

Technical Concept

LaBoom



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Community Vocational Training Action Programm

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1 Introduction

This document describes the technical framework that will be used to produce the eLearning content as well as the final product - the eLearning website - itself. The content will be produced by the members of the CDG (Content Development Group) using only MS Word plus eventually any available Grafticstool if pictures must be edited. There is a set of well defined formatting rules that must be followed when creating content within word. These formatting rules (including examples) will be given to the CDG. The finalised content (word documents + pictures) will then be sent to the TWG (Technical Working Group) where this content is transformed into the final output (= the eLearning website + CD-ROMs) Primarily this document will explain how the output is structured and which content types are possible.

2 References

This document is based on the following documents and meetings:

- Meeting on 10.11.2005
- Meeting in Vienna from 26th to 28th of October.

3 Definitions

The learning content is structured with the following sections:

- Part: Every language contains two parts of content, one for beginners and a second for advanced people. Exception: Italian consists only of one part.
- Modul: Every part contains five modules.
- Unit: Every module contains two units.
- Test: Every module contains, additional to the two units, one test, which is completing the modul.
- Item: Every unit or test will contain an arbitrary number of items, where each item is displayed on an own HTML page.

Item types:

- Input item: Could be a question or an explanation to the user. Called input, because it is only an input to the user and the user can create no output.
- Output item: An item, where the user can make a selection or similar. Called output, because the users creates an output.

The different input and output items are described later in this document.

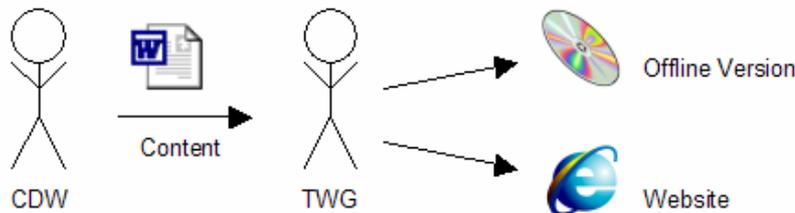
4 Users of the website

The users of the website could be apprentices (part one) but also people who are more experienced in the book branch (part two).

5 Description of the product

The Procedure

The CDG are responsible for creating the learning content in different (but fixed) forms. When they have created the content they send it to the TWG, where the final output (= the website and a offline version which will be identically to the website) will be created. For the transforming process a rich toolset is created and used by the TWG, however this toolset is not needed by anyone other than the TWG.



Layout of the final website

- The language should be selected first, then the part.
- In the navigation frame on the left site only the active part is shown. But if the user wants to switch to the other part, he can simply click on it.
- In the active part, there are shown the 10 units, each under the modul caption, where they belong to. Additional there is of cause also shown the test after the last unit of each modul (Modulcaption1, Unit 1.1, Unit 1.2, Test1; Modulcaption2, Unit 2.1, Unit 2.2, Test2; etc.)
- The website with it's interaction elements is in English, the questions and answers in the target language and the help texts will be multilingual. This means basic english skills are required, unaffected by the target language.
- You can visit <http://www.la-boom.net/prototyp/>, there will appear a demo modul in certain time.

Evaluation of the users output

- After each unit there is a evaluation where the user is faced with his performance.
- After each output item, the user can also see the correct answers, but only if he wants.

The item types

The CDW will have to describe the items in a "MS Word" file which is delivered then to the TGW. Per Unit should be created one file. The file contains the different Items of one unit. In the final output, each item will be shown on an own HTML page. The detailed information for the content editors about how to describe the items is written down in a document called "Rule Set".

Input item types:

Input Type 1: HTML Page

With the HTML-Input item you can include a link to a full html-page in the unit. You can either include a link to an existing web-page or download the web-page manually an just include the filename of the html-file you want to be shown in the unit.

Input Type 2: Image, Audio, Text, or Hidden-Text in various combinations

This input-type offers you the opportunity of showing the user various kinds of content which should be used as input for the following questions (= following output items). You can include images, audio-files, text-paragraphs or hidden-text paragraphs (which for example can be used as hints – they appear only, if the user clicks on a certain link/button). The Items can be mixed up in any kind of combination and can also appear more than once in a paragraph. (There is no possibility of designing a special layout for the various items to appear! They will just appear sequentially one after another.)

Output item types:

Each of the following output-items can have a description which consists of the same sub-items like input-item 2 (text, image, audio, hidden-text in various combinations).

Output Type 1: Radiobutton Group

This is a typical single-choice question, where the user has multiple answers to one question, and can only choose one of them.

Output Type 2: Checkbox Group

This is a typical multiple-choice question, where the user has multiple answers to one question, and can choose one or more of them.

Output Type 3: Drop Downs (Comboboxes)

The Combo-Boxes can be used inside a text-paragraph.

Output Type 4: Gap-Texts

This is an exercise where the user has to fill in a correct answer in an existing gap. You can also provide more correct answers, but the user only has to fill in one of them. (This is for example useful if there are more words for the same thing)

Output Type 5: Decision Matrix (including categorizing)

This item type is like a single-choice, but for every question there are the same answers.

Another possibility for a decision matrix is to associate sentences with the persons who said it.

Output Type 6: Image-to-Word association (Drag'n'Drop)

With this drag and drop exercise the user can pick a word and assign it to a certain image. (e.g. naming vegetables etc.)

