

The countries The prevalence of e-learning leads to unique challenges, including dealing with various stakeholders, providing an effective product to learners, and establishing new A number of studies have been conducted in relation to electronic learning (e-learning) in higher education and many have noted the effectiveness of e-learning over recent E-learning, a transformative force in contemporary education, has redefined the landscape of higher learning by leveraging digital technologies to deliver educational content Shodhganga@INFLIBNET: Efectiveness of e Learning in Higher Education An Empirical Study. Shodhganga: a reservoir of Indian theses @ INFLIBNET. Findings also reveal that apart from resources, staff readiness, confidence, student accessibility and motivation play important function in ICT integrated learning. This exploratory paper proposes that staff members should use technology and technological gadgets to enhance learning especially The International Association of Universities report (a) has identified three main challenges to online and distance education: (1) technical infrastructure and accessibility, (2) distance learning competencies and pedagogies, and (3) the field of study This research focuses on four key aspects of Moodle activities, which are referred to as key aspects of e-learning (1) e-teaching materials, (2) e-discussions, (3) e-assessments, and (4) e-grade checking and feedback This view gives e-learning some mystic powers that promises progress and success in higher education regardless of whether it contributes to the teaching and learning processes, and the achievement of the educational and learning outcomes within higher education (Njenga and Fourie) The paper identifies and puts forward the level of compatibility and readiness of students and teachers in adopting e-learning, factors that motivate and hinder the adoption of e-learning The This paper discusses several elements of E-learning, including the extent of using E-learning, E-learning skills, benefits of E-learning, and obstacles faced in implementing E-learning We found that PBL elements (points, badges, and leaderboards), levels, and feedback and are the most commonly used elements for gamifying e-learning systems in higher education This ECAR study of e-learning describes the current state of e-learning in higher education, identifies the challenges that remain, and outlines the steps insti-tutions can take to overcome these challenges and become more mature in their, e-learning initiatives online learning or E Learning. This research focuses on four key aspects of Moodle activities, which are referred to as key aspects of e-learning (1) e-teaching materials, (2) e-discussions, (3) e-assessments, The International Association of Universities report (a) has identified three main challenges to online and distance education: (1) technical infrastructure and, The prevalence of e-learning leads to unique challenges, including dealing with various stakeholders, providing an effective product to learners, and establishing The aim of this study is to compare the implementation, quality and quantity of online-education by a questionnaire method in seven different countries.