

DEVELOPMENT OF E-LEARNING SYSTEM
FOR GENERAL ECOLOGY

Thesis

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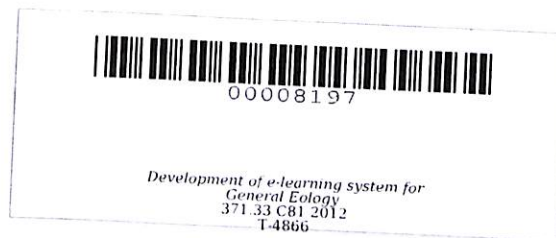
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**DEVELOPMENT OF E-LEARNING SYSTEM
FOR GENERAL ECOLOGY**

An Undergraduate Thesis
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of the College of Engineering and Information Technology
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ABSTRACT

MARLO A. CORRIDOR and CHRISTIAN V. ESPERAR, Development of E-learning System for General Ecology. Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang, Cavite. March, 2011. Adviser: Mr. Simeon E. Daez.

The Development of E-learning System for General Ecology was conducted to provide an online education for the students who are enrolled in the subject. The study will help the students in the learning process by giving an alternative way of gaining knowledge.

The researchers used the Feature Driven Development (FDD) as a paradigm in the development of the system. FDD consists of the following phases: Development of an Overall Model, Build a Feature List, Plan by Feature, Design by Feature and Build by Feature.

The e-learning system was developed under LAMP (Linux Apache MySQL PHP), wherein Apache was used as the server, MySQL for the database management system and PHP as the scripting language. Additional application used were GIMP (GNU Image Manipulation Program) and Inkscape for graphics, Geany as developer editor.

The system was evaluated by the respondents based on the given criteria: Informative, Correctness, User-friendliness, Reliability, Consistency and Technical Aspects of the Software and Materials. Evaluators were composed of computer experts and the students from BS Accountancy, as well as the faculty members who were teaching the General Ecology. The system passed all the given criteria in the evaluation and met all the aimed features and functionality as well as the requirements and its objectives.

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DEVELOPMENT OF E-LEARNING SYSTEM FOR GENERAL ECOLOGY ¹¹

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INTRODUCTION

One of the biggest challenges in discussing e-learning arises from different understandings of the field. Most often, people attach their experiences and career to their conversations, presenting an image of e-learning that reflects what they have encountered. For an instructional designer, e-learning often means courses or learning materials directed at meeting an objective within the larger scope of program development. A corporate trainer may view e-learning as a combination of courses and knowledge management. No single perspective is symbolic of the whole industry.

E-learning is commonly referred to the intentional use of networked information and communications technology in teaching and learning. A number of other terms are also used to describe this mode of teaching and learning. They include online learning, virtual learning, distributed learning, network and web based learning. Fundamentally, they all refer to educational processes that utilize information and communications technology to mediate asynchronous as well as synchronous learning and teaching