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The importance of educational resources using online platforms in pre-university education

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Abstract: E-learning is the integrated hardware and software environment in which students individually or assisted by teachers, assimilate new knowledge and skills, in accordance with the objectives set, using specific training methods.
In the Romanian education, e-learning is proving to be an excellent tool, the current period knowing a series of research efforts in the field of education through electronic media.

1.Introduction

E-learning, e-learning, represents a current way of developing education [1], in accordance with technological discoveries. Broadly speaking, elearning (or e-learning) means all the educational situations in which the means of Information and Communication Technology (ICT) are significantly used. Although there are clear boundaries, the term elearning is often regarded as synonymous with multimedia learning, technology-enhanced learning (TEL), computer-based instruction (CBI), computer-based training (CBT), computer-assisted instruction or computer-aided instruction (CAI), internet-based training (IBT), web-based training (WBT), online education, virtual education**.**

2.Characteristics of e-education [2]:

1. The learning process is oriented towards the trained one and is carried out in a virtual location;
2. The educational resources are accessible on the Web and distributed (by using, integrating access to electronic libraries and multimedia materials, by training specialists in student discussions);
3. The instructors benefit from the guidance of a teacher who plans the activity of the group of participants, submits to their debates aspects of the course in asynchronous conferences (discussion forums, blogs) or synchronous (chat, virtual class), provides auxiliary resources, comments on topics , impose directions;
4. Through interaction and collaboration, the group of participants forms, during the course, often and afterwards, a virtual community; they can be characterized by the so-called "fluidity of roles", by the continuous balance of the instructor-trained role in the learning group.
5. The course material has a static component, the one prepared by the teacher together with a specialized team, and a dynamic one, resulting from the interaction of the participants, from the suggestions, comments, resources brought by them;
6. Most e-learning environments allow participants to monitor the activity, and some simulations, group work, audio, video interaction.

Educational software is any software product that can be used on any computer and presents a subject, a theme, an experiment, or a course. It can be of several types:

3.Classification of software products according to educational activities [3]:

1. Exercise software offers the opportunity to practice techniques or procedures for training the skills.
2. Tutorial software presents the educational content that has not been previously taught.
3. Educational games are designed to motivate the achievement of an objective by intelligently applying a set of rules.

4. Simulation software offers an environment close to the real environment that does not require additional costs or risks.
5. Problem solving software is created for developing specific problem solving skills and strategies.
6. Web-Based Teaching WBT extension of online learning is focused on grouping students into groups coordinated by a teacher and uses e-mail, forums, video conferencing as communication tools.

4.Stages of development of e-learning technologies [4]

The five stages of development of e-learning technologies are:
1. Increasing the degree of student autonomy in the learning process through individual work, not in a group.
2. Development of necessary tools in the search, access and evaluation of educational content.
3. Using the Internet at the beginning passively, then by creating virtual learning environments. This step adds the use of e-portfolios, blogs, online simulations.
4. The mobile learning or m-learning stage is based on wireless connections and advances in mobile telephony.
5. Applying artificial intelligence in the development of e-learning educational systems to create dynamically adaptable systems in learning.
Compared to the traditional education system, e-learning has many advantages [5] such as:
● geographical independence, mobility - the possibility to access the content of educational material from anywhere and anytime, with the help of the personal computer and the network;
● online accessibility - an important characteristic specific to this type of education, which means access to education through the Internet in real time, anywhere and anytime.
● concise and selective presentation of educational content;
● individualization of the learning process - each student has his own rhythm and style of assimilation and is based on a certain type of memory in the learning process (auditory or visual), the courses can be done gradually and repeatedly, controlling their progress quickly, benefiting from fast and permanent feedback; some students do better at the weekend, others in the early hours of the morning;
● diverse pedagogical methods - e-learning programs must be based on different pedagogical methods, which will guide students throughout the learning process: from the course of teaching materials, to the realization of projects, to online evaluation and to the certification of the program, if it is applicable; a series of experiments studying the effect that the use of different media has on the acquisition of knowledge has led to the conclusion that, in general, a diversified educational material is retained in a proportion of 80% through listening, watching and interactivity;
● online administration - the use of e-learning systems requires the security of the users, their registration, the monitoring of the students and the services offered in the network;
● low distribution costs - educational software or electronic learning solutions are not cheap. However, their costs are lower than those involved in a "classic" learning session, because travel expenses, renting of course space, accommodation and table subjects are eliminated;
● reduced study time - in some cases, depending on the technique solution adopted, and time can be switched to the cost reduction category: the student will not interrupt his professional activity to take a course, but will "lose" only a few hours daily for learn online or offline, on your computer;
● synchronous and asynchronous interactions - the two types of interactions between teachers and students can be completed. Synchronous training is the training that takes place within a virtual classroom, in which students and teachers meet and act as if they were physically in the same place.

5.Conclusions:

The current educational systems face two major challenges: expanding access to education and improving its quality. Open educational resources are a solution for facilitating access to education, increasing the quality of educational content.
Contemporary education consists in the formation and development of intellectual and moral capacities, the development of creative thinking, the ability to process information.
The efficient integration of the Internet, of e-learning technologies in the learning process, can contribute to achieving these objectives.

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