# **Information Systems & New Media**



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### Technical Integration into Lectures



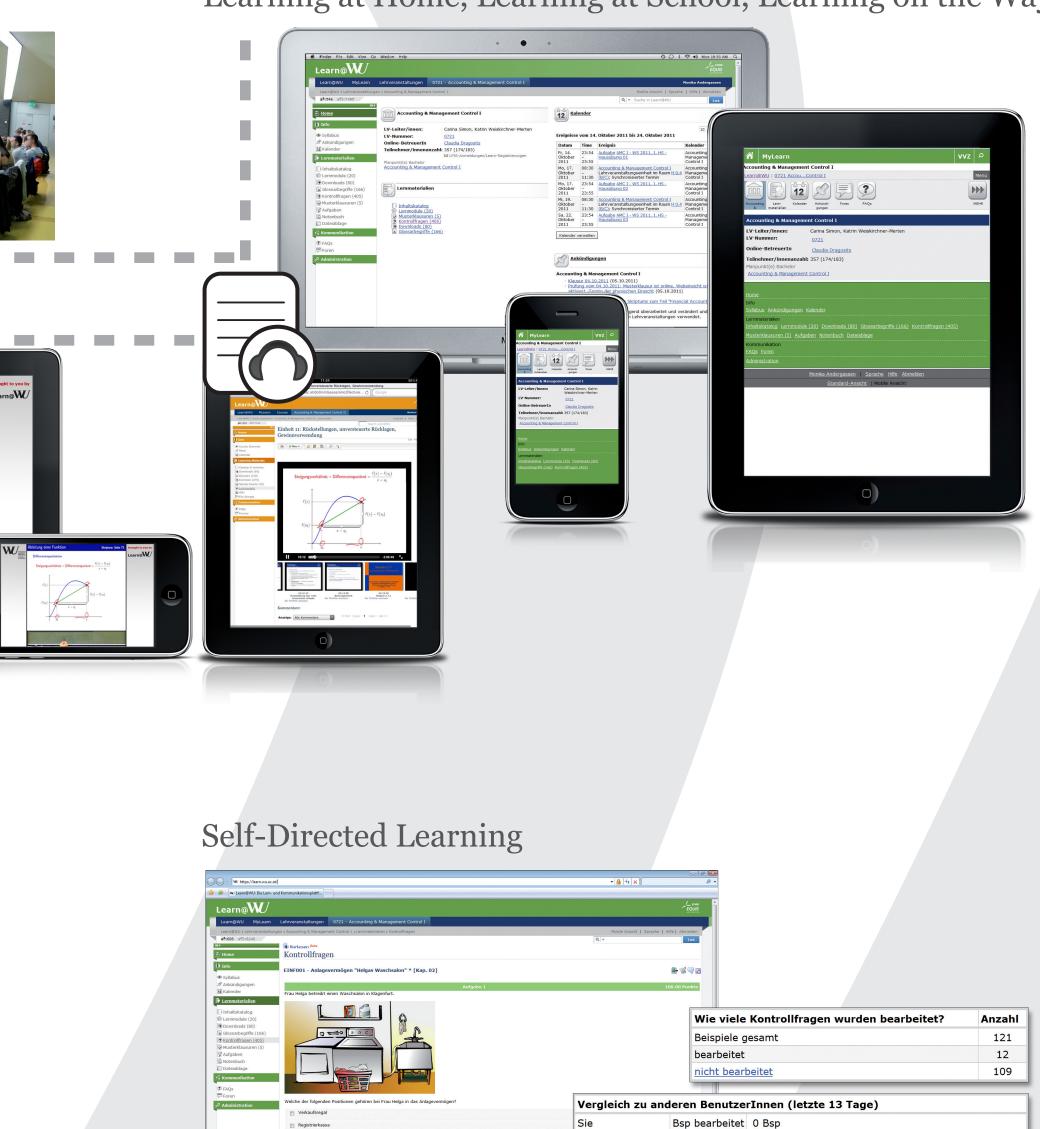
# Teaching & Training

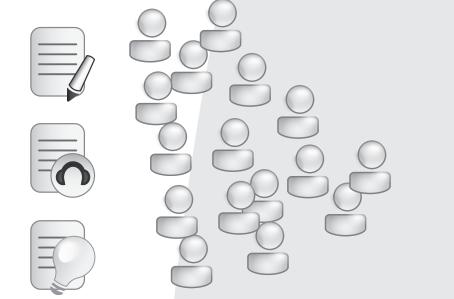
Knowledge Transfer (Learning Materials) Active Knowledge Construction (Wiki)

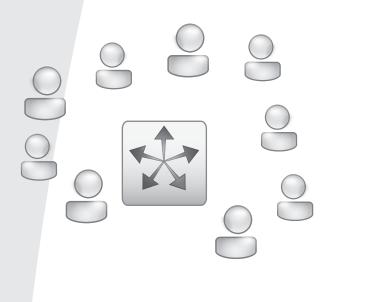


### Mobile Learning -

Learning at Home, Learning at School, Learning on the Way



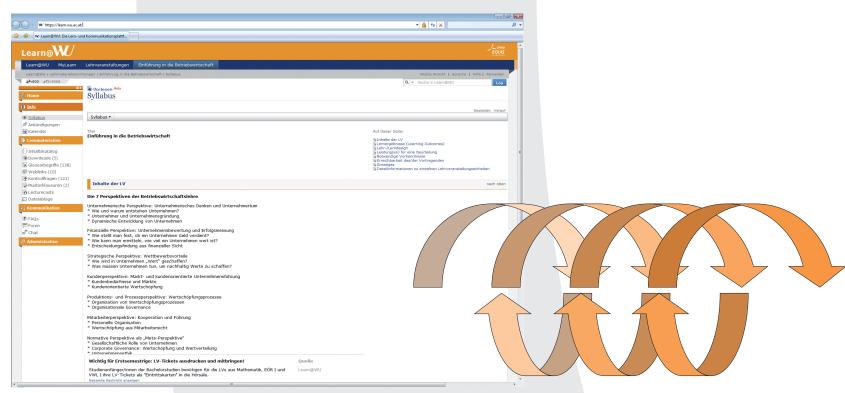




Homework, Exam Administration, Plagiarism Management



Best Practice Experiences from past Courses Iterative Development of Learning Materials





Learn@WU

**Smart Learning** 

% richtig 0 % Waschpulve Kinderspielecke Bsp bearbeitet \_\_\_\_\_ 171 Bsp urchschnitt Maschmaschinen % richtig Bargeld in der Regist Beste/R Nutzer/In Bsp bearbeitet = % richtia 🔳 **= 91** % Committment to Open Source Community .LRN next Learn, Research, Network System Monitoring Page Views / Month TB / Month 30,000,000 5.00 4.50 25,000,000 4.00 3.50 20,000,000 3.00 2.50 15,000,000 2.00 10,000,000 1.50 1.00 5,000,000 0.50 0.00 2003 2004 2005 2006 2007 2008 2009 2010

Administration &

#### **Technical Figures**

Up to **11 Mio** hits and over **2 Mio** page impressions per day from registered users Average response time on views less than **0.1 sec** Up to **2.500** concurrent users, over **200 views/sec** Up to **235 GB/day** of delivered content

Current annual growth rate: ~20% One of the worlds most intensively used e-learning platforms

#### High Acceptance

Developed more than **120.000** learning resources More than **25.000** registered members Students solve up to **600.000** interactive exercises per day online More than **300.000** classroom exams prepared/corrected via Learn@WU (via mark-reader)

## **Curriculum Integration**

E-Learning as Strategic Development

"Without Learn@WU, the operations of our university would not have been possible" (Christoph Badelt, Rector of WU)



## WU Competence Day 2011