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<u>e- and u-learning contents: general indications</u>

This document is intended for internal use.

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Introduction

In order to accomplish our task in preparing the SLEST 2.0 Language learning package we propose to use the eXe Learning authoring tool. This software package is available under opensource licence software. This means that it can be used free of charge. An other important aspect is that it is platform independant, so it can be used under Windows, MacIntosh and Linux operating systems.

We have the possibility to modify, redesign and create new activities that fit to our needs. The eXe internal default iDevices cover practically all of the needed training tasks (exercises) that will be personalized for the SLEST project in order to obtain a consistent and clean organized structure. The style template as well as the CSS styles (Cascading Style Sheets) of the text modules will be defined. This includes font styles, font colors, font size, link colors, background colors, etc.

The content package is saved to a zip file which packages all the pages created along with an IMSmanifest.xml file for use with **SCORM** compliant learning management systems (LMS) such as Moodle, or direct integration in the SLEST 2.0 Project Web page (http://slest2-0.eu). The SCORM-files will be available for downloading on the SLEST2.0 site.

eXe Learning Tool

eXe has been designed to provide users with the flexibility to develop learning content or learning resources in a way that best suits their personal development processes. Some users may for example prefer to outline the structure of their content before settling the detail of it. Others might prefer to put in the detail and structure the content once they know the detail they have to cover.

For eXe users that prefer to design the structure of their content first, the **outline pane** will enable them to construct an outline or course design that reflects their own preferred hierarchy and even taxonomy, e.g. topics-sections-units, or books - chapters - notes, etc. The outline structure can be easily adapted as content detail is added.

The **iDevice (instructional Device) pane** is a collection of structural elements that describe learning content and activities. Examples of these include objectives, pre-knowledge, case studies, or even free text. Learning content is created by selecting iDevices from the iDevice menu and entering your learning content. A learning resource may consist of as few or as many iDevices as needed to deliver the learning content.

Users can include images, math equations, and multi-media (including the majority of current video formats and mp3) - or attach any other resource - into any iDevice's rich-text fields.

If the iDevice we need is not amongst those generic iDevices listed in the iDevice pane we may be able to create our own new iDevice using the **iDevice Editor.**

Once authoring is completed content can be exported using eXe's **Export** facility. Content can be saved as a self contained web site for publishing to a web server, or as a SCORM Content Package or IMS Content Package, which should enable the resource to be imported into most SCORM compliant Learning Management Systems (LMS). eXe also includes exports for flat text files as well as an experimental iPod notes format export. eXe pages also format well for the printing of resources.

iDevice

The iDevice (instructional device) pane is a collection of structural elements that describe the learning content. Examples of these include objectives, pre-knowledge, case studies, free text. Learning content is created by selecting iDevices from the iDevice menu and entering our learning content.

iDevice Descriptions

iDevices	Description
Activity	An activity can be defined as a task or set of tasks a learner must complete. Provide a clear statement of the task and consider any conditions that may help or hinder the learner in the performance of the task.
Case Study	A case study is a story that conveys an educational message. A case study can be used to present a realistic situation that enables learners to apply their own knowledge and experience to. When designing a case study you might want to consider the following: • What educational points are conveyed in the story • What preparation will the learners need to do prior to working on the case study • Where the case study fits into the rest of the course • How the learners will interact with the materials and each other e.g. if run in a classroom situation can teams be setup to work on different aspects of

	the case and if so how are ideas feed back to the class.
Cloze Activity	Cloze activities prompts learners with a piece of text with significant phrases or words missing. Learners demonstrate their knowledge and understanding of the concepts presented in the text by filling in the missing phrases or words. A useful device for testing reading comprehension and language skills.
External website	The external website iDevice allows you to attach an external website url to your content. This feature allows learners to browse the external website without the need to open a new browser window.
Free Text Area	The majority of a learning resource will be establishing context, delivering instructions and providing general information. This provides the framework within which the learning activities are built and delivered.
Image Gallery	The gallery iDevice allows you to upload and label multiple images.
Image Magnifier	The image magnifier allows the learner to view parts of an image in a magnified state.
Java applet	This is iDevice that allows users to load simple java applets into the eXe content.
Multi-choice Question	Although more often used in formal testing situations MCQ's can be used as a formative testing tool to stimulate thought and discussion on topics students may feel a little reticent in responding to. When designing a MCQ test consider the following: • What learning outcomes are the questions testing • What intellectual skills are being tested • What are the language skills of the audience • Gender and cultural issues Avoid grammar, language and question structures that might provide clues.
Multi-select question	This iDevice provides the ability to choose more then one correct response to a question.
Objectives	Objectives describe the expected outcomes of the learning and should define what the learners will be able to do when they have completed the learning tasks.
Pre-knowledge	Prerequisite knowledge refers to the knowledge learners should already have in order to be able to effectively complete the learning. Examples of pre-knowledge can be: • Learners must have level 2 English • Learners must be able to assemble standard power tools
RSS	The RSS iDevice allows users to import a snapshot of RSS content into your authoring environment where it can then be edited. This iDevice requires that the author be connected to the internet.
Reading activity	Provide learners with structure to their reading activity. This helps put the activity in context for the learner. It is also important to correctly reference any reading materials you refer to as this models best practice to the learners. Not always essential if covered in the course content but providing feedback to the learner on some of the main points covered in the reading may also add value to the activity.
Reflection	The Reflection iDevice allows you to pose a question for the learner to consider of set an activity for learners to complete before receiving some guidance by clicking on the Feedback button.

SCORM Quiz	The SCORM Quiz iDevice bundles questions to form a quiz assessment. This assessment is then managed by the Learning Management System (LMS) to enable scoring.
true/false question	True-false questions present a statement that requires the learner to make a determine whether or not the statement is true or not.
Wiki article	The wiki article idevice takes a snap shot of an article and embeds it into your eXe content. This iDevice requires that the author be connected to the internet. Changes made to the article will not automatically be updated to Wiki so changes made on your local machine to the wiki content in your content should be submitted back to the wiki where appropriate.