

DEVELOPMENT OF COLLABORATIVE LEARNING ENVIRONMENT FOR FEDERAL UNIVERSITY OYE EKITI

**FAREMI BISOLA ENIOLA
(CSC/11/0276)**

***DEPARTMENT OF COMPUTER SCIENCE, FACULTY OF SCIENCE,
FEDERAL UNIVERSITY OYE EKITI, EKITI STATE, NIGERIA***

***IN PARTIAL FULFILMENT OF THE REQUIREMENT FOR THE AWARD OF DEGREE OF
BACHELOR OF SCIENCE (B.Sc) IN COMPUTER SCIENCE***

***Dr. T.m Fagbola
Supervisor***

ABSTRACT

Online refers to electronic learning, it is the acquisition of knowledge and skill using electronic technologies such as computer and internet based courseware and local and wide area networks.

Distance learning is one of the most dramatic technology-based changes occurring in education today. Communication technology enables learners to receive instruction despite geographic and time disparities that would make traditional classroom instruction impossible.

Distance instruction is learner-centered—that is, it enables learners to tailor the instruction that they are receiving to meet their individual needs. Some distance programs use print media, some use telecommunications, and many use both, but geographic and time separation of the student and the teacher is a fundamental characteristic of distance education. Multimedia instruction with networked computers, video systems, or television may be used to connect the local classroom to learners at a distance. Satellite, compressed video, and fiber-optic systems are increasingly used for same-time, different place education. This approach is also called *synchronous* distance learning. Students can also learn at different times and in different places. This approach is called *asynchronous* distance learning.