

Web and App development for E-Learning

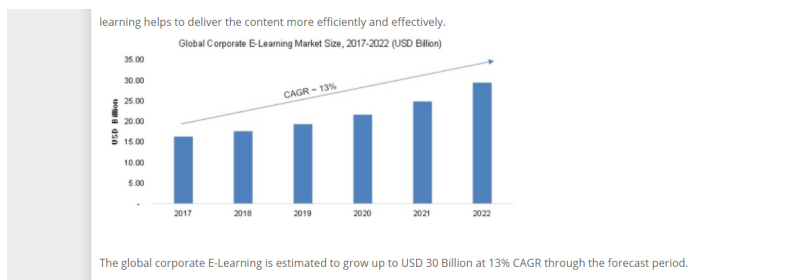
According to researchers and analysts' reports, e-Learning is popular in the United States more than in other countries. Exactly in America the number of buyers of this product and the number of new programs increases every year. During a pandemic, e-Learning popularity has increased by 40%, and [by expert estimates](#), this is not the end of the growth.

What is e-Learning in 2021?

Electronic learning is a form of remote knowledge acquisition using computer programs and applications. This term was used for the first time at a conference in Los Angeles in 1999. It is interesting that distance learning appeared not in our century or even not in the past, but in the distant 1728, and these were stenography courses. Hard to believe, right?

Before the COVID-19 pandemic, this form of knowledge acquisition was developing quite well. E-Learning programs were used by employers to test the skills of their employees. But this method more often was preferred by big companies, small organizations still looked for the staff by usual interview.

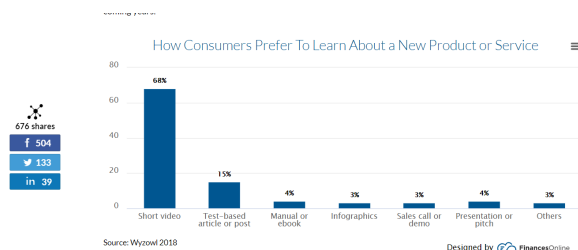
But 2020 has made its adjustments. E-Learning became extremely needed not only in the field of education but also in others – skills and qualification improvement, getting a new profession, staff training. In 2020 about 85% of companies were training their new staff and upgrade the skills of employees using e-Learning. According to statistics, the peak of e-Learning popularity in the business sphere will be in 2022, when almost all employees will need retraining and getting new knowledge.



Source

E-Learning is rapidly developing and has many different directions. We will surprise all those who think that e-Learning is just a training program on the phone or video lessons:

- Adaptive Learning. Individual program adaptation for each student, selection of unique materials, and delivering the information in the most convenient form.
- Microlearning. This is an intense option of brain training, but you don't feel tired of the information stream. The secret is that all information is presented in the form of short content, one video is no longer than 15 minutes.



<https://financesonline.com/elearning-trends/>

- **Soft Skills.** Flexible thinking, stress resistance, the ability to work in a team, make decisions in critical situations are Soft skills. Companies are gradually beginning to train their employees in exactly these qualities, the Hard or Professional skills can sit the second place very soon.
- **Gamification.** Getting information in a game-based form. Previously, this technique was used only for working with children, but according to the results of social polls, 89% of respondents called this method the most convenient for gaining knowledge of any level of complexity.
- **VR.** Virtual reality allows you to be not an observer, but a participant in the educational process. With this form of studying, all organs of perception and exchange of information can be involved – hearing, sight, speech. and even gestures.
- **AR.** Augmented reality is suitable for those who already have skills but want to improve them. AR draws additional elements to real objects from the environment.

https://www.youtube.com/watch?v=V4iFq1rsfmU&ab_channel=CrosswaterDigitalMedia video of AR

The e-Learning market is developing quite rapidly but at the same time. it is not overflowing with programs and applications. According to statistics, by 2025 some colleges and even universities may be closed, and the entire education program will be available in electronic form.

Does E-Learning have a future in Education and Business?

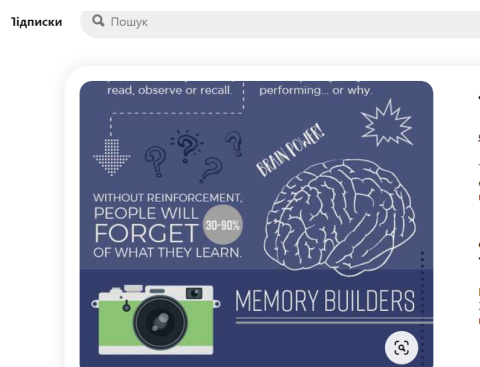
Pragmatists believe that the hype around e-Learning will fade as soon as a vaccine for COVID-19 has been finding and that it is a temporary product born by market demands. Is it so?

The DevLearn conference belongs to an important occasion in the world of e-Learning technologies for a couple of years. Every year new possibilities for the development of electronic learning discuss here. [In 2021 this conference will be held in October](#) and take place in Las Vegas. In the meantime, let's remember what DevLearn experts predicted for 2020-2021 and how true it became.

