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A Comparative Review over Online Modes of Learning and Collaborative Blended Learning

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Abstract: *It is aimed at determining the significant predictors of blended learning effectiveness taking student characteristics/background and design features as independent variables and learning outcomes as dependent variables. Multiple regression analysis results showed that blended learning design features (technology quality, online tools and face-to-face support) and student characteristics predicted student satisfaction as an outcome. The results indicate that some of the student characteristics/backgrounds and design features are significant predictors for student learning outcomes in blended learning. In this paper we discussed the different types of blended learning and we comparatively review with different types of learning i.e. flipped learning, online and hybrid learning.*

Keywords: Collaborative Learning, Hybrid Learning, Flipped, Blended Learning

I. INTRODUCTION

Blended learning is a learning approach that combines instructor-led brick-and-mortar classroom training and online learning activities.

Unlike full-fledged eLearning, the online portion of the training doesn't replace face-to-face training with a teacher; teachers incorporate technology to enhance the learning experience and broaden understanding of certain topics. For example, they can share a link to a video and offer students to watch it at home, email their review to a teacher, and then discuss it in class.

What Is the Difference Between Hybrid and Blended Learning?

Along with blended learning, there is hybrid learning. These two learning approaches are often mistakenly considered synonymous. Although they both signify a type of mixture, there is a significant difference between them.

In **hybrid learning**, a teacher or instructor delivers materials to learners, some of whom attend class in person, while others join the class virtually from home. In this case, the educator will teach remote and physically present students at the same time using tools like video conferencing hardware and software.

Blended learning, on the other hand, combines in-person teaching with online learning methods. So, learners can listen to a lecture in a classroom and then take an online quiz right there or at home.

Think of a hybrid car and a blender. A hybrid car combines two types of fuel, just as hybrid learning combines two types of learning environments. And a blender mixes whatever you put in it, and similarly, blended learning combines multiple types of learning content.

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II. HOW IS HYBRID LEARNING DIFFERENT FROM BLENDED, FLIPPED AND OTHER ONLINE MODES OF LEARNING?

Hybrid learning is usually confused with other means of learning like blended learning, online learning, flipped learning, and experiential learning.

	HYBRID LEARNING	ONLINE LEARNING	BLENDED LEARNING	FLIPPED LEARNING
Meaning	In hybrid learning, the teachers conduct both offline and online classes for the students simultaneously.	As the name suggests, online learning aims at teaching the students completely online. The complete academics of the student is executed via online mode with no in-person involvement.	Blended learning is the combination of offline learning with an online learning experience.	It is a type of blended learning approach that 'flips' the traditional method of a teacher teaching by one or many students being independently engaged in activities that boost their potential.
Mode and platform	Conducted both online and in-person; it depends on the students how they want to attend the classes.	The teachers conduct live classes via online applications like *Google Meet and Zoom meetings*. The students are also provided with online study material.	The physical presence of both the students and educators is usually required. Apart from the dominance of traditional teaching methods, students are also engaged in online educational activities, computerized learning, and other digital means of learning.	This may require both the online and offline presence of the students. It involves an *experiential learning strategy* that demands the active participation of students in their classes.
Point to note	Students are provided with online study materials and they can attend the classes from anywhere they wish to.	Since last year, almost every educational institution has taken up this mode of teaching.	It is different from hybrid learning as it requires the presence of all the students for offline classes which are assisted with digital learning techniques.	It doesn't mean that students are not taught in the class. It aims at making them capable of experimenting, analyzing, and comprehending the assigned tasks under the guidance of the teachers.

When we talk about different learning processes, it would be unjust to not mention the highly influential process of experiential learning. This is an independent way of making students active learners and not passive ones. It is the intertwined strategy used in the execution of flipped learning. Experiential learning provides a platform to the students where they are guided through what they should learn rather than being 'just taught' and this approach can be and should be implemented in all modes of teaching.

2.1 Benefits of Blended Learning for Learners

Blended learning is an educational methodology that blends online or digital components with face-to-face instruction. Including technology in education helps set students up for success later in life, because computers and other connected devices are so integral to communication and business today.Itsbenefited in safer learning environment, interactive learning process and learner autonomy.

2.2 Disadvantages of Blended Learning

A. New Skill Set for Teachers/Instructors

Blended learning requires particular digital competence, as instructors need to create online courses, assign them to students, monitor their progress, and much more. Some eLearning tools have a steep learning curve, and not all teachers might be willing to invest the time and trouble needed to master a new technological tool.

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A new skill set also refers to the fact that digitally inexperienced teachers may give too much content to study

B. Plagiarism

The more eLearning content you create, the greater the risk of plagiarism. Instructors might do this by accident, such as if they find an image that highlights their idea and add it to their online course, whereas the image is protected by copyright. If this occurs, it's the company or university that might get into trouble.

C. Higher Cost

If you use eLearning, you pay for eLearning software. If you have classroom learning, you pay for light, gas, equipment, etc. And if you have blended learning, you pay for everything.

2.3 Blended Learning Models

The most difficult thing about launching blended learning is that the technique is extremely flexible. The variety of strategies, tools, and the need to balance everything will likely make even experienced learning professionals feel overwhelmed and confused. We would like to highlight six principal blended learning models here:

A. Face-to-Face Driver Model

This model is the closest to traditional classroom training. This approach usually means that not everyone in the class will take additional online training, as it mainly targets the individual needs of those learners who are struggling or would like to go above and beyond.

