

# From eLearning to games-based eLearning: using interactive technologies in teaching an IS course

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**Abstract:** The E-Phenomenon has profoundly changed many aspects of society and, inevitably, it is having a commensurate impact on higher education. eLearning has now evolved from a marginal form of education to a commonly accepted alternative to traditional face-to-face education. The term can cover different delivery models ranging from courses that are delivered fully online to courses that provide some face-to-face interaction and some online provision. Within this continuum interactive technologies can play a significant role in engaging the learner and providing a rich learning experience. This paper examines the E-Phenomenon as it relates to eLearning and how different interactive technologies, such as visualizations and simulation games, can be used to enrich the learning experiences of students with different learning styles. The theory is related to the teaching of Information Systems in a postgraduate MSc Management of eBusiness course that uses a range of interactive technologies.

**Keywords:** eLearning; interactive technologies; games-based eLearning; communities of practice; motivation, information systems

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