E-learning competence defines to what extent a person can participate in digital learning such as conversational academic learning, rapid e-learning in a company, MOOCs, interactive multimedia, classroom technology, etc.

1. Identify mission critical skills in various dimensions
2. Identify action statements
3. Check existing resources and programs, use if possible, e.g., studentsuccess.ie
4. Design training sequences

Pro: measurable, adaptable
Con: Tedious, knowledge not applied

1. Analyze all activities of a learning design
2. Identify e-learning skills needed to complete all the tasks
3. Create wakeup activities

Pro: locally, rather effective
Con: requires an effort by course designers

1. Redesign learning to require active information and communication working
2. If necessary, use strategies 1 and 2 to complete

Pro: long term effects
(soft skills development)
Con: requires pedagogical change