**Group Dynamics**

**Individual Learning**
Individual learning is a traditional learning situation in which learning objectives are met individually by each student. Individual learning is also possible in groups when the learning of information itself doesn't take place through a group process.

**Collaborative Learning**
Collaborative learning is a situation in which two or more people learn or attempt to learn something together. Unlike individual learning, people engaged in collaborative learning capitalize on one another’s resources and skills (asking one another for information, evaluating one another’s ideas, monitoring one another’s work, etc.). More specifically, collaborative learning is based on the idea that knowledge can be created within a group of people where members actively interact by sharing experiences and take on asymmetrical roles.

**Communication Models**

**Linear Model**
The linear communication model consists of a sender transmitting a message to a receiver. The time, order, and pace with which the information is received by the receiver is determined by the sender. The linear model describes any method in which there is no feedback from the receiver back to the sender. Traditional examples are television, radio, and newspapers. The linear model can also be described as a passive form of communication.

**Interactive Model**
The interactive communication model consists of two linear models that can alternate with each other. The receiver can become a sender and vice versa. The time, order, and pace with which information is received can be determined by the receiver itself, instead of being imposed by the sender. The interactive model describes a method in which there is feedback from the receiver back to the sender. Modern examples are instant messaging, discussion boards, or web browsing in general. The interactive model can also be described as an active form of communication.

**Time Synchronicity**

**Synchronous Learning**
Synchronous learning refers to a learning environment in which the teacher and students interact during the same time. Generally, synchronous learning works best for students who can schedule set days and times for their studies. It is often preferred by those who like structured courses and interaction with other students.

**Asynchronous Learning**
Asynchronous learning is a student-centered teaching method where the teacher and students interact during different times. Often, asynchronous distance learning is preferred by students with complicated schedules. It tends to work well for self-motivated learners who do not need direct guidance to complete their assignments.

**Tailoring Learning Content**

**Fixed Learning Content**
When learning materials are fixed, each student will receive the same information and learning materials predetermined by the teacher. This type of learning content is mostly used in conventional school settings, with little room for personalising content to individual students.

**Adaptive Learning Content**
Adaptive learning is an educational method in which computers (or teachers) constantly adapt the learning materials to the learner's goals, abilities, needs, interests, or knowledge. This is done by analyzing the performance of students on each individual task. Each student will be presented with different and unique types of learning content that fit their individual educational needs and capacities.

**Virtual & Physical Location**

**Classroom Learning**
Classroom learning is a traditional form of education that provides face-to-face education between teachers and students. We can speak of classroom learning as long as both teacher and student physically find themselves in the same space. Classroom learning is therefore not restricted to any particular form of learning content.

**Distance Learning**
Distance learning is a form of education that provides education to students who are not physically present in a traditional classroom setting. Distance learning is a way of bringing students, teachers, and learning content together online while they are physically separated by time and/or space. Because learning content and instructions are accessible online, students have more control over time, place, path, and pace of their learning program.

**Blended Learning**
Blended learning is a form of education that combines face-to-face classroom learning with computer-mediated activities that take place outside the classroom. It is a combination of both classroom learning and distance learning.