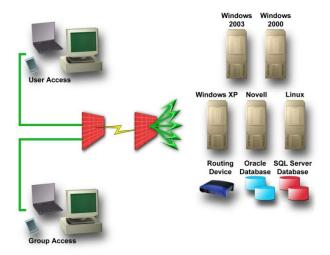
Web-Based Labs for Information Technology Training



Presented by LabMentors And Edaxis



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- ➤ Background: Blended Training Methodologies
- > Issues related to live training delivery
- Considering the learner
- > The Web-Based Lab
- Virtualization
- Web-Based Labs System Components
- ➤ Benefits of Web-based labs
- Case Study
- Summary/Contact Info

Background: Training Methodologies

There are a number of methods commonly used to deliver IT training:

- 1. Physical Classroom (ILT, CBT)
- 2. e-Learning (LMS, WBT)
- 3. Self-paced Courseware (CD, DVD)



- > Delivered from dedicated classrooms
- Computer-based training (CBT)
- > Students attend class in person
- > Live instructor
- ▶ Lan-based labs



- Physical classes are effective in part because the student is engaged and immersed in the learning process
- ➤ Lan-based labs provide hands-on access to the technology, not a passive learning experience
- Dedicated Student/Instructor interaction



- > Usually delivered remotely
- > Synchronous or asynchronous
- Learning Management Systems (LMS)
- Webinar/Web conferencing
- Collaborative threads



Very effective for a variety of reasons:

- > More scalable than physical classroom
- Training materials can be deployed rapidly through LMS – can reach thousands of learners remotely
- Can be synchronous or asynchronous
- Online libraries provide abundant, invaluable resources including video, threads, simulations, demonstrations



- ➤ Usually delivered via CD/DVD
- > Rich media training content
- > Demonstrations
- > Simulations/Testing



- > Vast reach and distribution
- ➤ A massive amount of rich media training content, demonstrations and simulations/testing can be stored on one CD or DVD
- ➤ Student may learn at their own pace relearn and re-visit topics as many times as required



Issues with live training delivery

Each of the methodologies discussed thus far, have associated short-comings and issues related to technology, cost, and effectiveness. In this section we will briefly present some of these issues...



Issues relating to the Physical Classroom

Not readily scaleable to reach a large number of students

Very expensive to implement and maintain

Lack of flexibility for students



Issues relating to e-Learning

- Still very much a student learns by watching approach
- The synchronous mode of e-Learning faces the same 'timing' issues of the physical classroom
- Very difficult for instructor to discern whether students really comprehend the lesson
- Still only one instructor for a 'class' scalability is somewhat dependent upon the instructor's ability to manage the 'class'



Issues relating to Self-paced Courseware

- > Difficult to ensure that students actually learn the material
- > Developing the rich media content can be very expensive
- ➤ The immersive and compelling value and quality of a live instructor is absent
- ➤ The responsibility is placed on the student to learn student learns by reading, watching a passive learning model
- Although some courseware provides simulations, these are not as effective as the hands-on approach



- ➤ The cost to deliver the training must be feasible to an organization: There must be a return on the investment, there must be a measure in place to properly gauge that return
- Appropriate resources must be available to 'deliver the goods'
- Should be a strategy in place for effectively utilizing online tools



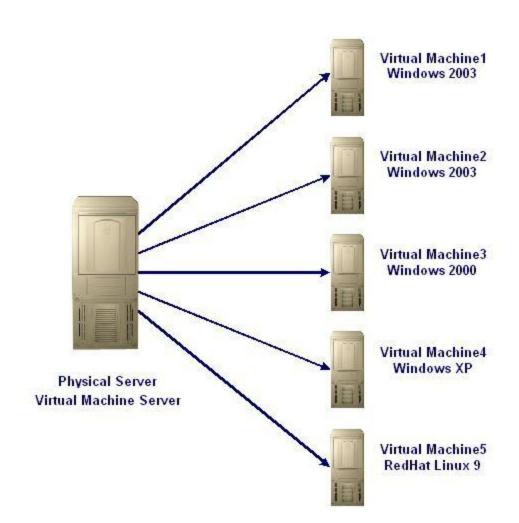
- ➤ Learners may or may not 'read the manuals', just like programming a VCR, but like any technology, until they actually play with it, they will not become knowledgeable or experienced at it
- There are numerous studies that reveal the following: "Most people learn best by 'doing'. Comprehension & retention are significantly greater."
- ➤ There is a new and emerging technology that addresses these issues: web-based labs



- Combines several technologies in an efficient and effective orchestration enabling users real, hands-on access to computer based equipment, software and resources remotely
- More than browsing content and or playing with simulations, the web-based lab is a compelling experience with live equipment
- Not an emulation tool, but a real live functioning operating system based on a 'Virtual Machine'

