



Constructing Blended Learning and E-Learning Material for Higher Education

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Abstract

In recent years E-Learning has become an established field to support or substitute traditional forms of teaching and learning. In the paper we sketch different E-Learning scenarios in higher education and as main area we focus on content production. There are different ways of producing content for an E-Learning environment. We have evaluated different approaches, e.g. producing content from scratch or the rapid E-Learning approach where content is produced by using existing material. For all aspects and approaches we give examples from lectures that must be visited by undergraduate computer science students.