**E-learning** comprises all forms of electronically supported [learning](http://en.wikipedia.org/wiki/Learning" \o "Learning) and [teaching](http://en.wikipedia.org/wiki/Teaching" \o "Teaching). The [information](http://en.wikipedia.org/wiki/Information_systems" \o "Information systems) and [communication systems](http://en.wikipedia.org/wiki/Communication_systems" \o "Communication systems), whether [networked learning](http://en.wikipedia.org/wiki/Networked_learning" \o "Networked learning) or not, serve as specific media to implement the learning process.[[1]](http://en.wikipedia.org/wiki/E-learning" \l "cite_note-0) The term will still most likely be utilized to reference out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum.

E-learning is essentially the computer and network-enabled transfer of skills and knowledge. E-learning applications and processes include Web-based learning, computer-based learning, [virtual education](http://en.wikipedia.org/wiki/Virtual_education" \o "Virtual education) opportunities and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. It can be self-paced or instructor-led and includes media in the form of text, image, animation, streaming video and audio.

Abbreviations like CBT (*Computer-Based Training*), IBT (*Internet-Based Training*) or WBT (*Web-Based Training*) have been used as synonyms to e-learning. Today one can still find these terms being used, along with variations of e-learning such as elearning, Elearning, and eLearning. The terms will be utilized throughout this article to indicate their validity under the broader terminology of E-learning.

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