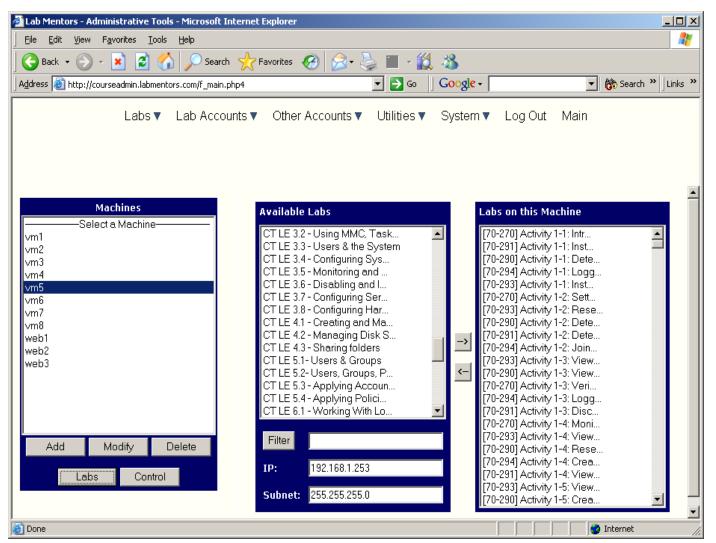






- A virtual machine is simply a mirror image of an Operating System running entirely in memory.
- Because of multi-threading technology and the computing power of today's servers, it is also possible with adequate memory to provide a number of these virtual machines running at the same time on one server. Furthermore, they don't even have to be the same type of operating systems.

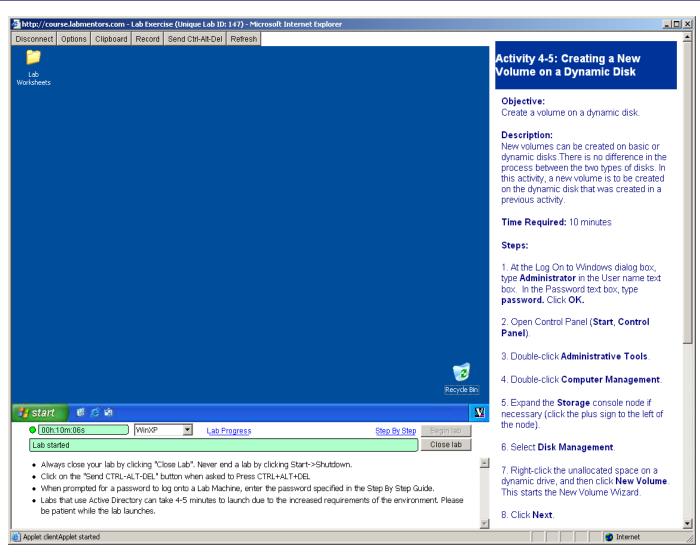




Lab Management Module:

Administrative components providing lab designers and developers with a comprehensive set of tools to develop and maintain labs and the infrastructure that runs them.

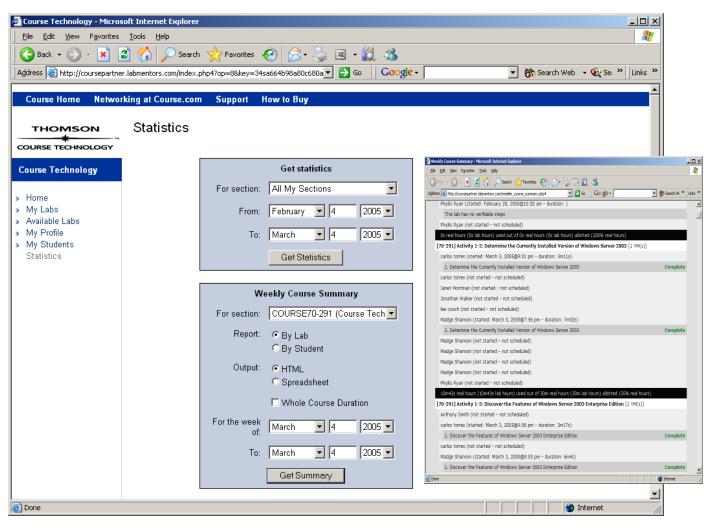




Lab Delivery Module:

Components
that provide the
infrastructure
over which the
web-based labs
are delivered to
the end user.

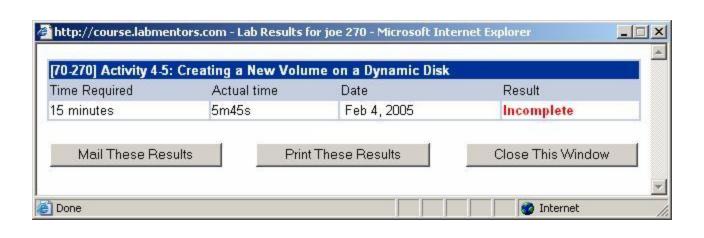




Lab Reporting Module:

Components for providing instructors and/or administrative staff to compile reports that help the instructor gauge student progress.





Auto-Marking Module:

Components that provide for automatic marking of labs. This component checks to see if the task objective was completed by the learner.



Institutions, instructors, and students all benefit from LabMentor's solution. **Streamlined costs, increased flexibility, ease of maintenance and administration** are just some of the benefits. In short, web-based labs fill a major gap in the delivery of technical training that is not feasible otherwise.

Instructors/Institutions	Students
Instant Assessment	Enhanced learning experience
Progress Reporting Low Setup Cost	Real asynchronous learning Encouraged to experiment
Low Maintenance Cost	No fear of failure on live equipment
Reduced Licensing Cost	Blended learning implemented
Quick to market	



Compare the costs for 100 students studying Windows XP - **\$250,000 physical lab** versus LabMentors' **\$10,000 virtual lab**:

Physical Lab		
space	5000 sq ft	\$50,000
computers	\$1000 ea	\$100,000
software	\$200 ea	\$20,000
maintenance	2 FT staff	\$80,000
	Total:	\$250,000

LabMentors Virtual Lab		
Student cost	\$100 per student	\$10,000
	Total:	\$10,000