

Active Content and IMS Learning Design

Citation for published version (APA):

Sloep, P. (2006). *Active Content and IMS Learning Design*.

Document status and date:

Published: 20/09/2006

Document Version:

Peer reviewed version

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
- The final author version and the galley proof are versions of the publication after peer review.
- The final published version features the final layout of the paper including the volume, issue and page numbers.

[Link to publication](#)

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal.

If the publication is distributed under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license above, please follow below link for the End User Agreement:

<https://www.ou.nl/taverne-agreement>

Take down policy

If you believe that this document breaches copyright please contact us at:

pure-support@ou.nl

providing details and we will investigate your claim.

Downloaded from <https://research.ou.nl/> on date: 29 Jun. 2020

Open Universiteit
www.ou.nl



Active Content and IMS Learning Design



Peter B. Sloep

IMS Open Technical Forum

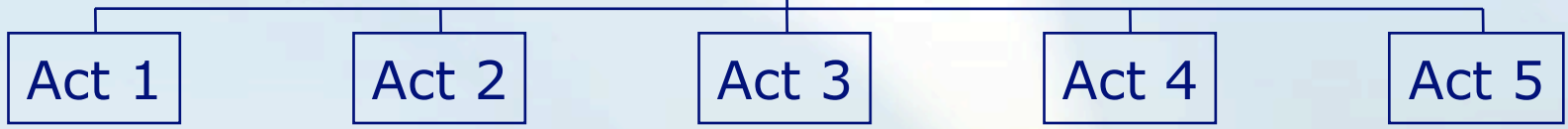
Feb. 20, 2003

OpenUniversiteitNederland

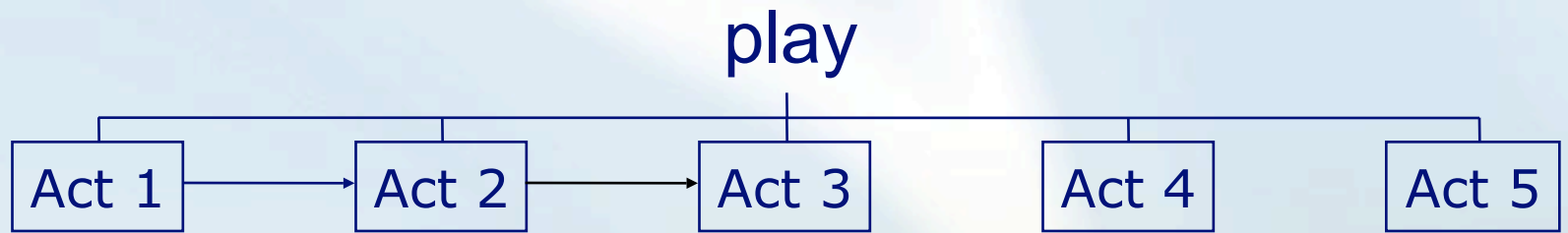


