Platform	What it is good for	What it is not so good for	Cost
Learning Management System eg Moodle	<ul> <li>Specifically designed for formal education</li> <li>Assessed learning</li> <li>At its best where there are compulsory elements which need to be completed within the online environment</li> <li>Self-contained units</li> <li>Education-focused</li> <li>Keeping an archive of resources</li> <li>Keeping a closed/registered/logged-in community</li> <li>Incorporating quizzes, schedules etc</li> <li>Educator-led learning</li> <li>Tracking progress</li> <li>Customised learning programme for individuals</li> <li>Creating online extension of classroom environment</li> <li>Content-centric</li> </ul>	<ul> <li>User-interface can feel clunky</li> <li>Less dynamic for interactions etc</li> <li>Requires expertise in setting it up well</li> <li>Fitting into folks' daily lives</li> <li>Sharing widely</li> <li>Hearing voices from outside the course setup</li> <li>Learning styles other than formal courses</li> <li>Can quickly become dated as technology advances rapidly</li> <li>Educators and users need to learn the specific systems/environment</li> <li>Being where people are, i.e. learning is in a separate discrete area, rather than being in amongst the other things of daily life</li> </ul>	<ul> <li>The Moodle software is open-source (ie free); the cost is in hosting; in having an expert set it up for you; and in add-ons.</li> <li>Anything from free (eg Freemoodle) to fff custom-designed online worlds.</li> <li>Note: likely to be worth the investment in setting up the platform effectively for the needs of the course</li> </ul>
Content Management System eg WordPress, Joomla	<ul> <li>Informal learning</li> <li>Can be made to do almost anything using plugins etc</li> <li>Relatively easy to use, both inside and out</li> <li>User-interface focused</li> <li>Interaction</li> <li>Keeping an archive of resources</li> <li>User-led learning</li> <li>Offering content widely</li> <li>Selling courses</li> <li>Integration with other platforms e.g. social media</li> <li>User-centric</li> <li>Website-based environment rather than extension of classroom-based environment</li> <li>Collaboration</li> <li>Most folk are familiar with using websites, e.g. online shopping, bank, etc, so as long as built well, can provide a familiar-feeling interface, helpful for learners who are not tech-savvy</li> </ul>	<ul> <li>Ensuring formal completion of compulsory elements</li> <li>Assessment, marking, feedback</li> <li>Ensuring learning/content is contained within the closed/registered/logged-in community</li> <li>Tracking learners' progress/enabling educators to manage learners</li> <li>Can be difficult to find the right tool e.g. plugin for a specific functionality</li> <li>Slightly higher risk of security vulnerabilities</li> <li>Educators need to learn how to use the set-up effectively</li> </ul>	<ul> <li>A lot of the software e.g. WordPress is open-source (ie free); the cost is in hosting; in having an expert set it up for you; and in add-ons.</li> <li>Anything from free (eg WordPress.com) to f.f.f. custom-designed online worlds</li> <li>Note: free options offer only very limited functionality. Likely to be worth investing in self-hosting to allow access to plugins etc. Other upgrades e.g. specialist themes tend to cost more.</li> </ul>

Social Media eg Facebook, Pinterest	<ul> <li>Informal</li> <li>Conversation</li> <li>Interactive learning</li> <li>Peer-to-peer sharing</li> <li>Picking from broad range of online material</li> <li>Media sharing</li> <li>Learning being part of folks' daily &amp; social lives (e.g. through FB app notifications, groups etc)</li> <li>Conversation-centric</li> <li>Familiar interface for lots of people</li> </ul>	<ul> <li>Not really suitable for more formal teaching styles</li> <li>Easy to get distracted/drop</li> <li>Keeping an archive of resources</li> <li>Feels very temporary/can feel ephemeral</li> <li>Not everyone is on - or wants to be on - these social platforms</li> <li>Can feel particularly scary, especially for older learners, esp. given presence of ads, links etc</li> </ul>	Usually free, with option of paying more for 'upgrades' e.g. ads
Web conferencing & webinars etc eg GoToMeeting, Skype	<ul> <li>When a group needs to see each other or hear voices</li> <li>Presentations</li> <li>Meetings</li> <li>Screen sharing</li> <li>"Live" events</li> <li>Immediacy-centric</li> <li>Can be used in very dynamic ways</li> <li>User chat alongside session without disturbing the flow</li> <li>Homework, quizzes, questionnaires</li> <li>Engagement level feedback (so you can tell which bits were boring)</li> <li>Can record sessions for later use/publication</li> </ul>	<ul> <li>If technical set-up is anything less than great</li> <li>Covering a lot of information all at once</li> <li>Different teaching style - will only work if the leader is able to adapt to the medium</li> <li>Different systems work differently and offer different functionality - need to find the right tool for the job</li> </ul>	Anything from free (eg Google Hangouts) to £££ professional systems (eg Adobe Connect; GoToMeeting)
Content sharing platforms, e.g. YouTube, SlideShare	<ul> <li>Many people already use YouTube as go-to platform for online learning e.g. search for a tutorial video on specific topic</li> <li>User-led learning</li> <li>Short tutorials</li> <li>Crowd-sourced content</li> <li>Local specialist-centric</li> <li>Huge and broad resource base available</li> </ul>	<ul> <li>Formal learning</li> <li>Longer courses</li> <li>Less interactive</li> <li>Presenters are not always as expert as they purport to be</li> </ul>	• Free