LAMS™ - Learning Activity Management System

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Overview

- Pedagogical Models and Standards
- COLIS Global Use Case and Learning Object diagram
- Background to Learning Design
- "What is Greatness?" example
- Annotated LAMS screenshots from "What is Greatness?" example
 - Student environment
 - Monitor environment
 - Author environment
- Conclusion and Next Steps

Pedagogical Models and Standards

- With the exception of Learning Design, current elearning standards/specifications tend to assume:
 - Single, isolated learner
 - Primary focus on content delivery
 - Interactivity provided by self-test questions, exercises
 - Course length generally 30 minutes to a few hours
- Pedagogical theory?
 - Transmission model of education
 - Computer as authority by proxy
 - Learning as short, bite-sized "chunks"
- Focus mainly on technical details, not learner experience

Pedagogical Models and Standards

Learning Design assumptions:

- Single or multi-learner environments, flexible groupings
- Primary focus on sequencing of learning activities
- Interactivity provided by discussion groups, chat rooms, etc (as well as by self-test & simulations)
- Includes content delivery as one type of learning activity
- Able to describe long-term learning

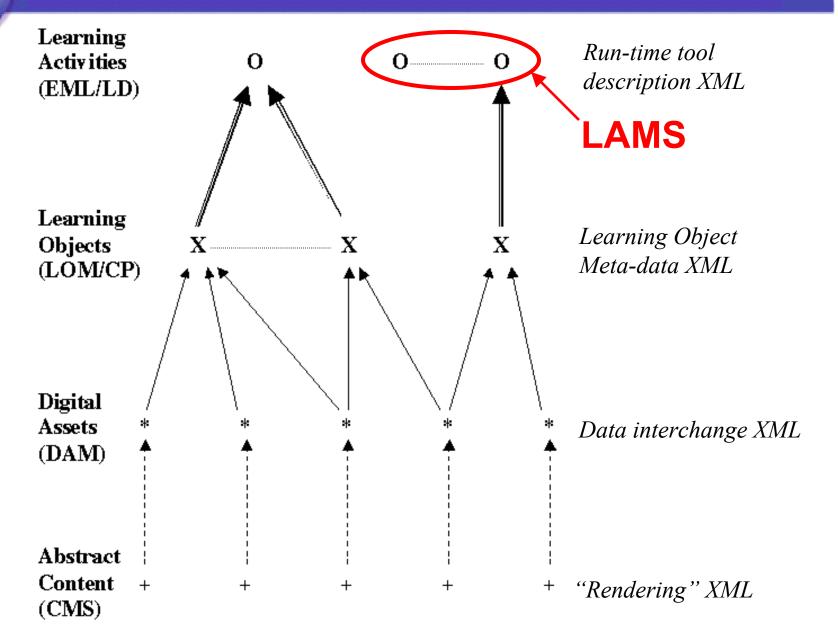
Pedagogical theory?

- Supports different models, including constructivist & transmission
- Computer as gateway to other learners and resources
- Learning is still broken down into "chunks", but can be part of a broader whole

COLIS Global Use Case: ASCILITE 2003 Version (Final?) - Learning Activites = **Authority** Creator **Cataloguer** Arranger Infoseeker **Facilitator Monitor** Learner Prescribe Author Add Metadata & Submit to Learning Object Repository (LOR) Design Learning Outcomes/ Competencies Activity Search LORs via Gateway for LOs & Learning Designs Review Metadata & Resources (& Licenses if DRM) Obtain Links or Download Quality LOs & Learning Designs Assurance Package New/ Structure LOs & Modified LO/LD Activities Structure Assessment Organise Student Certify Roles/Groups Student Login Facilitate Monitor Do Learning Student Searches Learning Learning Facilitate Monitor Do Assessment Assessment Assessment Record

COLIS

Learning Objects versus Learning Activities



Background to Learning Design

- Various descriptions of the Learning Design approach
 - "Play/Act" model
- LAMS Approach: a Learning Design (or Learning Activity Sequence) is made up of individual "Learning Activities"

