DESIGN, DEVELOPMENT AND REUSE OF PEDAGOGICALLY SOUND LEARNING OBJECTS

CITE Seminar Presentation
1st April 2005
FROM LAST PRESENTATION

What is a Better Learning Object
A Better Learning Objects -- My Examples
VISUALIZATION
+
INTERACTIVITY
Classification of LO -- Objective Analysis

- **Information Objects**
  - Representation of information e.g., illustrations, networks, diagrams, visual interfaces for information mining, cases, etc.

- **Conceptual Models**
  - Representation of conceptual resources of a subject matter expert

- **Contextual Representations**
  - Representation of an environment which allows learners to collect authentic data which can be used for experiments, investigations, problem solving, etc.

- **Simulation Objects**
  - Represent real tool and system

- **Practice Objects**
  - Representation that allow practice

- **Presentation Object**
  - Various instructional sequences such as recorded presentations, demonstrations, electronic tutorials
DESIGNING AND DEVELOPING LOs

What is an effective strategy for creation of dynamic collection of Learning Objects?
Locating Tools

Strategy that expects teachers/instructors to develop learning objects is problematic.

Teachers must focus on planning of activities, building of learning environments and facilitation of learning.

We need a library of learning objects.

Collaborative human activity between teachers, subject matter experts and software people is needed to quickly populate library with pedagogically sound learning objects.
Designing Learning Objects

- Conducting analysis of information
- Observing real system or object and creating a representation of it
- Identifying source of useful data and creating context for data collection
- Examining own cognitive resources (knowledge) and attempting to externalize them
- Unlike other professionals, e.g. journalists, as designers we must keep in mind how will LO be used and how will learners learn
Example of an Inquiry

Is this a shape of a rain drop?
Can you trust Information from the Internet?

http://www.amastro.org/at/w/wrds.html
radius in mm of a sphere with the same mass

http://fraser.cc
Learning Objects

Variety of Factors

- Air Resistance
- Gravity
- Velocity
- Size
- Angle
- Wind and angle
- Air Pressure and Surface Tension
- Aero-dynamic forces
Parameters

Information

Altitude

Size of the Drop
## Interactivity

### Input Level
- Physical Interaction with screen elements: Buttons, Pull-down Menus, Check Boxes, Text Entrees, Drag & Drop, Sliders,
- Haptic devices
- Biometrics
- Social Interaction
- Brain-Machine Interfacing (This is distant possibility)

### Process Level
- Manipulating numerical data
- Manipulating strings of data (text)
- Logical operators
- Data-mining and artificial intelligence

### Output Level
- Text and numbers
- Diagrams and graphs
- Images and drawings
- 3D models and QTVR
- Video and Animation
- Audio

How interactivity changes with mobile devices and HDTV?
Learning Objects

- Flash is probably the best option
- Authorware is another option
- Tools are becoming easy for development of learning objects and other forms of computer-based representations:
  - Captivate and CamptAsia
  - Xcelsius
  - Interactive Physics
Xcelsius

Learning Objects

Product Price
YR Sale 2005

<table>
<thead>
<tr>
<th>Manufacturing</th>
<th>1000</th>
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<tr>
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<td>Marketing</td>
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</table>

Cost Category

Click this Button for more learning objects

Learnactivity
REUSE OF LOs

How can you maximize reuse of Learning Objects?
Simplistic View of Reusability

Oral Physiology
Learning outcome: Memorize names of teeth
Activity: Identification
Assessment: Label image

Oral Biology
Learning outcome: Analyze genetic coding
Activity: Experiment
Assessment: Hypothesis

Forensic Science
Learning outcome: Apply remains identification skills
Activity: Game
Assessment: Score on the game

Anthropology
Learning outcome: Evaluate the age of teeth
Activity: Case study
Assessment: Prognosis

Restorative Dentistry
Learning outcome: Describe methods to restore teeth
Activity: Case Study
Assessment: Diagram

Oral Anatomy
Learning outcome: Identify names of teeth
Activity: Identification
Assessment: Labeled diagram