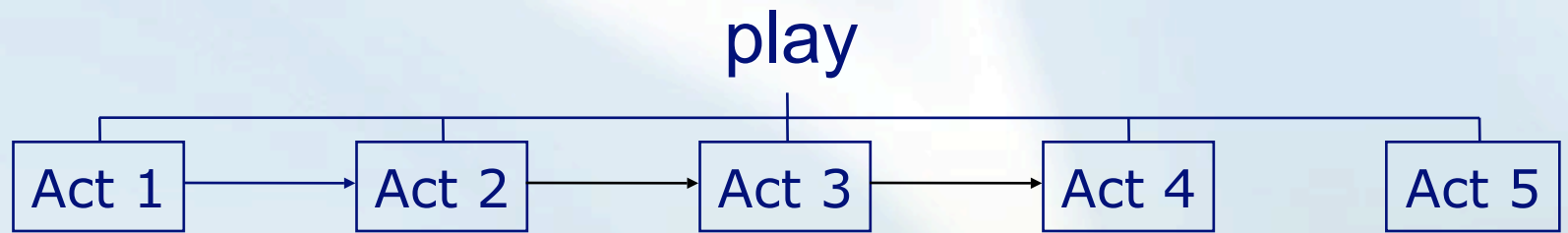
play

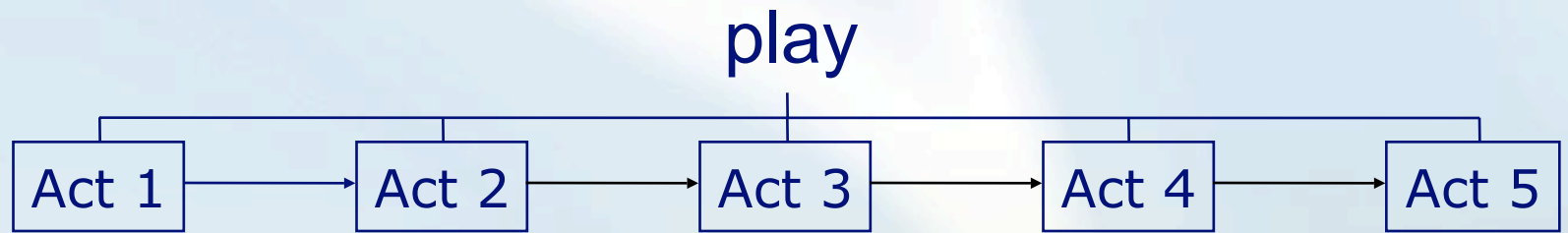
play



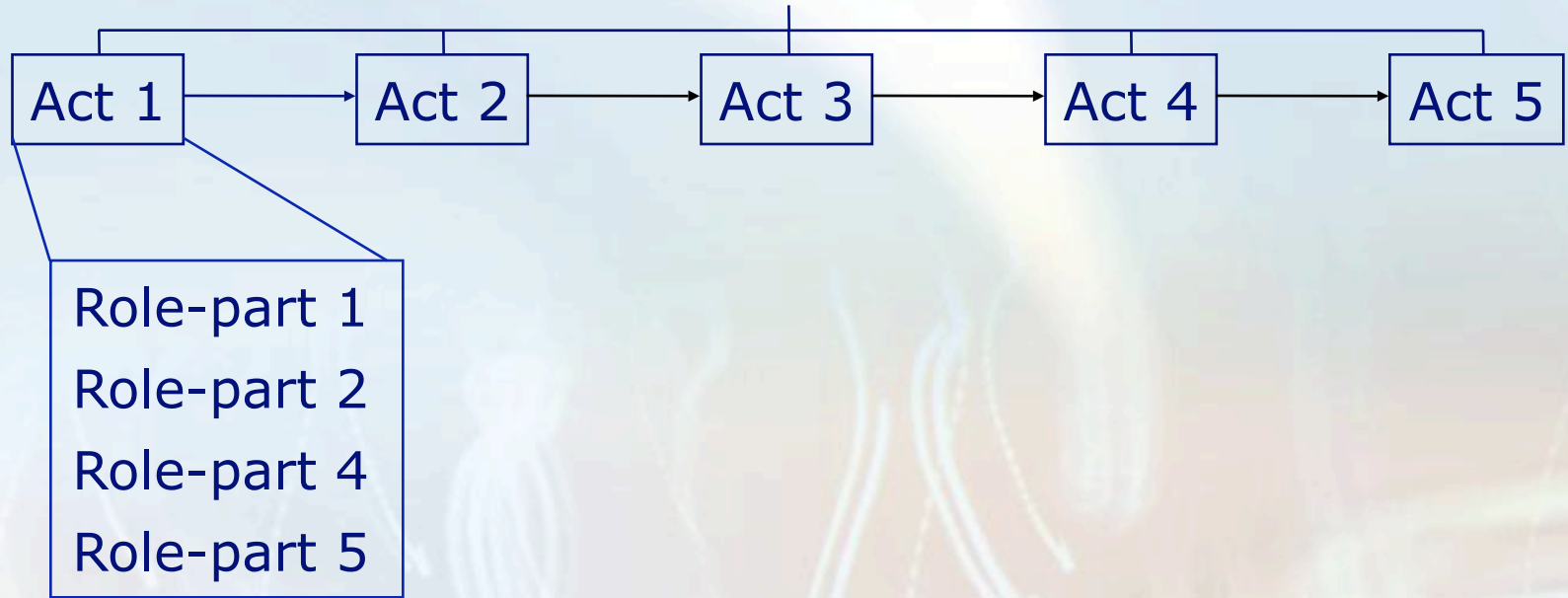


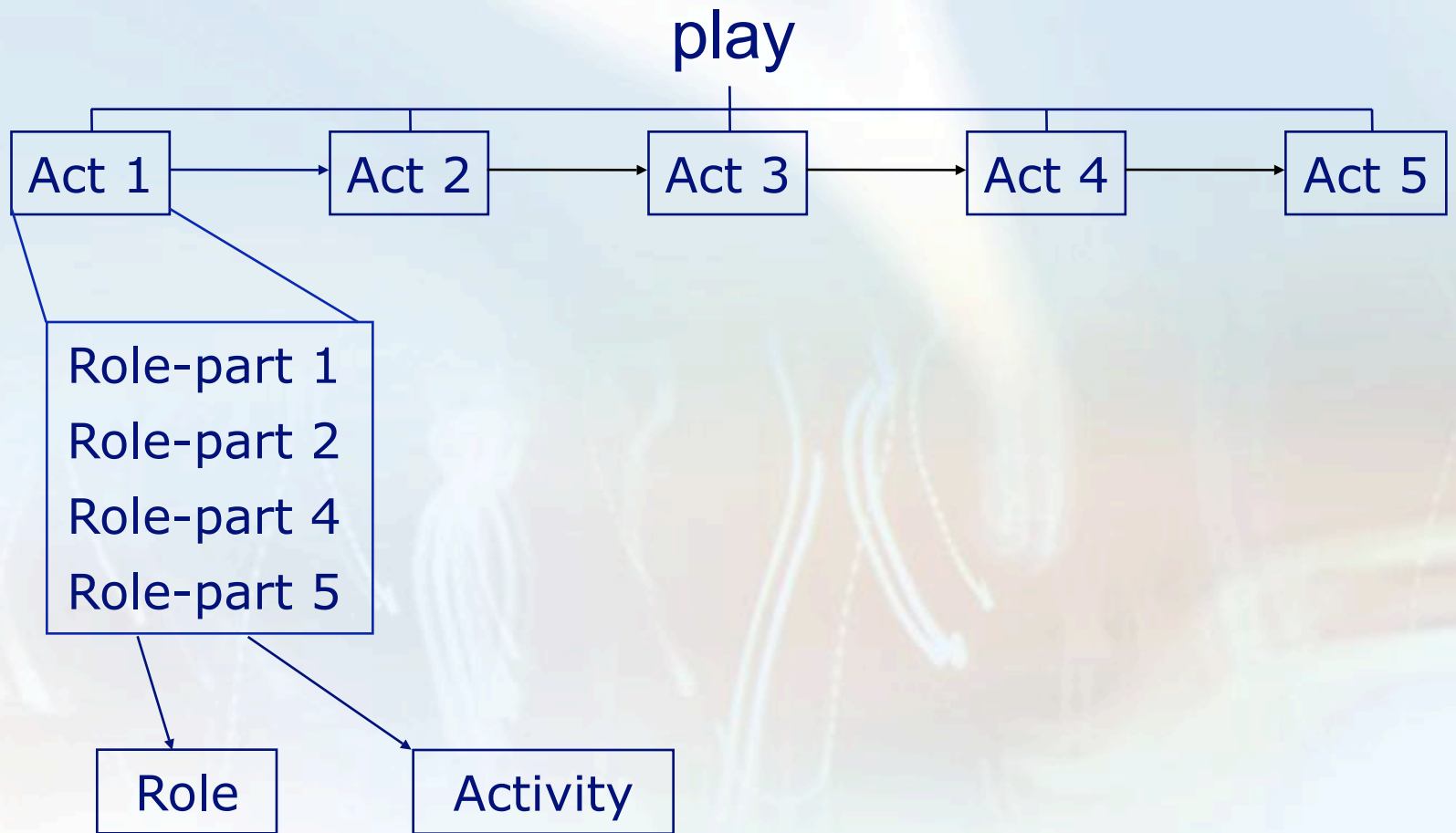


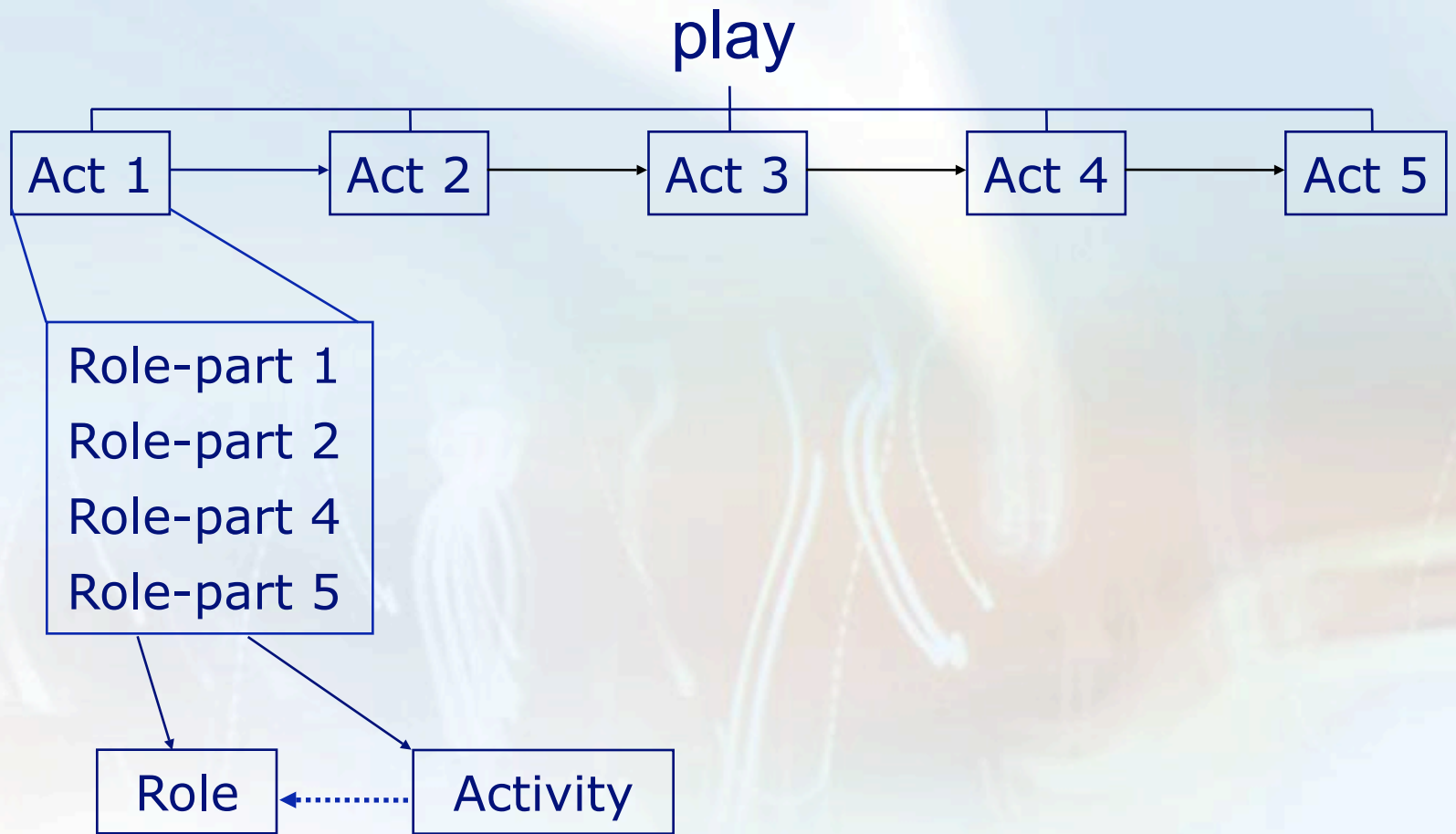


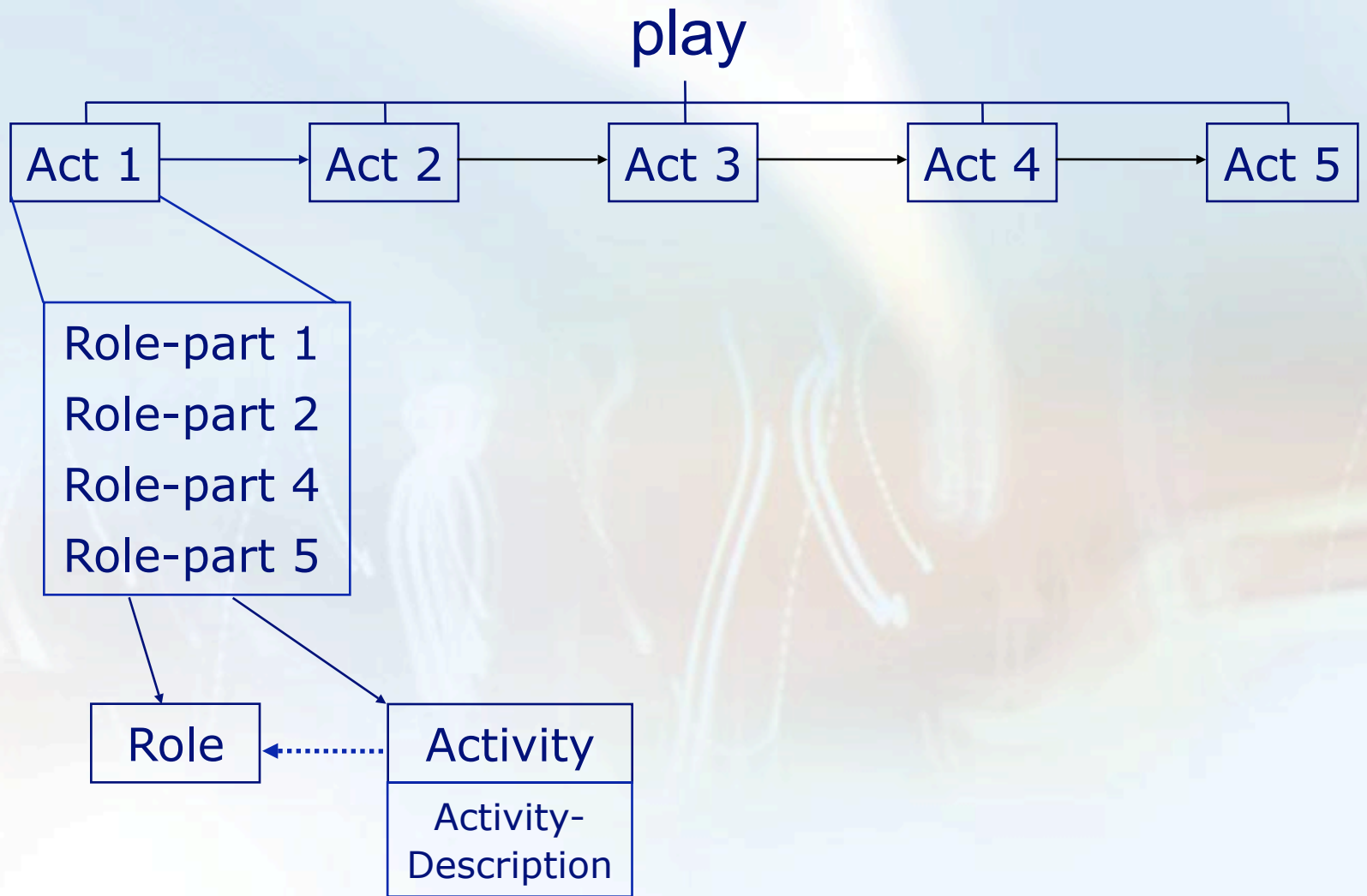


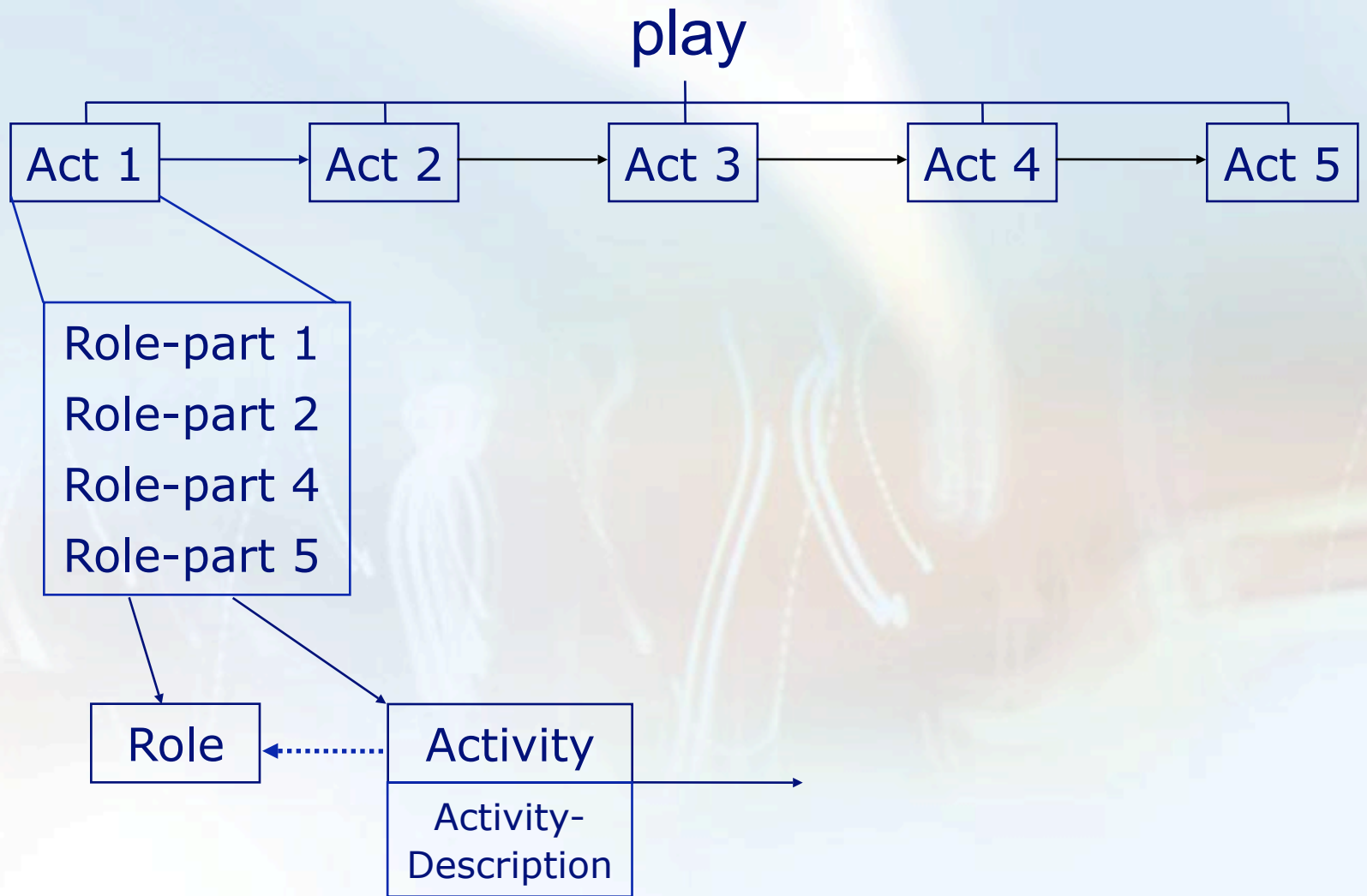
play

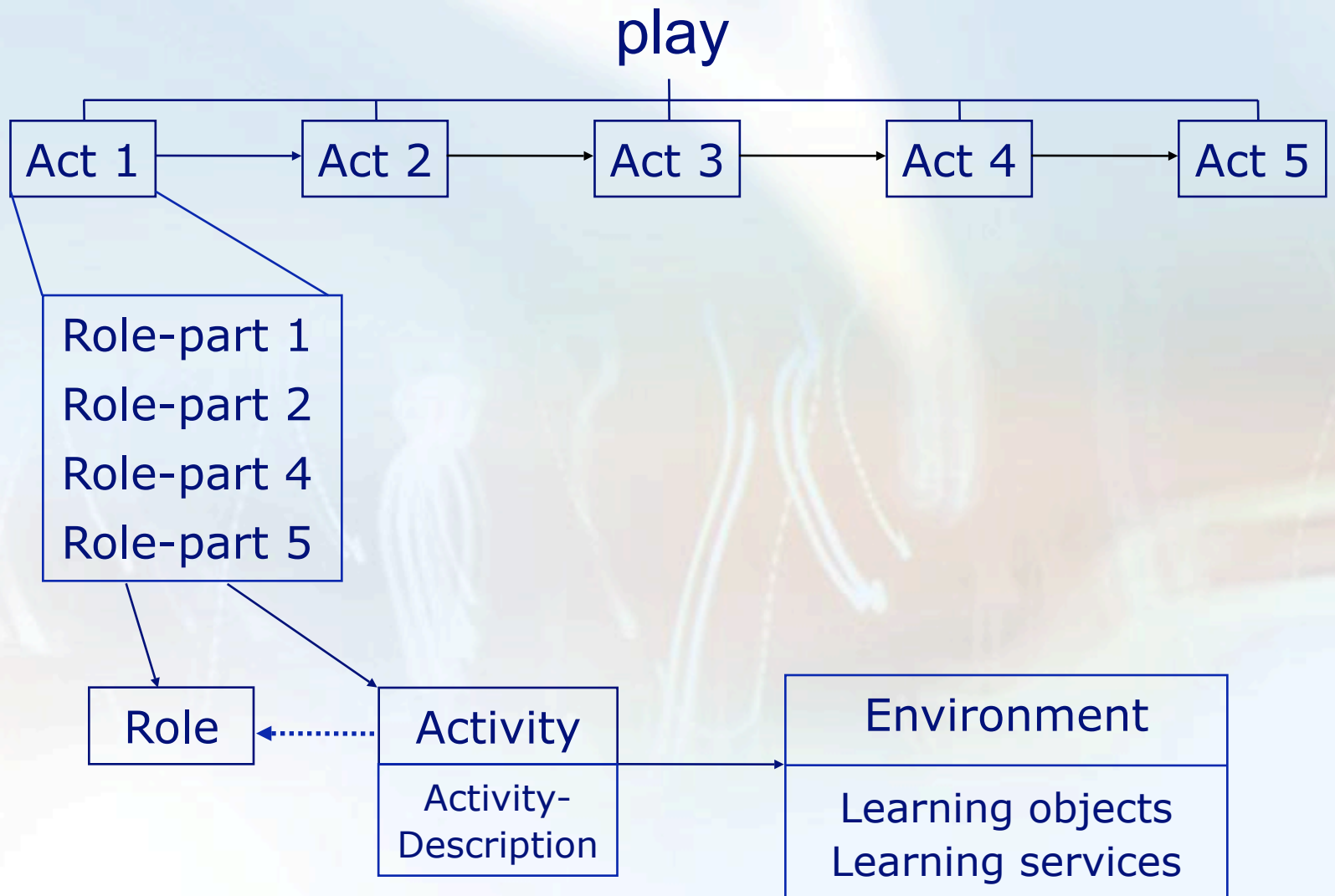


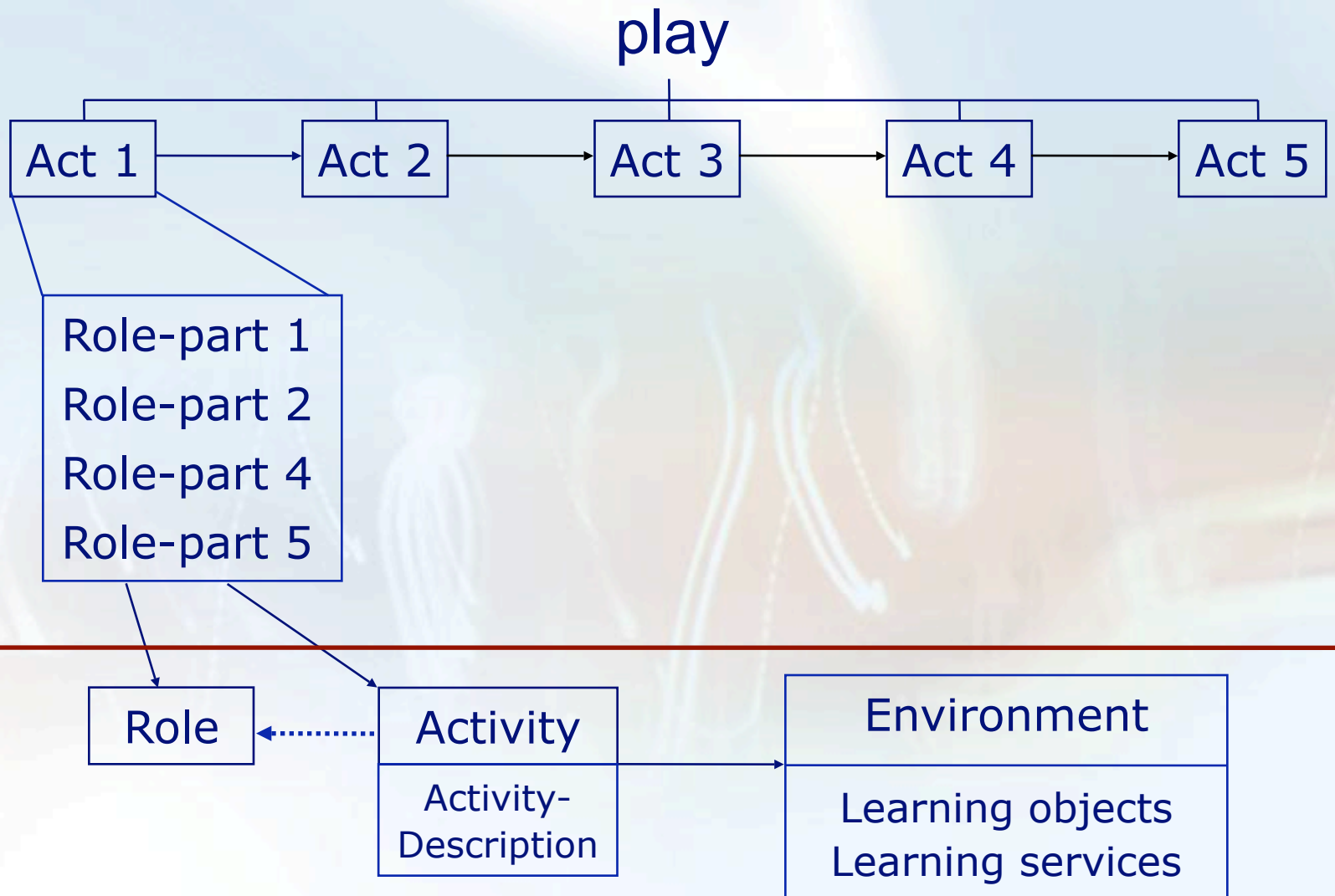






