



EXTEND

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MAIN ARTICLE: WORKSHOP TALLINN



The work meeting was attended by Mats Landgren, Norman Schneider, Mikko Turunen, Tarja Manner, Hele Liiv-Tellmann, Kaido Tiits, Anne Mäe, Maria Marinoso and Altug Erbil. The workshop began by going through expectations of training workshops and discussion and revision of agenda. After this, each partner team presented their produced material. It was clear that the main problems may occur at inserting media

into the maze games. Video production and the production of exercises were not seen to be as complicated as preparing the games. Moodle and the used modules were presented for the new partners. New uploading and downloading structure was presented. The Finnish partner already constructed the "folder-tree" and all file operations and zip extensions were discussed. The Finnish and German partner made brief presentation of the

THE FIRST WORK MEETING OF BECULTTEXTEND WAS HELD IN VERY WINTERY TALLINN. THE SNOW WAS ABOUND AND SCENERIES WERE THAT OF CHRISTMAS SEASON. THE WHOLE GROUP WAS VERY PLEASED ABOUT ESTONIAN HOSPITALITY. THE STAGE OF THE WORKSHOP WAS TEENINDUSKOOLOF TALLINN. THE SCHOOL BUILDING WAS AN INTERESTING PEACE OF PRE-WAR ESTONIAN ARCHITECTURE.

used software and hardware. The following day the working team was divided into two groups for practical training. In the first group all relevant procedures concerning software were presented and questions were answered. Video-based training material prepared by Mikko Turunen was handed out to all workstations. The second group dealt with filming, editing and audio production with Mats Landgren. The way to cope with the initial media production and best-practices from Becult was discussed and presented. Example were recorded with scripting, positioning, light source and actors allocation. After the morning session, the groups switched places for the afternoon training session. The meeting ended with delivery of tasks for the next meeting in Antalya, Turkey.

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Mediamaisteri is a Tampere-based company specializing in e-learning support and content production. It was used in BeCULT project.

COMPANY PROFILE: MEDIAMAISTERI

Mediamaisteri Oy specializes in e-learning with the aim of supporting the e-learning process on learning's own terms. Mediamaisteri Oy develops and evaluates e-learning methods and supporting systems. Mediamaisteri Oy approaches the challenges of e-learning from a practical point of view, taking the customer's individual needs into account.

The company is dedicated to the comprehensive development of individual learners' and the entire organization's learning process. Mediamaisteri also produces content for different web-based environments and also support organizations when implementing content production plans. Their expertise includes defining learning objectives and planning comprehensive e-learning processes. Furthermore, Mediamaisteri offers graphic design services thus meeting the challenges of content production from beginning to the end.

The main supported platform is Moodle, chosen for its flexibility and open-source nature.

BECULT EXTEND: NEW PARTNERS

FASENET is a company that specializes in developing ICT solutions for training programmes in an international scale and has been a pioneer in the development of e-learning technology for lifelong learning. It has participated in more than 40 European projects to implement the use of ICT in educational and training fields. The company is based in Zaragoza, Spain. Fasetnet develops innovating tools applied for e-learning and ODL training. It also designs specific tools for knowledge management and corporate training. Fasetnet also acts as international agency for mobility with hosting and sending services.

POINT is an engineering company operating in the sector since 1977 both in Turkey and overseas. Their activity range varies from small to medium

sized contracts executed with both the government and with the private sector organizations. The technical capacity of POINT is mainly based and determined by the experience and background of the key personnel. POINT delivers total and effective solutions for the technically unique projects such as ones dealing with e-learning. They have for instance been developing project "TourEast" that aims at training unemployd middle-aged women for employability in the tourism sector.

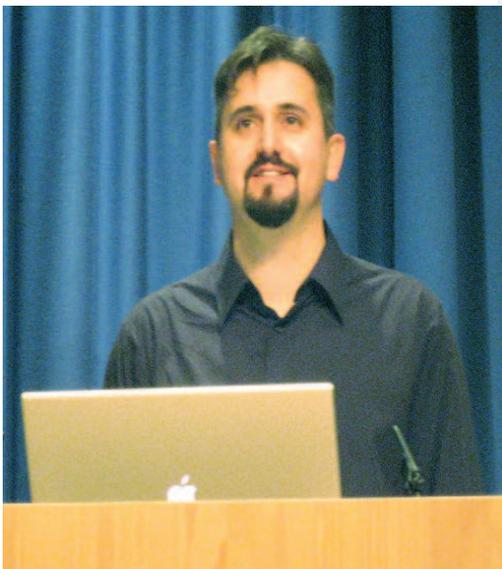
TEENINDUSKOOL is a Tallinn-based vocational institute that delivers education for students in the hotel and hospitality industry. The school is involved in several European level projects and is also an active member in the AEHT (European Association of Hotel and Tourism Schools).