B. Online Driver Model

This model is the opposite of brick-and-mortar studying, as it relies entirely on a digital delivery of the training. It combines both synchronous training (live webinars, peer-to-peer training sessions, etc.) and asynchronous training (self-paced study of ecourses). With the online driver model, there's usually no need for live face-to-face meetings, but they can be arranged if necessary.

C. Rotation model

This model involves breaking a group of learners into smaller units to perform different types of tasks at different stages in turns. Some activities are online and some are realized in person. This allows learners with different types of learning styles to get the maximum benefit from the training.

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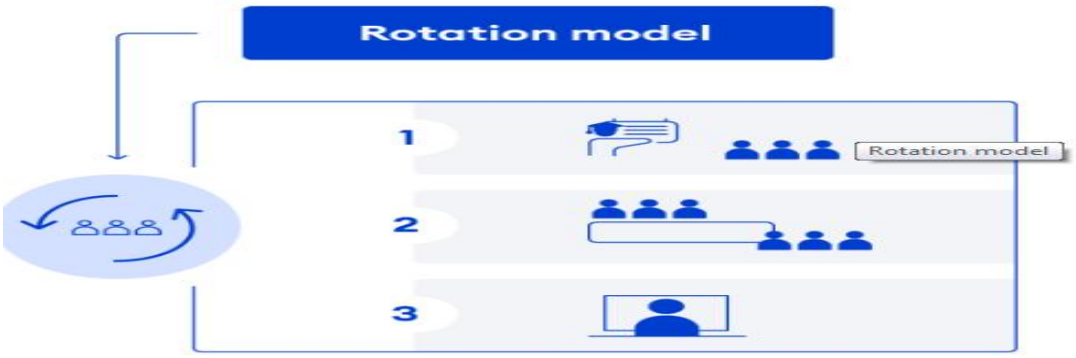
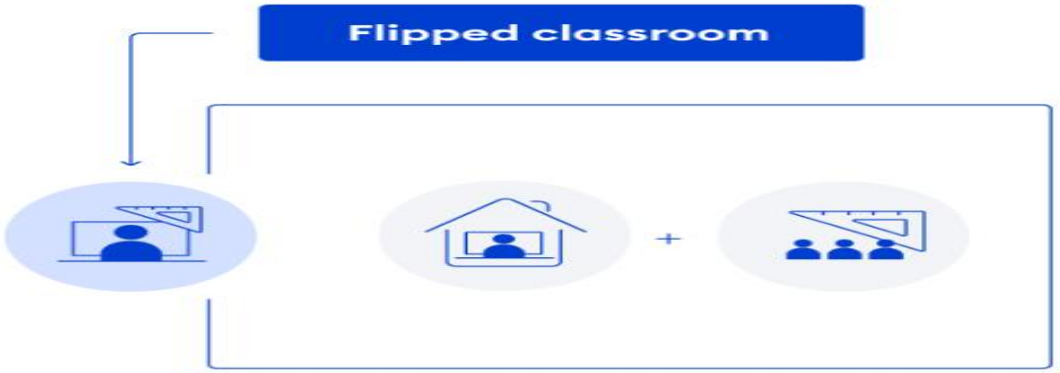


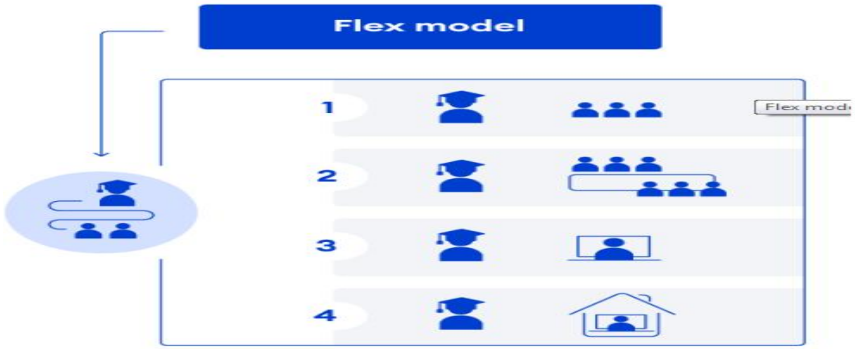
D. Flipped Classroom

The motto of this model is "online learning, offline application." With a flipped classroom, lectures and practical homework elements are reversed. Learners study new content at home before the class, and in-class time is devoted to active learning and applying the newly learned skills. This can be accomplished in the form of discussions, case studies, or project work. The instructor's task is to guide the learners by answering questions and supporting them in the application of course concepts.



E. Flex Model

The Flex model allows learners to have control over their learning. Students or employees can move from one activity to another according to their needs. Activities can be both online and offline. Teachers or instructors are always on-site to instruct and help learners if necessary.



F. Individual Rotation Model

Here, learners also move from one station to another, but it is the teacher (or instructor) or a special algorithm that sets an individual path. Students or employees don't need to visit all the stations – only the ones that are on their schedule.

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III. CONCLUSION

Blended learning provides a holistic understanding and transforms the learning experience for its end-users. By using a virtual environment, access to learning becomes unlimited. A student would be able to access their classrooms from any place eliminating the need for attending classes or training at a fixed place. Collaborative learning relies on positive interdependence with group, Indi duals accountability for learning and teaching process to lead, follow and resolve issues related to project goals or group dynamically. Hybrid learning is usually confused with other means of learning like blended learning, online learning, flipped learning, and experiential learning

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