Anatomy
Learning outcome: Identify different teeth shape
Activity: Classification
Assessment: Naming

QTVR by Hans Nyberg http://www.panoramas.dk/ Metadata from John Hedberg
Broader Context for Reuse

- Different Students
- Different Teachers
- Different Learning Objectives, Topics, Courses
- Different Kinds of Activities
- Different Activities
- Different Difficulty Level of an Activity
- Different Situations
- Different Mode of Delivery
- Developing other Learning Objects
- …
Let’s Look at Some of Local Objects

Hanlun Information
Library of learning objects should:

- Allow search to locate a learning object;
- Allow preview of a learning object;
- Provide heuristics for pedagogical use of a learning object;
- Provide reviews from other teachers about this leaning object;
- Recommend related learning objects;
- Keep search histories and inform a teacher about similar searchers and objects selected by other teachers, and
- Keep record and analyze a teacher’s searching pattern in order to recommend certain learning objects
What are the key components of an effective learning environment?

Can these components be separated?

What kind of component is a Learning Object?

What is the effective use of technology for each component and for the learning environment as a whole?

Can we put these components together once we separate them?
Key Component -- “RASE” Model

- **R**esources
  *(Content & Tools)*

- **S**upport

- **A**ctivity
  *(Learning Task)*

- **E**valuation

**ENVIRONMENT**

Learning Objects
E-learning Environment

➔ **Resources**
  ➔ Content (Psychological tools) --
    - E.g., PDF Documents, Video and Audio Clips, PowerPoint slides, Audio clips and all kind of Learning Objects,..
  ➔ Tools (Technical Tools)
    - E.g., MS Word, MindManager…

➔ **Activity** (Learning Task)
  ➔ Problem-solving, Inquiries

➔ **Support**
  ➔ Prescriptive
    - Instructions, FAQ, On-line Help, What-to-Do Strategies, Extra Resources, Self Check (Drill & Practice)
  ➔ Just-in-time/ On-demand
    - Discussion Board, Email, Chat,

➔ **Evaluation**
  ➔ It should be integrated with Activity
  ➔ Digital Portfolios
LO in a Learning Activity

SUPPORT
- Information Objects
- Practice Objects
- Simulation Objects
- Contextual Representations
- Conceptual Models
- Presentation Object

EVALUATION

LEARNING ENVIRONMENT

ACTIVITIES

WORLD

Learning Objects
Ericsson and Nokia tell us that there are 1.500.000.000 mobile phones in the world today. The world’s population is 6 billion.

The number of mobile subscribers in China alone is 200.000.000. This number is increasing at a rate of 2.000.000 per month.

More that 525.000.000 web-enabled phones were shipped in 2003.

There will be more than 1.000.000.000 wireless internet subscribers in 2005.

Source: Desmond Keegan, D. Mobile Learning-The Next Generation of Learning. Presentations at the 18th Annual Conference of the Asian Association of Open Universities, Shanghai, 28-30 November 2004
Organizing Learning Environments

- Simple Web Page
- Within a LMS (Blackboard)
- WebQuest
- ActiveLesson
- QuestAtlantis

- Multiplication of Fractions
- Learning Theories WebQuest
- Photosynthesis
- Air Pollution
- Drying Rate
- Light and Shadow
- Perspectives
- Magnetic Field
I am preparing a very interesting strategy **ActiveLessons** (Generation III MicroLessons)

- Some Examples:
  - Time Management
  - Sort Your Clothes
  - Three Little Pigs
  - Suspicious Substances
  - Tarzan and His Animals
  - Fermented Food
  - La Mer Town
  - Family Three
  - The Truth and Nothing but the Truth
Conclusion

- A Better Learning object as an interactive visual representation of data, information, ideas and cognitive resources
- Information Objects, Conceptual Models, Contextual Representations, Simulations Object, Practice Objects and Presentation Object
- Activity is essential for learning to take place and for the tools to be an “instrument” of an activity
The only limits in the future will be designers’ imagination
~ Ultimate Machines, Discovery Channel

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