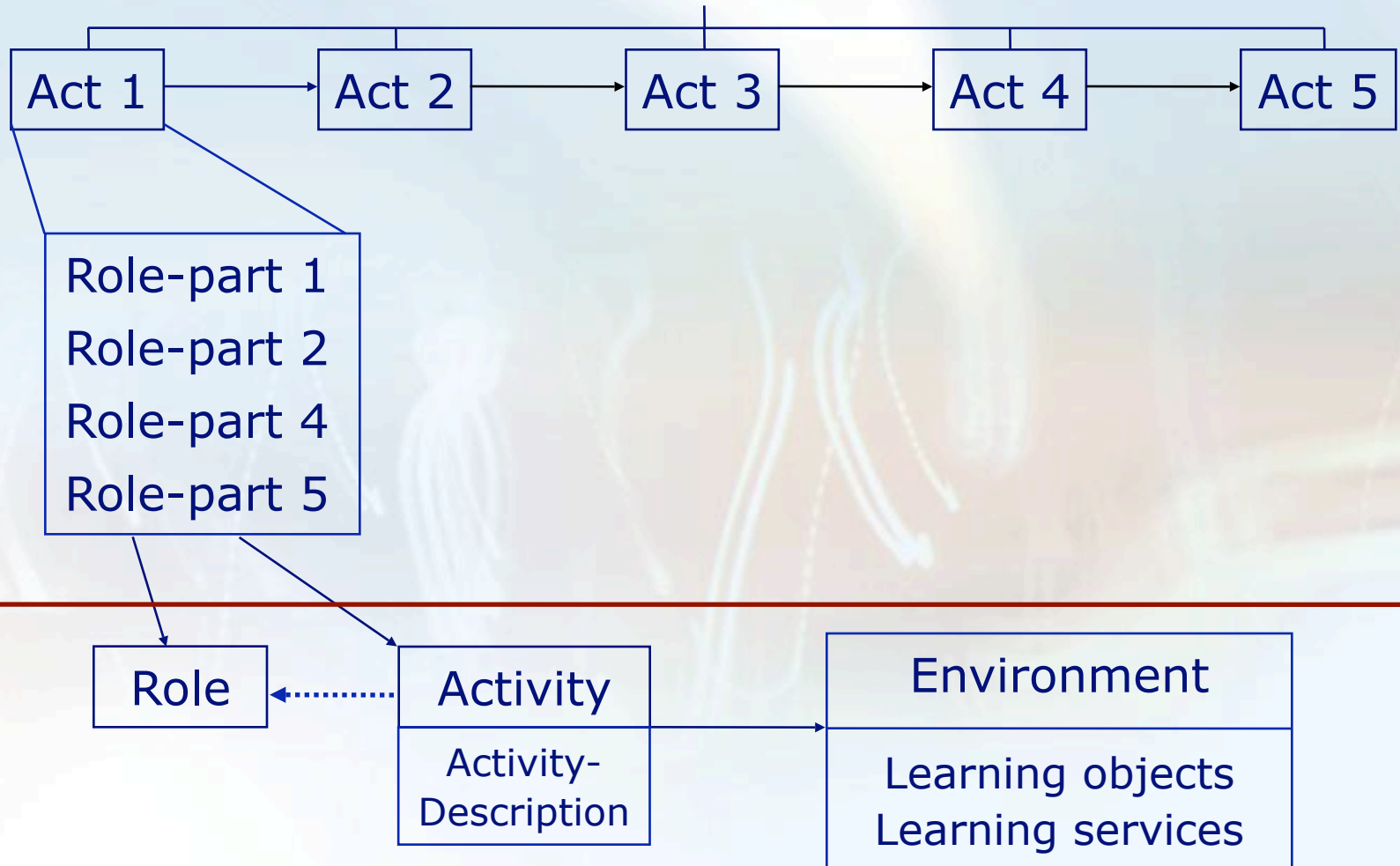




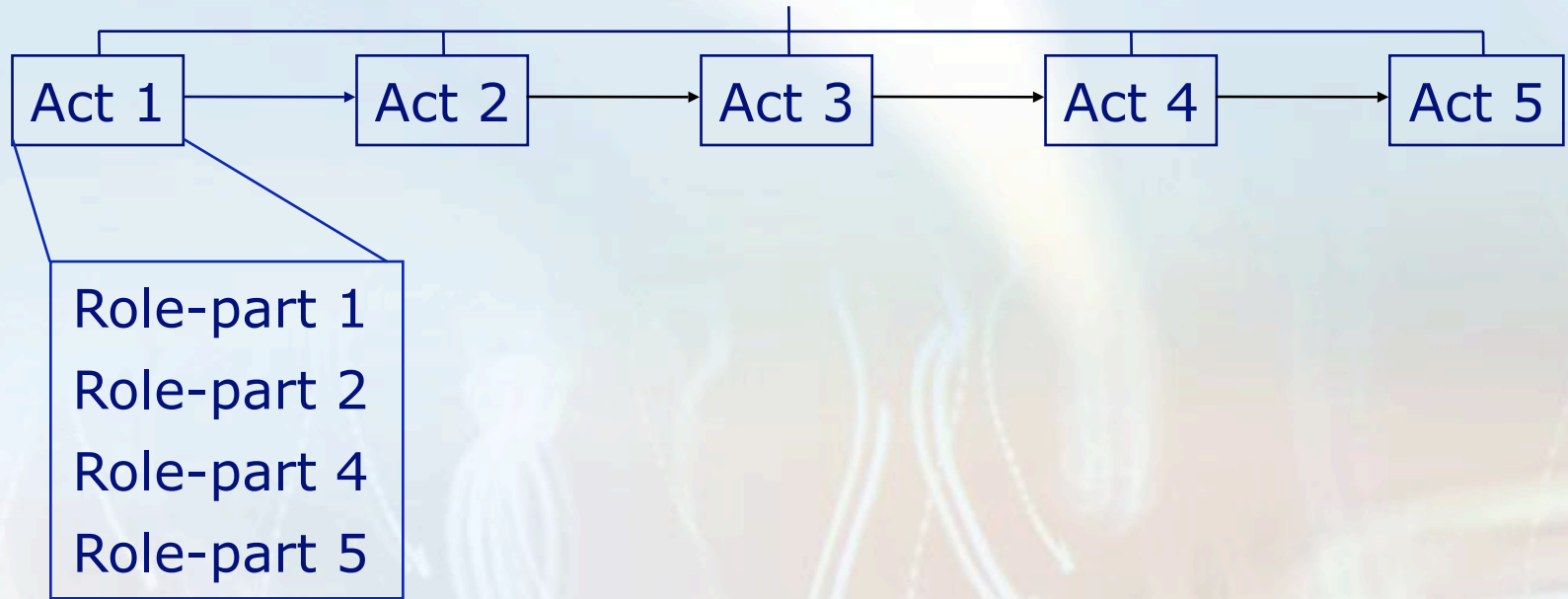


method

play

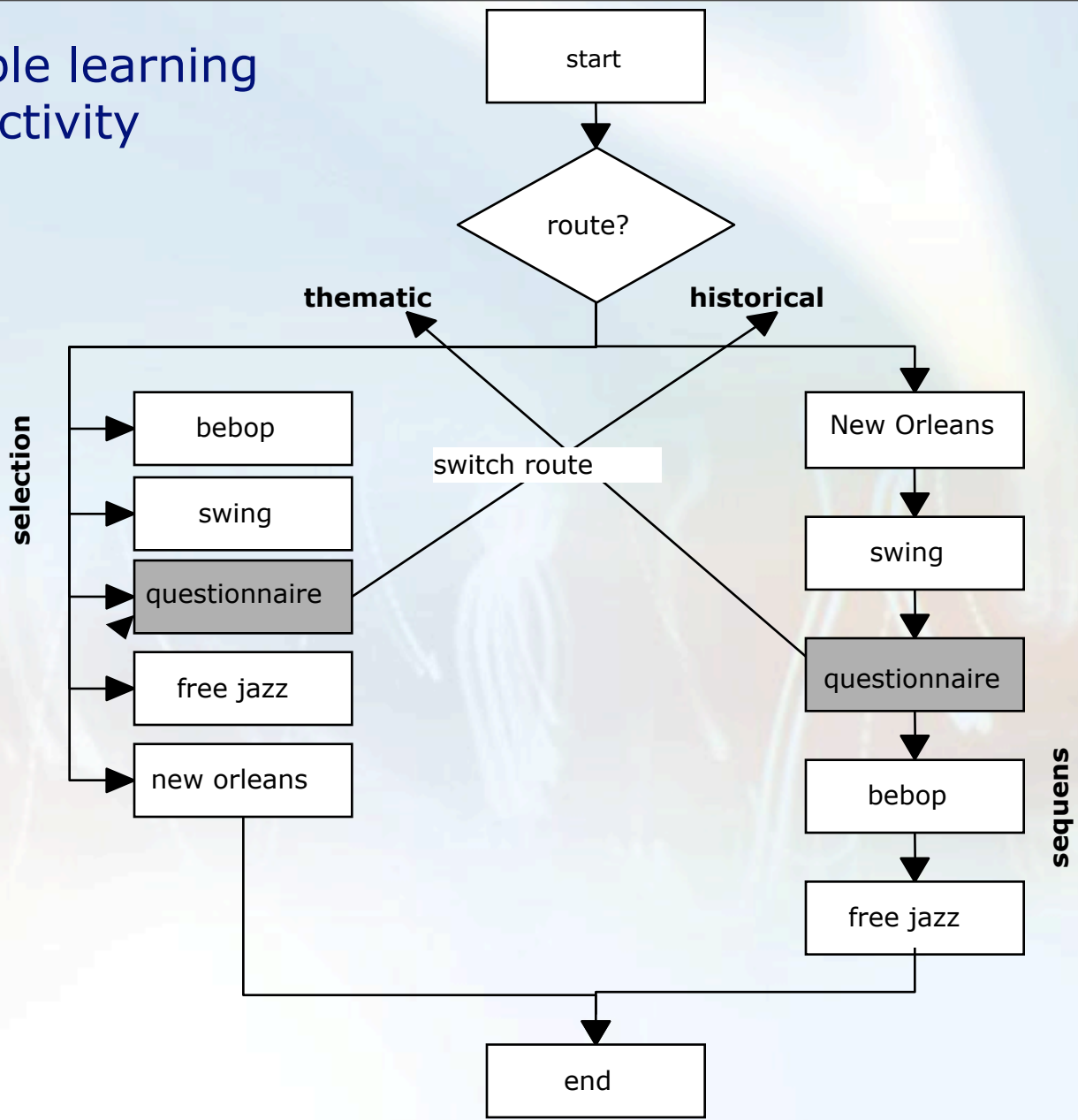


method



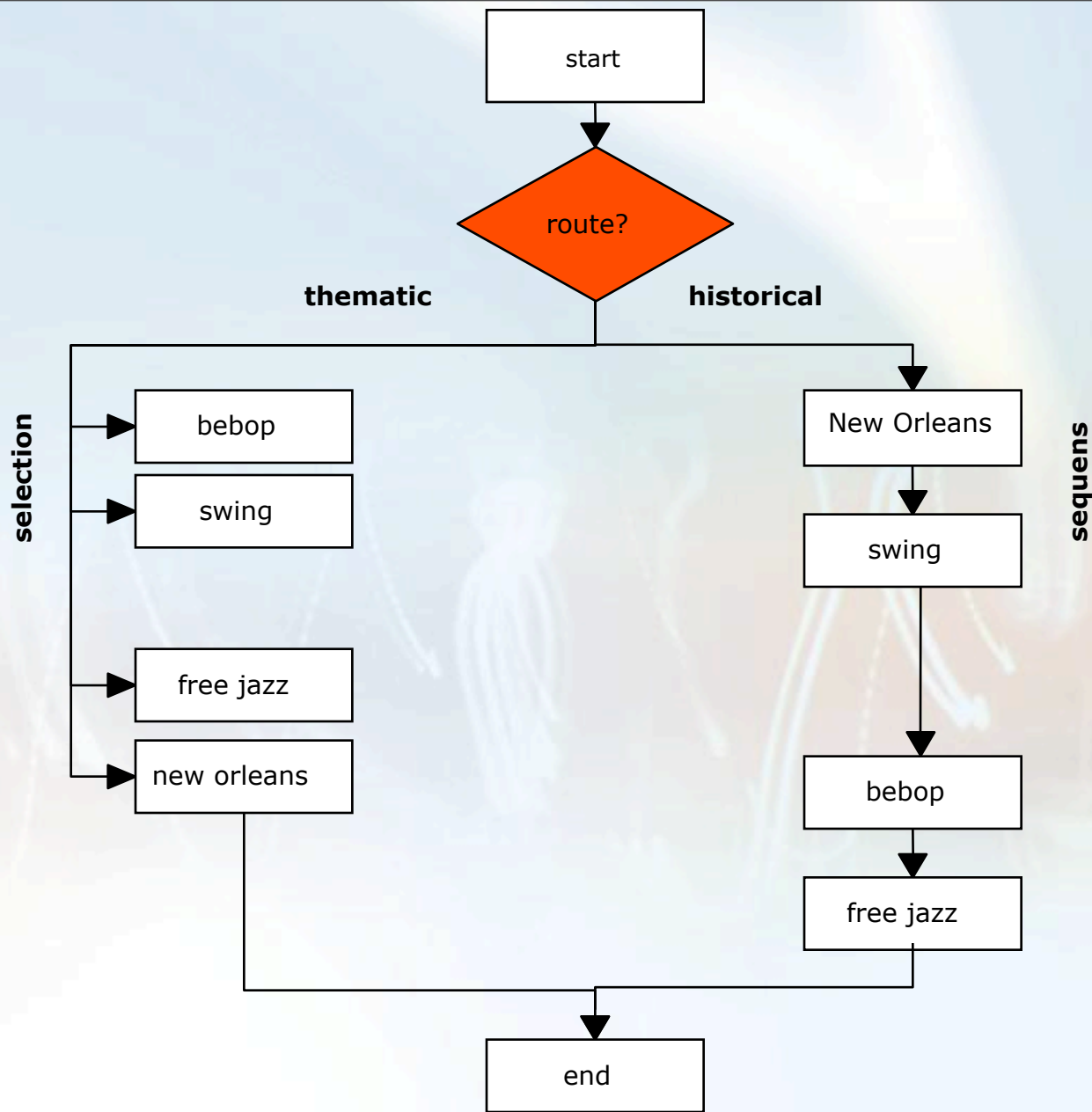
components

example learning activity



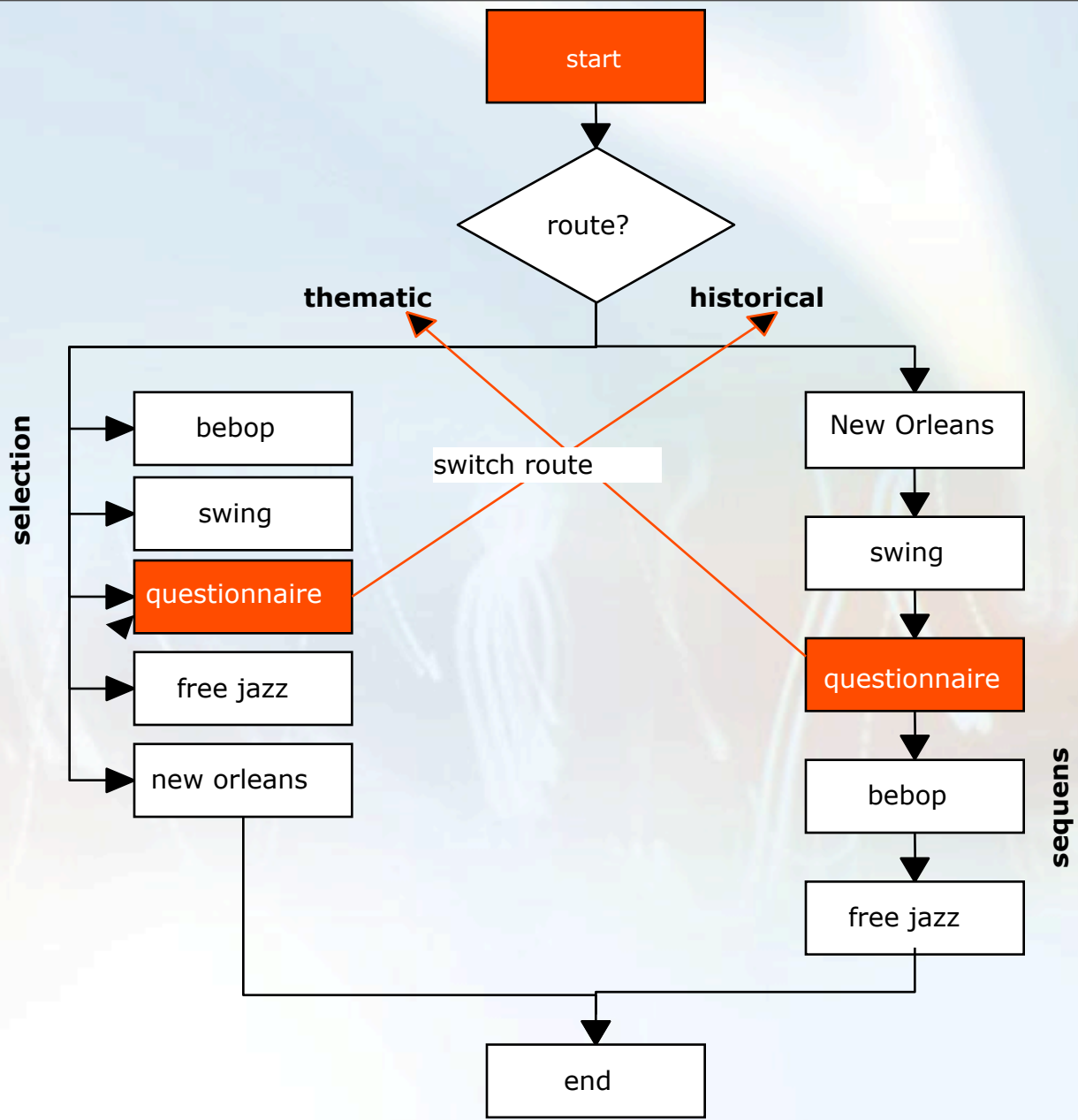
Forms of Active Content (1)

- **Static flows**
 - fixed in design time, student chooses in runtime
- **Dynamic flows, updated by properties**
 - fixed in design time, system chooses by evaluating properties that have been set in runtime



Forms of Active Content

- **Static flows**
 - fixed in design time, student chooses in runtime
- **Dynamic flows, updated by properties**
 - fixed in design time, system chooses by evaluating properties that have been set in runtime



Properties ...

- are variables
 - may be declared at will
 - local to run or global in some sense
 - may be set, viewed, updated
 - have data type (text, integer, boolean, file)
- result from student **interaction** with system
 - answers to questions
 - completion of an activity
 - upload of a file (paper, report)

Structured Content

- interaction requires access to interior of learning activity/object
- use XML for structuring content
 - allows insertion of other specs ('namespacing')
 - QTI (representation part)
 - MathML, ..
 - XHTML - close to html, widely used
 - Doc-book - better structure, conversion of legacy data
 - medium neutrality (Accessibility!)

Future of active content

- student (life-long-learner) in driver seat
- 'self-configuring' content
 - student learning objectives
 - past performance
 - preferences (learning style, accessibility, ...)
- requires use of intelligent agent technologies