Alt-i-lab Learning Design Demonstrator script

Introduction

This document describes the steps to be followed during the forthcoming alt-i-lab Learning Design demonstrator.

Logistical details

<table>
<thead>
<tr>
<th>Where is the demo?</th>
<th>Alt-i-lab 2005 will be held 20-22 June 2005 in Sheffield, United Kingdom at the Royal Victoria Hotel Sheffield.</th>
</tr>
</thead>
<tbody>
<tr>
<td>When is the demo?</td>
<td>9-10am <strong>June 20th</strong> Demonstrator Overview</td>
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<tr>
<td></td>
<td>10-10:30 Break</td>
</tr>
<tr>
<td></td>
<td>10:30-12:30 Demonstrator</td>
</tr>
<tr>
<td>Who will be present to demo?</td>
<td>CETIS (Colin Milligan), OUNL (Colin Tattersall). Pythagoras Karampiperis of CERTH unfortunately recently sustained a serious injury and is unable to travel. Get well soon! (The audience will be milling around rather than captive)</td>
</tr>
<tr>
<td>Which software will be involved in the demo?</td>
<td>ASK-LDT version 1.1</td>
</tr>
<tr>
<td></td>
<td>CopperCore version 2.2.2</td>
</tr>
<tr>
<td></td>
<td>RELOAD Learning Design Editor version 2.0.0</td>
</tr>
<tr>
<td></td>
<td>RELOAD Learning Design Player version 2.0.0</td>
</tr>
<tr>
<td>Which hardware will be involved in the demo</td>
<td>Colin Tattersall’s laptop and Colin Milligan’s laptop</td>
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</table>

The script in a nutshell

A short but illustrative learning scenario will be introduced to the audience, before being viewed and tweaked in ASK-LDT (1). The scenario will be exported as a Unit of Learning and played in the CopperCore player (2, 3, 4). The Unit of Learning will be opened in Reload (5), modified slightly, previewed in the Reload player (6), then exported as a Unit of Learning and replayed in the CopperCore player (7, 8, 9).
The educational scenario

- The proposed scenario shows some of the more sophisticated aspects of LD (multiple roles, multiple learners, collaboration, the monitor service, properties, completion rules, conditions, showing and hiding, global elements) in a relatively compact form.
- The topic will be the proposed European Constitution (which could either be used to learn about the topic itself or practice acquiring debating and argumentation skills).
- The scenario is:
  - Individually, learners give their opinion on the proposed European Constitution, entering a few sentences to motivate their thoughts; they are supported by resources giving info on the Constitution
  - This process is monitored and ended by the tutor for the group as a whole;
  - Learners can then see the responses of others and modify their opinion;

- The scenario verges on triviality but needs to be compact so that the audience can follow what’s happening. I am open to suggestions though to perhaps show off more LD features or a tool feature
- The UML Activity Diagram for the scenario is:

```
Learner               Facilitator

Enter opinion

Respond to others’ opinion

Monitor opinion giving
```

- The Unit of Learning representing this scenario is available.

The script blow-by-blow

1. The audience will be introduced to a compact yet sophisticated (multi-role, multi-learner) educational scenario

   This can be done with one or two powerpoint slides

2. An IMS LD Unit of Learning (UoL) will be created representing this scenario using ASK-LDT and saved.
3. The UoL will be validated with the CopperCore validator

4. The CopperCore publishing capability will be used to publish the UoL
5. Users will be assigned to roles using the CopperCore interface

6. The UoL will be accessed in CopperCore by users in two different roles sitting at different web browsers (eg, one tutor and two/three learners played by one member of the presentation team).
CopperCore

(1) Select a user
(2) Select a uol
(3) Select a run

cleo
colin
top
seen
stan
ind

Should there be a European Constitution?

Enter your initial thoughts

Please enter your initial thoughts on the European Constitution. Subsequently, your thoughts will be made available to the whole group, and you will be able to see the thoughts of others. You can find supportive material in the environment.
7. During the scenario, one aspect will be highlighted as being able to be improved (e.g. moving from named learner contributions to anonymous ones).

8. The UoL saved at step 2 will be opened in Reload.
9. The UoL will be modified in **Reload** on the basis of step 7.
10. The UoL will be validated using the Reload validation capabilities.

11. Following this, the UoL will be previewed in the Reload viewer.
12. The UoL will then be passed to the CopperCore validator, where it will be revalidated and published using the CopperCore publishing capability

see above for screenshot

13. Users will be assigned to roles using the CopperCore interface

see above for screenshot

14. Users will be assigned to roles using the CopperCore interface

see above for screenshot

15. The UoL will again be accessed in CopperCore by users in two different roles sitting at different web browsers (eg, one tutor and two/three learners played by one member of the presentation team). The difference in design will be highlighted.

see above for screenshot

16. Finally, to round off the demonstration, the UoL saved at step 9 will be re-opened in ASK-LDT.

see above for screenshot

17. The resources used in the UoL will be changed in ASK-LDT to reflect a different content domain (illustrating the re-use of a pedagogical approach in a different domain). Time permitting, the new UoL will be revalidated, republished and used with learners and tutors.