

Design of an Authentic E-Learning Environment

Citation for published version (APA):

Bastiaens, T. J. (2012). Design of an Authentic E-Learning Environment. In D. Holt, S. Segrave, & J. L. Cybulski (Eds.), *Professional Education Using E-Simulations: Benefits of Blended Learning Design* (1 ed., pp. 57-69). IGI Global. <https://doi.org/10.4018/978-1-61350-189-4.ch004>

DOI:

[10.4018/978-1-61350-189-4.ch004](https://doi.org/10.4018/978-1-61350-189-4.ch004)

Document status and date:

Published: 01/01/2012

Document Version:

Other version

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
- The final author version and the galley proof are versions of the publication after peer review.
- The final published version features the final layout of the paper including the volume, issue and page numbers.

[Link to publication](#)

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal.

If the publication is distributed under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license above, please follow below link for the End User Agreement:

<https://www.ou.nl/taverne-agreement>

Take down policy

If you believe that this document breaches copyright please contact us at:

pure-support@ou.nl

providing details and we will investigate your claim.

Downloaded from <https://research.ou.nl/> on date: 12 Oct. 2022

Open Universiteit
www.ou.nl



Abstract

The increasing necessity of a lifelong learning attitude has its influence on the ageing population in Western societies. Employees nowadays cannot rely on their skills once learned in school. Most, also older, employees have to keep up by learning new insights, new skills, and new knowledge. A lot of money is invested in training and further education. New technology can play an important role here. This chapter will give an insight into the development of an authentic multimedia learning environment to support lifelong learners. More specifically, it has been developed in order to improve learning materials in terms of giving the right amount of scaffolding at the time when it is needed to increase the motivation and the performance of the (older) learner. A design that adapts cognitive load theory to minimise cognitive overload was embedded in an authentic context that, as a result, provided a fruitful basis for authentic and simulated learning environments addressing both younger and older adults.