Successful development and deployment of online learning environment relies on various domains of knowledge and technologies including learning theories and development tools. This course is designed to familiarize the participants with the current theories on learning in particular online learning as well as the technologies used in development and delivery of e-Learning. The participants will explore the research on successful models for implementation and will develop learning objects either as a stand-alone model or as part of a larger unit. Open source development software for e-books as well as web-based tools for development of e-content will be explored. There is no prerequisite for the course but familiarity with a programming language is expected.