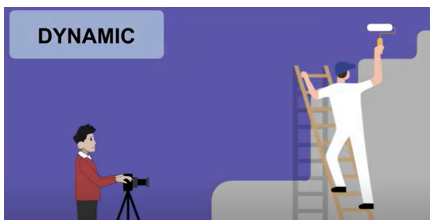


# Learning Resources

During the course development of an online course, the use of compelling resources which will motivate and engage learners is essential.

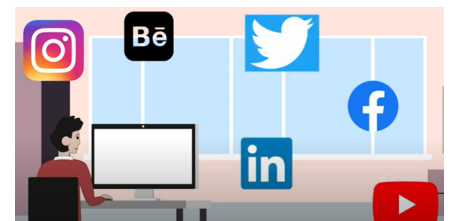


## Video / Images / Graphics



The application of media within video lectures allows learners to process information received through both visual and auditory channels.

## Social Media



They allows learners and instructors to connect outside the formal learning environment, share ideas, create peer groups to share their opinions regarding the course, or discuss content and activities.

## 3D simulations

They offer unique learning and teaching opportunities as they present a rich, engaging, immersive, motivating, and highly interactive environment.

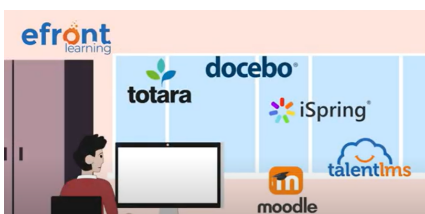


## Virtual or Augmented Reality



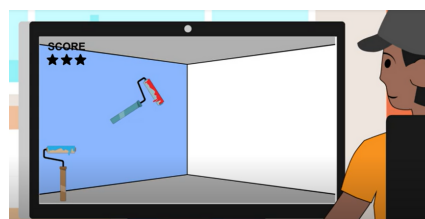
They allow experimentation without safety risks and economic consequences because the learning resources are unlimited.

## Learning platforms



They offer a wide range of features, including, but not limited to lectures, assignments, quizzes, learning interactions, completion certificates, and social forums/chats.

## Serious games



Thanks to the concept of gamification, the serious game also integrates the evaluation system.