

Using Interactive Technologies in Teaching an Online Information Systems Course

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Abstract

eLearning has profoundly changed many aspects of society and, inevitably, it is having a significant impact on Higher Education, where it 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 (no face-to-face meetings) to courses that provide some face-to-face interaction and some online provision (sometimes called *blended learning*). Within this continuum interactive technologies can play a significant role in engaging the learner and providing a rich learning experience. This paper examines how different interactive technologies 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; motivation; information systems.