Clark Quinn, director of Quinnovation, said that the average user is no longer interested in video presentations and online lectures. This model of distance education is gradually losing its relevance and effectiveness. E-Learning should be integrated into the very process of work or studying, that is, it should become not a separate element for which you need to spend your free time, but a part of the process.

Besides the integration into the workflow, e-Learning programs must have an intuitive interface. That is, education apps and programs should be both simple and convenient, but also well thought out. The student should not notice the complex process of learning and knowledge checking during learning. It sounds incredible, but these are real things in the nearest future.

The topic of chatbots was discussed separately. A bot is an artificial intelligence that can interact with the user or provide communication with the lecturer. But in the future, the possibility of creating virtual-real situations using artificial intelligence is being considered. For example, imitation a dialogue between a patient and a doctor, a seller and a buyer, and so on.



[Source](#)

Key points of the DevLearn 2020 conference:

- The training and working process of the company's employees will be tightly linked. This will allow the employer to improve the qualifications of staff and at the same time test the professional skills of each employee.
- Training and other forms of studying will be not just tools for upgrade employees.
- Content and information delivery methods will become more diverse. The experts said that it is important to involve the person in the learning process, but not just to show the material.

It's hard to say what awaits us in the next year, but now it is obvious that e-Learning is only gaining popularity. This is not only an opportunity for companies to train staff in new skills but a whole field of solutions for developers. Finally, they will be able to turn the most extraordinary projects into interesting e-Learning apps or programs.

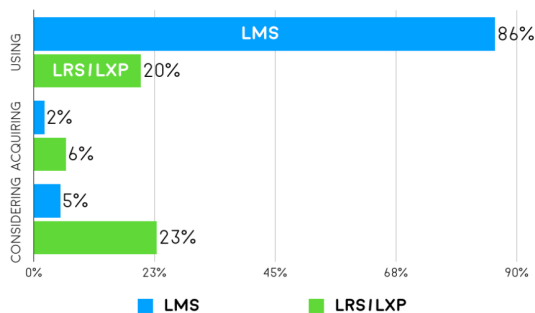
Best online learning platforms in 2021

Today, studying has become more convenient and flexible. Almost every human on the planet has a smartphone, tablet, or another device with the ability to access the Internet. E-Learning allows everyone to study anywhere and at any time. Users most often use LMS and VLE platforms. The principle of their work is different, but the goal is the same – to create favorable conditions for obtaining maximum knowledge.

LMS

[Learning Management System](#) is designed primarily for business and business trainings. It is quite easy to use, operators can add information and videos, and teachers can easily share content with the audience or send assignments to students. LMS works inside the browser, so the administrators, teachers, students can access it from any device. At the same time, teachers can track their students' progress and make adjustments.

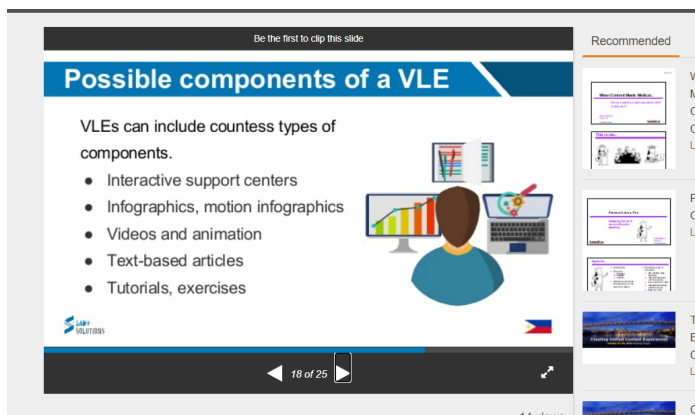
ELEARNING GUILD'S LEARNING PLATFORM RESEARCH FINDINGS



[Source](#)

VLE

[Virtual Learning Environment](#) creates a learning-friendly environment. In virtual reality, students and teachers are in a spacious classroom, but the architecture and content have been repeating from a real classroom. Communication, discussions, seminars are held in a voice format, all educational programs are presented in the form of games, videos, short texts, and infographics.



Source

Of course, you can find other learning platforms on the Internet space. But these two options provide maximum opportunities for both sides – developers who can demonstrate their skills and people who need to improve the knowledge level of their staff.

The only disadvantage is templates and standards. Platforms can offer roughly the same programs with the same set of tools. Perhaps they all will have a different design, but the principle of interaction with the audience and information delivering remains approximately the same.

Most likely, 2021-2022 will break stereotypes, so many business-trainers will be able to create their unique e-Learning programs with non-standard interface and content. Remember, the e-Learning market is growing every day, and therefore business opportunities and its expansion.

Summary

The users of e-Learning programs are interested in a nice interface, quality of information. and effectiveness of studying. But do not forget about ease of use and convenient settings, which standard programs cannot always provide fully. If you are ready to offer unique content or you have your own author's teaching program it would be logical to create the same atypical cover for them. HebronSoft specializes in creating solutions of various complexity levels. According to statistics for 2020, our customers' sales have grown by 250% compared to 2019, and continue to grow. We are non-standard, like your business, we can find important details in each project to offer you the perfect solution specifically for your goals. You can contact us through the electronic form on our website <https://hebronsoft.com/>. The e-Learning apps market does not stop, so start making money with us.