

realm

Re-purposing [Re-use] and Aggregation of e-Learning Materials

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<http://realm.virtualcollge.ac.uk>



Who?





Primary Aim

- This project aims to produce a minimum of 200 learning objects in:
 - Business and management,
 - Leisure and tourism
 - Performing arts
 - Art, design and Craft



Using what?

This will be done using existing resources from:

- NLN,
- The Census Database ,
- SCRAN and
- Existing materials from partner colleges.

Outputs will be deposited in JORUM.



Why are we doing it?

- A recognition by practitioners and technologists that learning objects contain valuable assets applicable across many different subject areas and levels.



The Problem

- NLN Materials were not objects aggregated from lots of smaller assets
- They were developed as single assets not designed to be separated for re-use and repurposing



The Issues?

- An inability to isolate individual assets from within their existing form
- It is unrealistic to expect practitioners to trawl through large quantities of learning objects to find the relevant resources
- i.e. “Looking for a needle in a haystack”

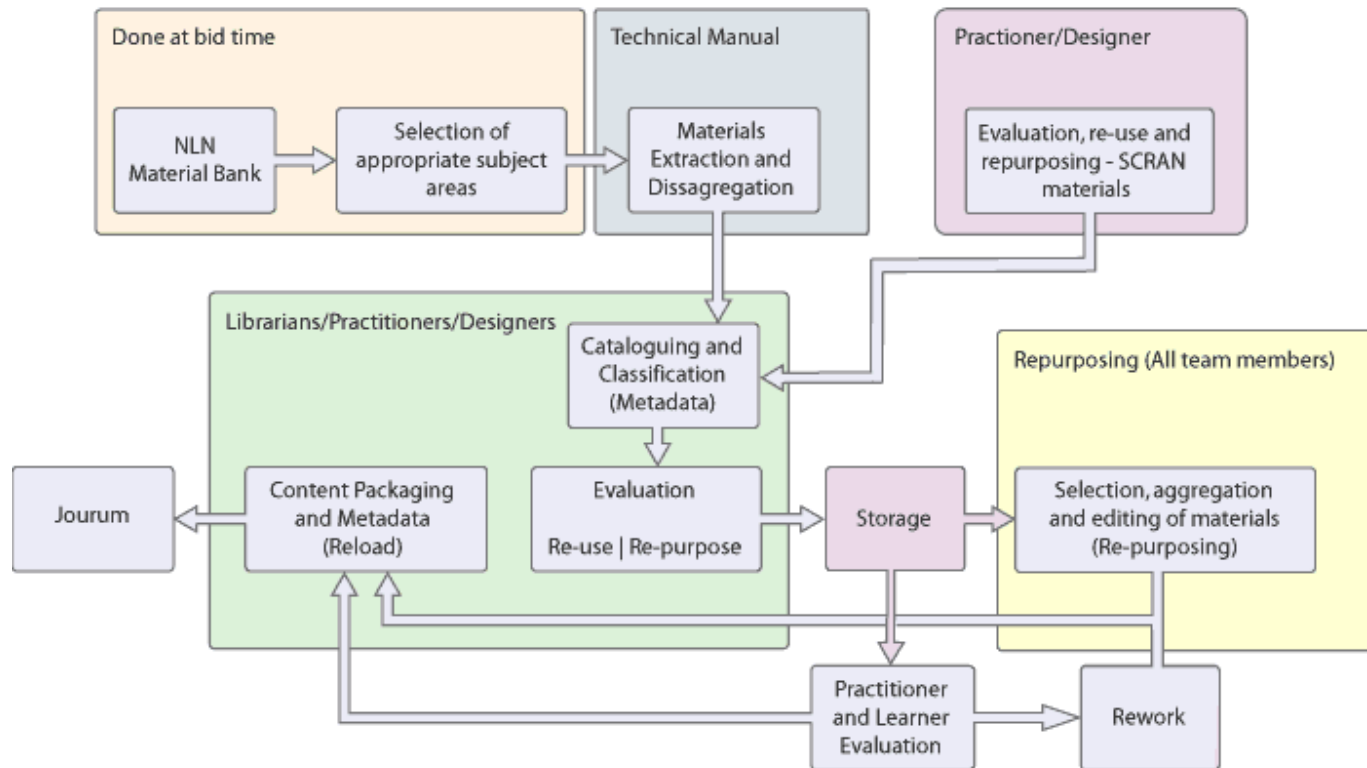


What is the Point?

- A lot of money has been spent developing numerous resources; but
 - Practitioners can't customise them to the lowest level of the constituent parts
- Giving the power back to the Practitioners to create bespoke products that enhance the teaching and learning process

Workflow Process

Workflow Process for the Re-purposing of On-line Materials





Who will be involved?

- Technicians
- Librarians
- Practitioners
- Instructional designers
- Graphic designers
- Learners



How will we do it?

- Using a tool known as Simple Managed Interactive Learning Environment
- And building a Simple Asset Dis-Aggregator



Contacts

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<http://realm.virtualcollege.ac.uk>

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