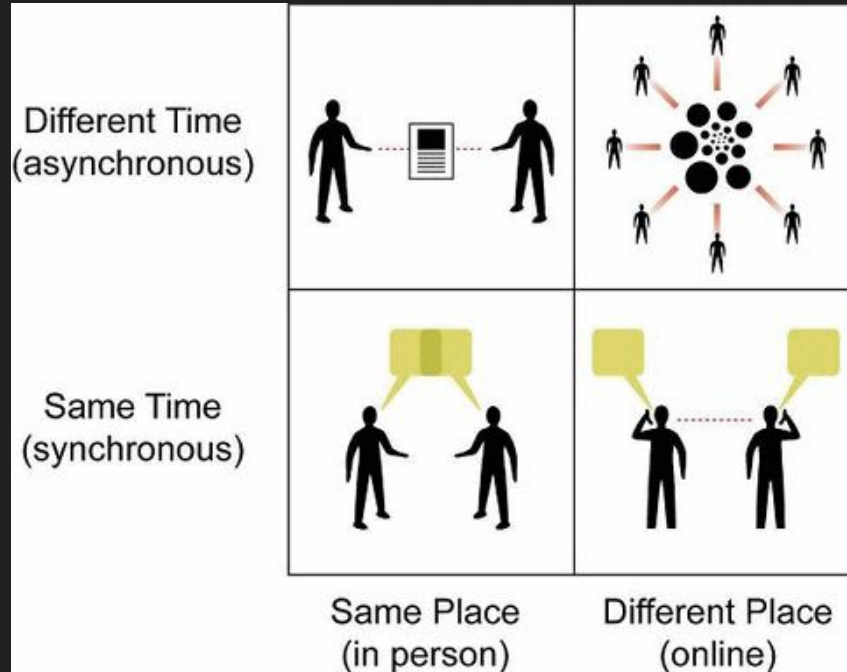
# E-Learning Open Source Platforms

When Open Source is the way to Learn

# Why E-Learning?

- theory and practice of educational approaches to learning
- technological tools and media that assist in the communication of knowledge, and its development and exchange
- learning management systems (LMS), such as tools for student and curriculum management, and education management information systems (EMIS)
- itself as an educational subject; such courses may be called "Computer Studies" or "Information and Communication Technology (ICT)"

# Synchronous and asynchronous



# Characteristics

- Settings
- Enrolling
- Communications
- Community
- Learning Tools

# Moodle



PHP Based



Create a community dashboard (badge)

Include Server Settings

Uses plugins to implement new features

Auto-Enroll to the platform as enable or not by administrator

Various roles available for no-students and no-teachers

# Canvas



Based on Ruby

developed by instructure and community

Only Teachers and Admin can enroll to platform

One time a new users was enrolled can self enroll to same course or be enrolled to private ones

Many communications and collaborations tools

edX



Based on Python and Django

The project started by MIT and Harvard

Enroll was open for all

Born for great number of enrolled student

every course was a separate container



# Licences