Output Type 7: Finding the way (finding a place on a map)

In this item the user has to find the correct way on a map as described in an input2-sub-item. (e.g. audio-file or text...).

6 Low-Fi Prototype

The following images show an early development state of the interface. (Some graphics will be changed for the official release.)



Image 6.1.) Startpage

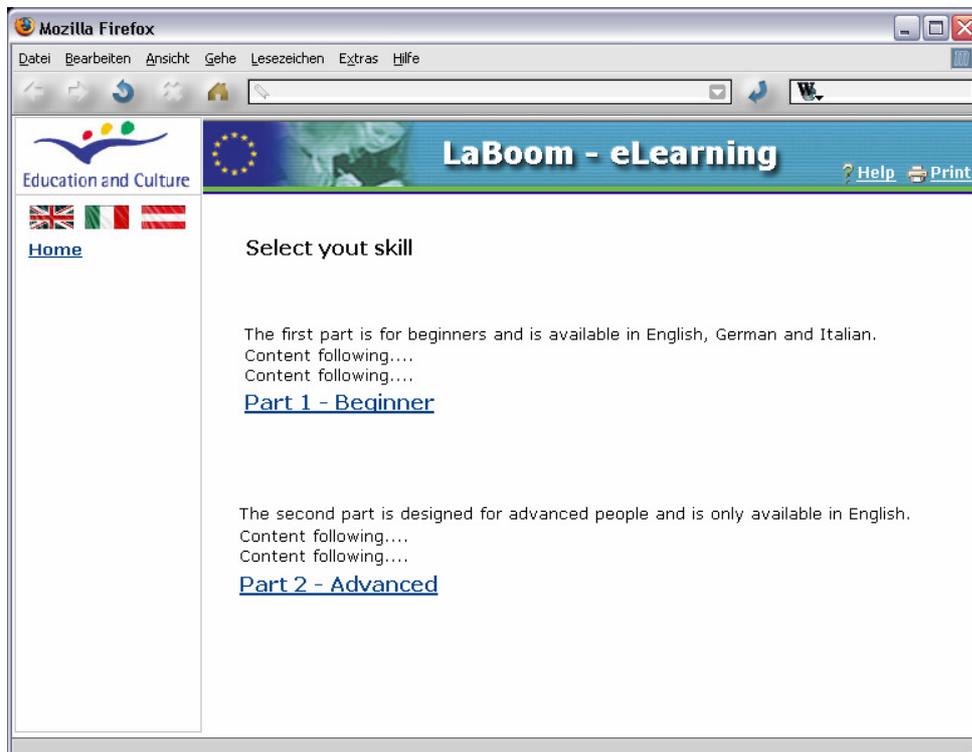


Image 6.2.) Skill selection

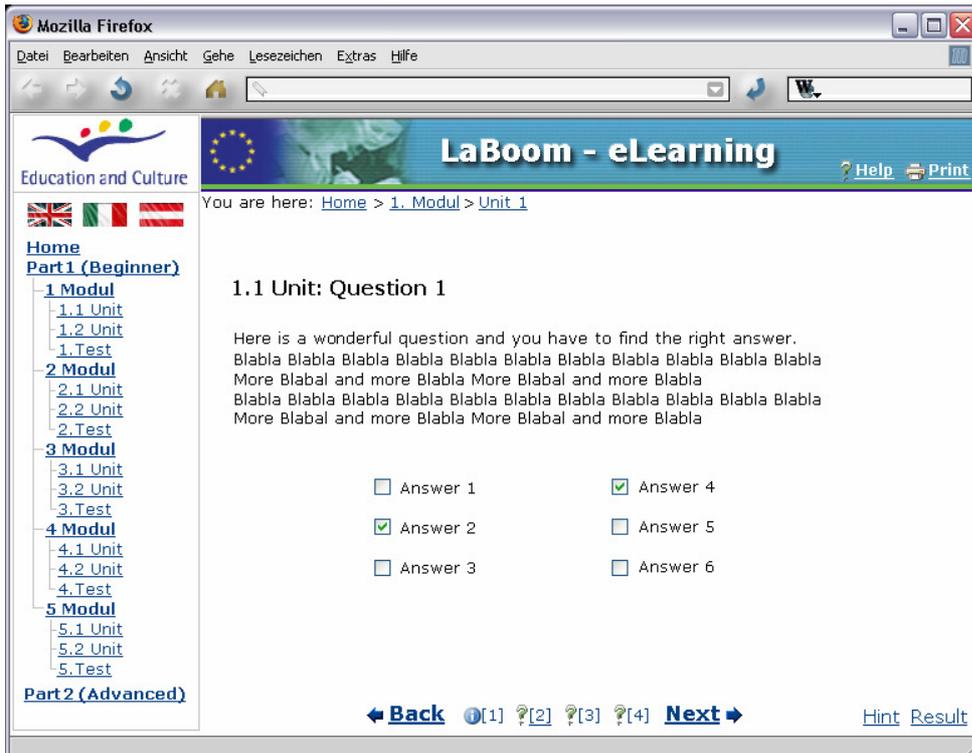


Image 6.3.) Question of a unit



Image 6.4.) Result of a unit