Learning Design

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The demonstrator in a nutshell

- The creation, editing and playing of an IMS Learning Design *Unit of Learning* ...
- ... showing interoperable, multi-learner, multi-role e-learning ...
- ... using publicly available tools
What’s involved in the demo?

- **ASK-LDT**
  - Produced by CERTH-ITI, Greece

- **RELOAD LD Editor and Player**
  - Produced by CETIS, UK

- **CopperCore suite**
  - Produced by The Open University of the Netherlands, NL
Steps in the demonstrator

1. ASK LDT
2. CopperCore Validation
3. CopperCore Publisher
4. CopperCore Player
5. RELOAD LD Editor
6. RELOAD LD Previewer
7. CopperCore Validation
8. CopperCore Publisher
9. CopperCore Player
CopperCore

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(3) Select a run

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RELOAD Editor
Links

- CopperCore
  - Software: www.coppercore.org
  - Articles: dspace.learningnetworks.org
- RELOAD
  - www.reload.ac.uk
- ASK-LDT
  - www.iti.gr
- UNFOLD
  - www.unfold-project.net
  - Includes up-to-date list of LD tools, examples, etc
New book on LD

Learning Design

E-learning is still in its infancy. This can be seen in the lack of a uniform instructional design for e-learning courses, and the lack of user-friendly tools to support the design process. To be successful, e-learning must offer effective and attractive courses, programmes, and learning experiences for all students. To meet the needs of all learners, the IMS Global Learning Consortium Inc. released the Learning Design specification in 2003. Learning Design is a model for developing and delivering courses that are accessible, interoperable, and designed for different learning styles. It is a platform for designing courses, programmes, and learning experiences that meet the needs of all learners.

In this handbook, Koper and Tattersall have put together contributions from members of the so-called ‘Learning Design’ group, consisting of 22 experts deeply involved in e-learning and more specifically the Learning Design. The result is a rich and detailed source of information for both a learning course developer and developer, providing information about the specification itself, how to implement it in practice, how to use it, and what pitfalls to avoid. The book is not just about the processes, but also what the educational design has to offer in terms of new applications and innovative pedagogical approaches.