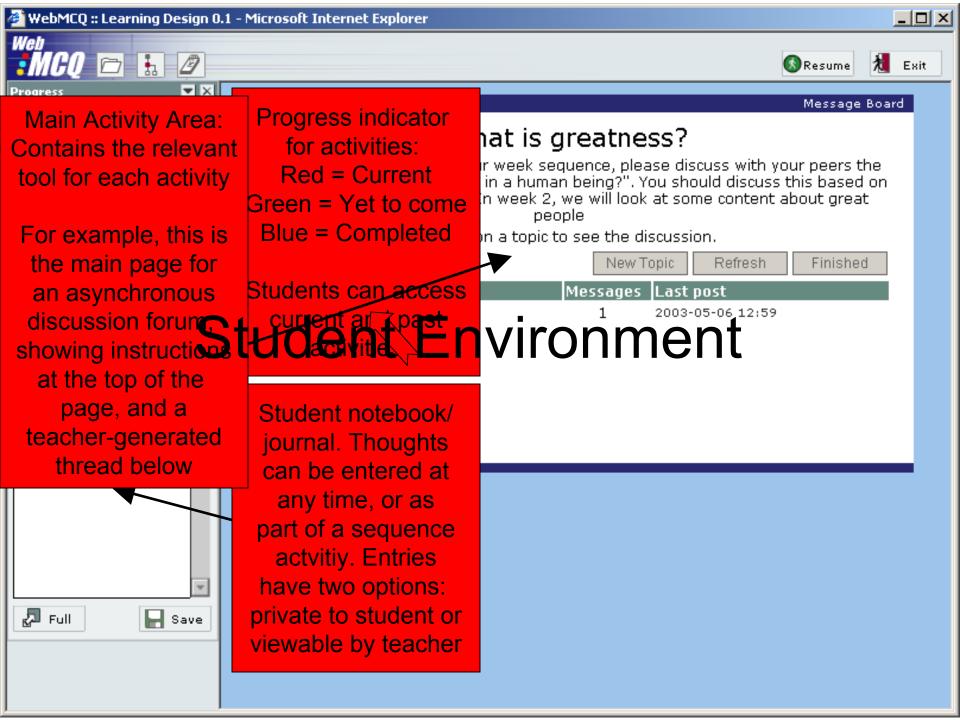
- Three parts to a Learning Activity:
 - (1) Who is involved?
 - (2) What content is needed?
 - (3) How is the activity conducted? (tool)