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SNEAK PEEK: MOODLE 2.0

THIS ARTICLE COVERS MAJOR FEATURES AND IMPROVEMENTS IN UPCOMING MOODLE 2.0 (RELEASE DATE AROUND SEPTEMBER 2009)



Founder of Moodle, Martin Dougiamas

Improvements to the organisation of courses include improvement of blocks and pages, themes, tabbed interfaces and menus to make it easier to configure page layout and build consistent navigation schemes. Conditional activities thus allowing dependencies and forced paths through activities. That is, "You can't do this activity until that activity is completed". Course completion lets teachers specify conditions that define when a student has completed a course. Keep a record of which users have completed each course.

Progress tracking (also known as competency tracking). Let users have learning plans listing which outcomes or courses should attempt next, based on which courses they have already completed. Changes to activity modules include a new Wiki module, improved Feedback module and totally new Quiz module and question bank.

Improvements to other parts of Moodle include Gradebook 2.0, HTML editor 2.0, Blog 2.0, Messaging 2.0, Backup 2.0 and site-wide groups which are a number one request from earlier versions of Moodle.

Administrative improvements include community hub interfaces that makes it easy for users to find and navigate other systems and external Moodle repositories, leveraging the Moodle Network in various ways. Enrolments improvements including groups synchronisation. There are several major improvements related to guest access, course

enrolments, metacourses and groups synchronisations and furthermore roles administration interface improvements.

Conditional Activities

The idea behind conditional activities is that each activity created by a teacher can now have a set of criteria set to it outlining when and how it is to be displayed. Conditional Activities in Moodle are tied closely with another new Moodle 2.0 feature called "Completion Tracking". The criteria a teacher sets in their conditionals is based on where

certain activities/resources have been completed. Options that determine completion include for example number of new posts or replies in a forum made, certain score in a quiz or Scorm or that a user has viewed a resource x

number of times. So we now have a wide range of diverse completion options. Conditional activities now say that if a student has "completed" an activity (or range of activities) they can then see the newly created one.

"The upcoming version of Moodle promises to deliver many of the features that has been sorely missed in the previous installations. The main improvements include conditional activities and major update of the Gradebook module and Blog"



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WHAT IS SCORM?

The Shareable Content Object Reference Model (SCORM) is a technical specification that governs how this online training (or “e-learning”) is created and delivered to learners. Two essential software systems are required to facilitate e-learning. The first is the actual instructional material, or “content”. The other is a Learning Management System (LMS) which is responsible for directing the learner to relevant training, tracking the learner’s progress (things like score and current location) and maintaining the learner’s transcript. The essence of SCORM is that any content that conforms to the SCORM specifications will work with any SCORM conformant LMS. SCORM is the “secret sauce” that operates behind the scenes to make things compatible. SCORM is a lot like the VHS standard for video tapes. VHS specifies the standard size for a video tape and how fast the VCR should spin

the reels. SCORM is a really powerful tool for anyone involved in online training. If you develop e-learning systems, you should definitely make them SCORM conformant, and before purchasing any e-learning system, you should insist that it be SCORM conformant.

Use of SCORM in BeCULT

The use of SCORM is based on the notion that for the teachers and learners it is advisable to have constant information of progress of the studies. This can be done by creating clearly defined learning paths or learning units. So far, this learning unit has been done with a sub-program of Hot Potatoes called Masher. The Masher creates a consistent learning unit from multiple Hot Potatoes exercises and packs them into a SCORM 1.2 unit. This unit is then uploaded to Moodle, which in turn supports SCORM function. The

end result is a single page that has all the Hot Potatoes listed. The user sees the progress by symbols beside each exercise. The aim in BeCULT EXTEND is to include also the flash videos and other parts thus making a complete lesson from each situation.

Kitchen - Unit 1 - Start the day



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