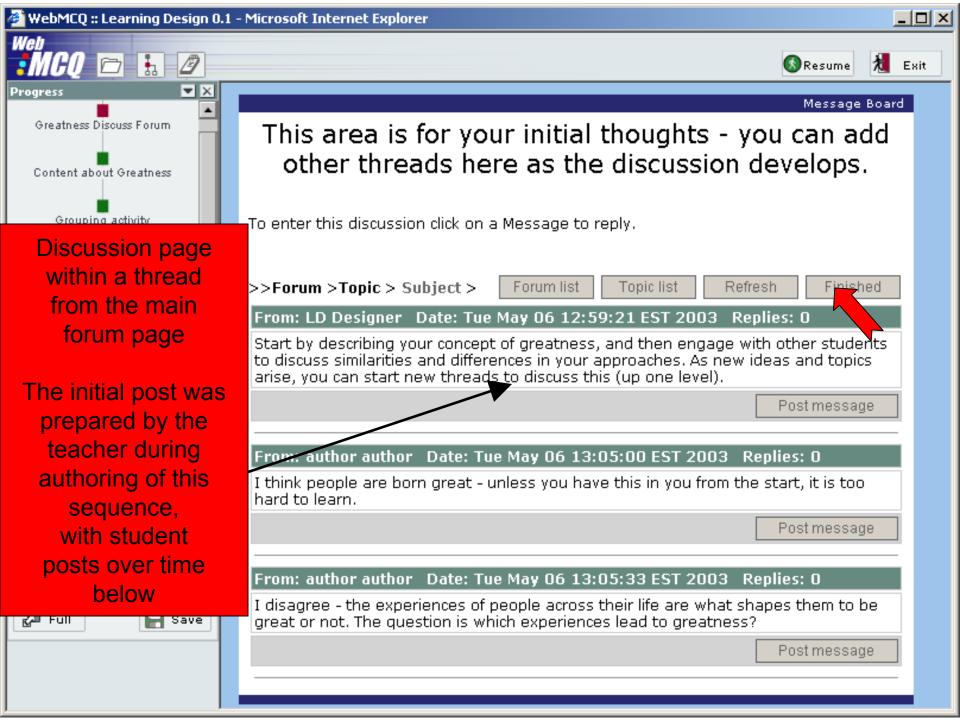
Simple example of Learning Design

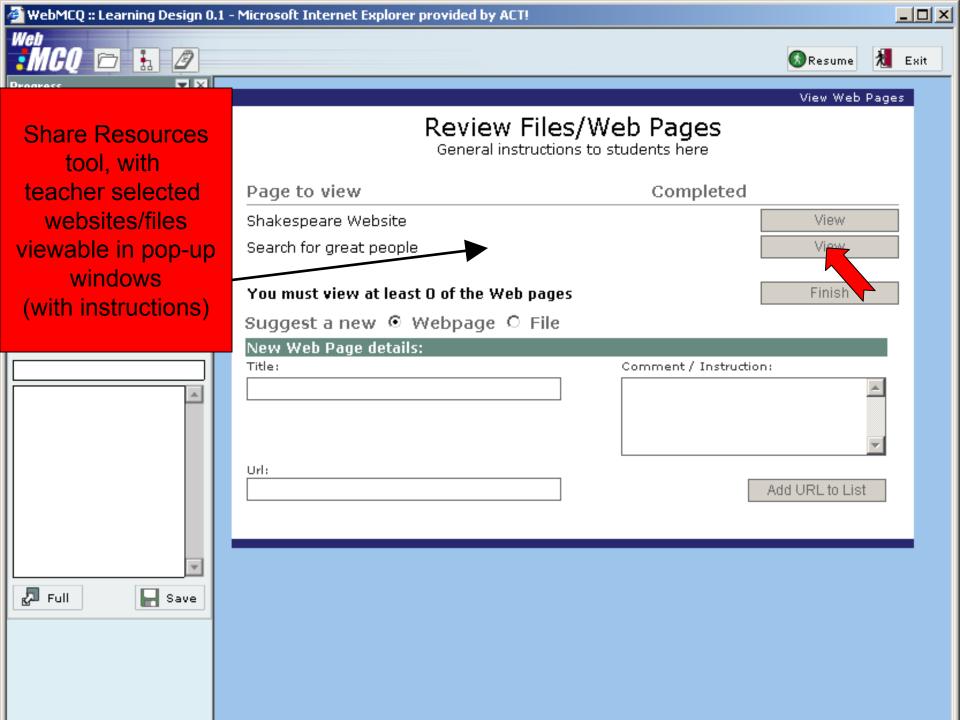
- Short Example: What is Greatness?
 - Week 1: Discussion environment initial thoughts
 - Week 2: Review of content and search for websites
 - Week 3: Small group debates with scribe reporting back to whole class
 - Week 4: Submit report for marking and comments

Demonstrations:

- Student view
- Monitoring view
- Authoring view

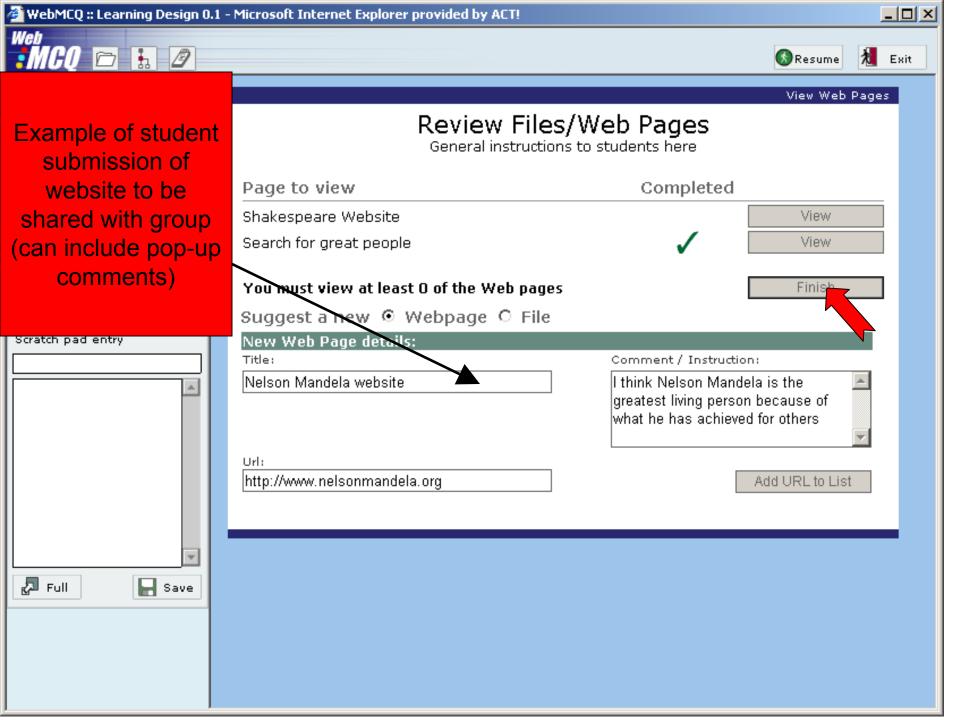


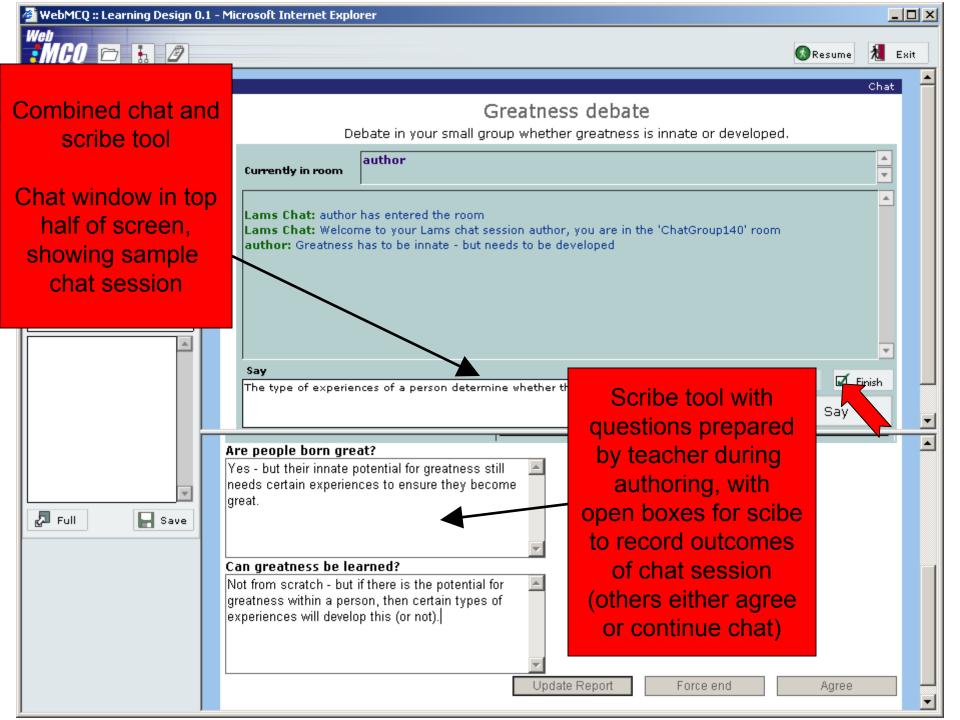


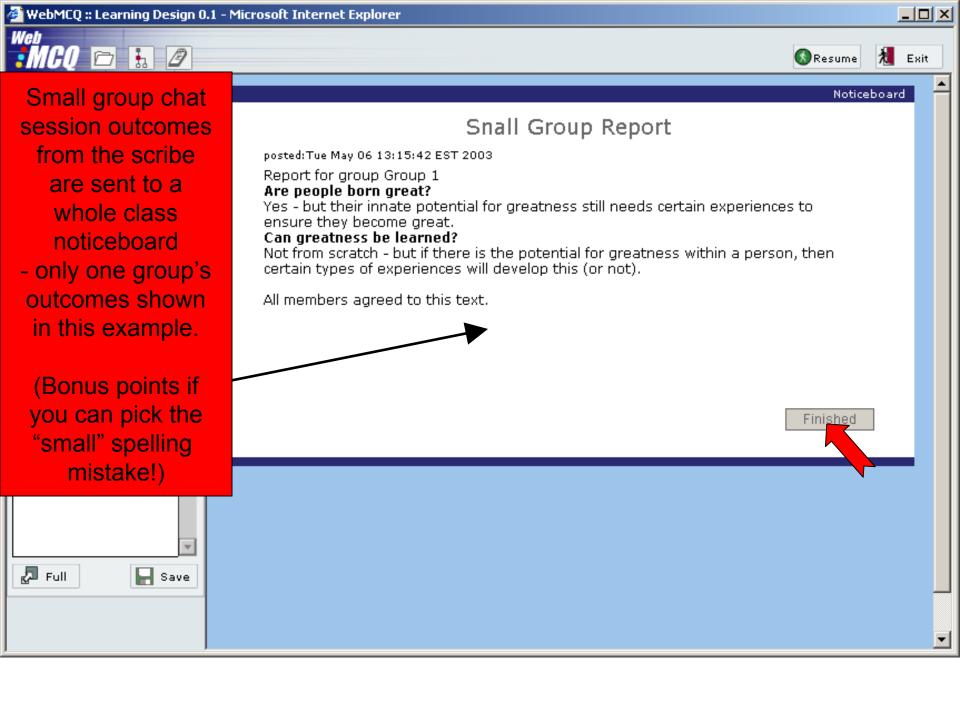


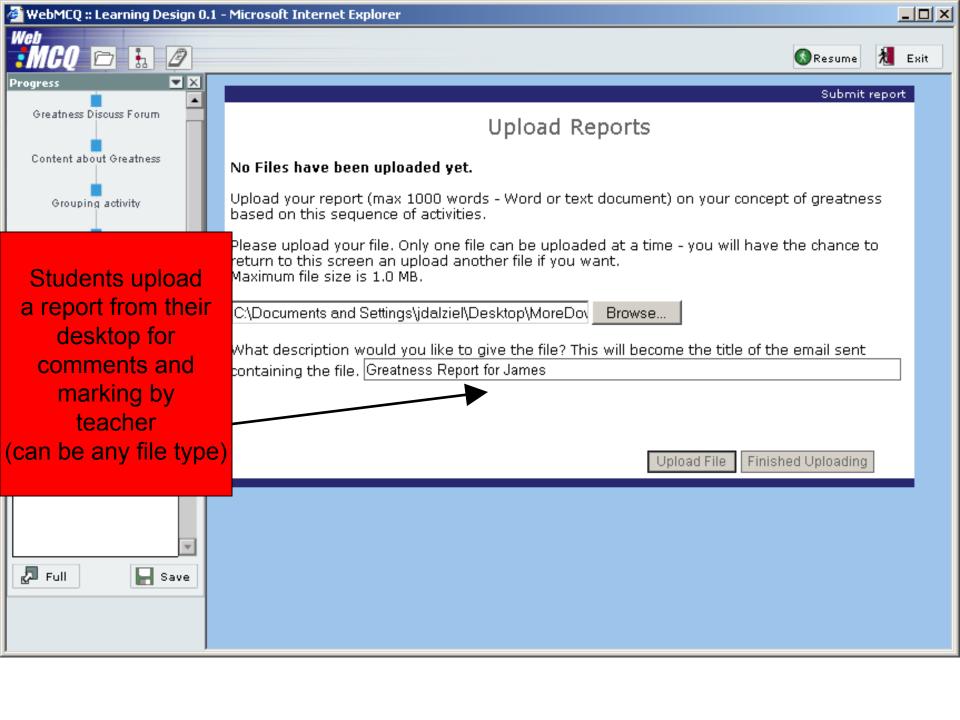


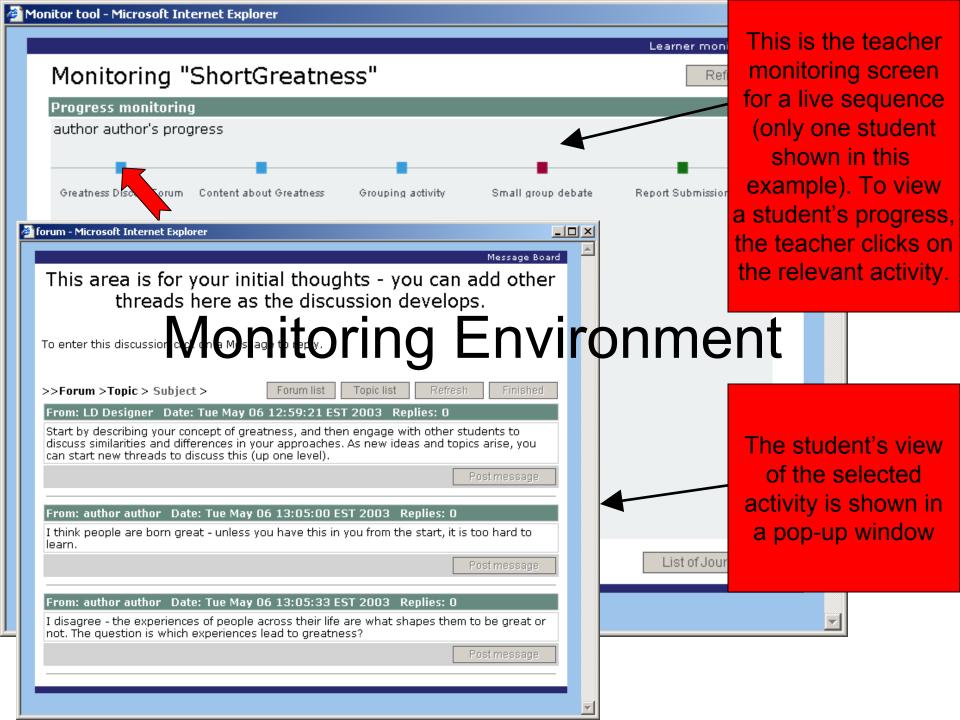
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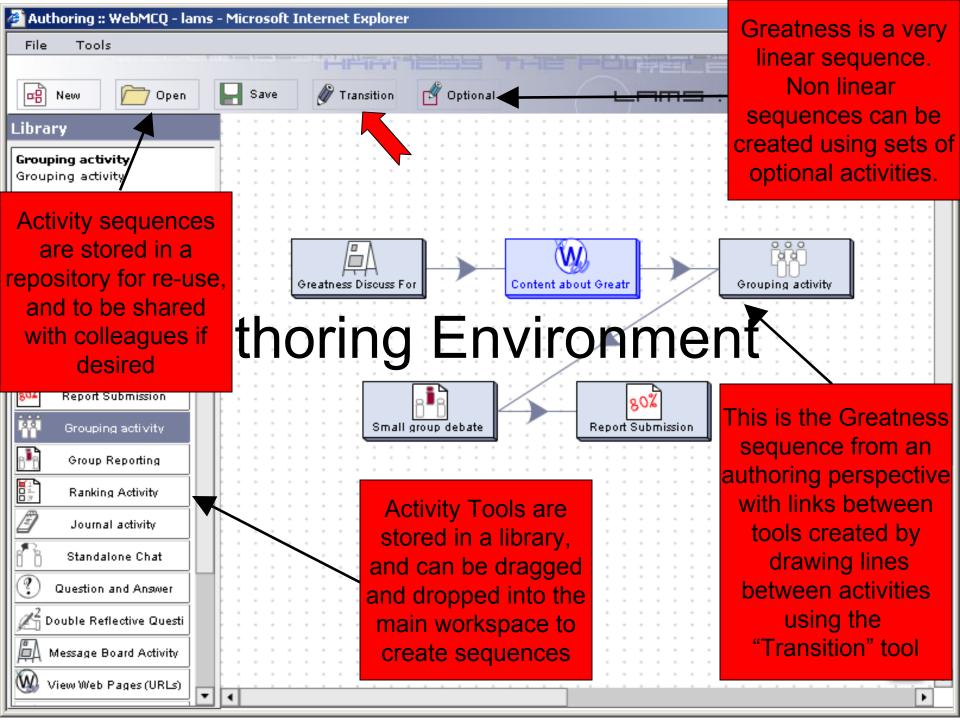












Conclusion and Next Steps

- LAMS is a Learning Design "inspired" system
 - LAMS development issues contributed to Valkenburg meeting to assist future development of IMS Learning Design
 - For further details, see ASCILITE conference article:
 http://www.melcoe.mq.edu.au/documents/ASCILITE2003%20Dalziel%20Final.pdf
- LAMS V1.0 beta is now final and ready for use
 - Seeking development partners for rest of 2003/early 2004
 - Currently up to beta 4 release, various trials in progress
 - Final V1.0 system due first half of 2004
 - For details about becoming a development partner and licensing the LAMS V1.0 beta contact: james@melcoe.mq.edu.au

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