

# Toward a Distributed Learning Object Repository Network

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# Overview

- Learning Objects and Learning Object Metadata
- 2. Wrappers, or, How to Think About Learning Objects
- 3. Huge Ugly LCMSs
- 4. A POOL of Distributed Repositories
- 5. Pan-Canadian Learning Object Repositories

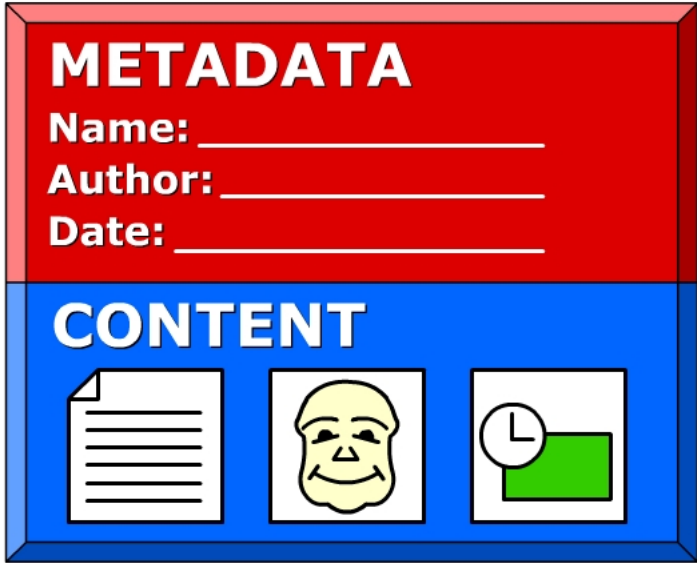
# Overview (cont.)

- 6. The NB Connection
- 7. Layering Metadata on Metadata
- 8. A Marketplace of Services

# 1. Learning Objects and Learning Object Metadata

## 1. Content – any digital resource

1. Presumed to be educational material
2. More likely to be self-contained
3. Think of as more like an application than like a book chapter



# Metadata – describes the digital resource

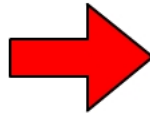
1. Base on specifications – IMS – the metadata language
2. Defined by standards - IEEE-LOM – the metadata syntax
3. Used in application profiles – SCORM, CanCore – the metadata semantics




## Schema

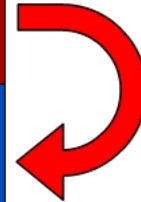
```
<RDF>  
<NAME> _____  
_____ </NAME>  
<AUTHOR> _____  
_____  
_____ </AUTHOR>
```

**IEEE-COM**  
**IMS**  
**SCORM**  
**CAN CORE**

**Defines**



<b>METADATA</b> Name: _____ Author: _____ Date: _____
<b>CONTENT</b>   



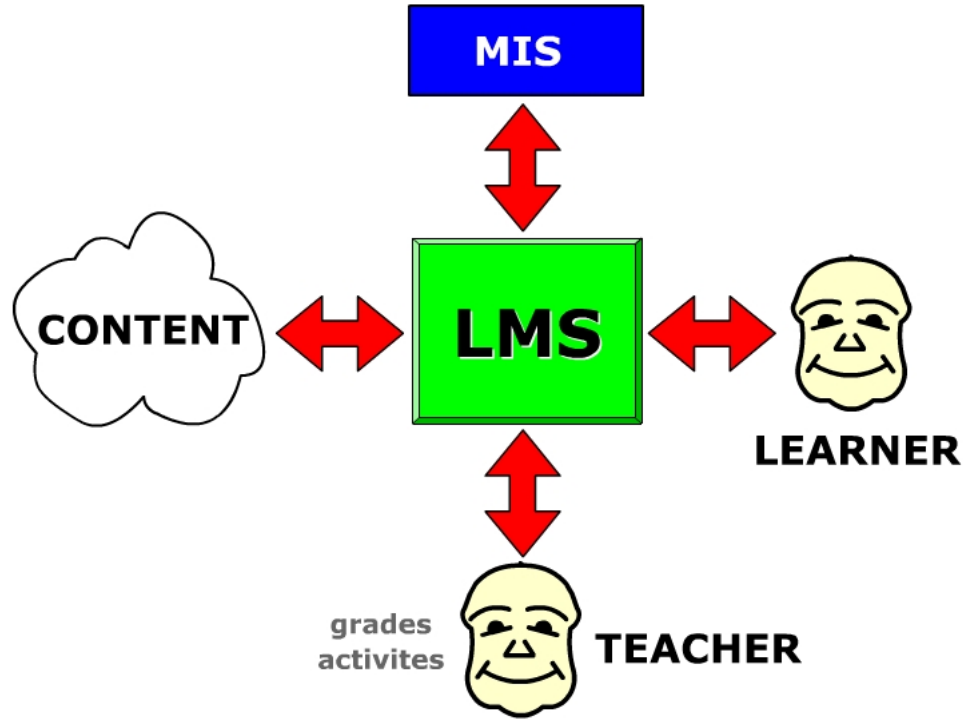
## 2. Wrappers, or, How to Think About Learning Objects

1. Learning Management Systems
2. Wrappers



# Learning Management System – runs the LO

1. Like a more flexible web browser
2. Recording and tracking features
3. May communicate with management systems

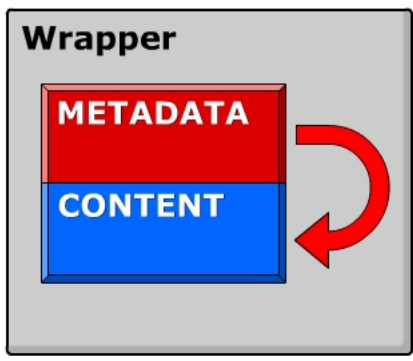


# Wrappers – communicate with LMS

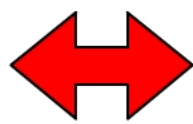
1. Attached to learning objects
2. Reports start, stop, errors
3. Turns ordinary text into a computer program

I've Started

Start Now



Reports



## 3. Huge Ugly LCMSSs

1. Learning Content Management Systems
2. Learning Object Libraries

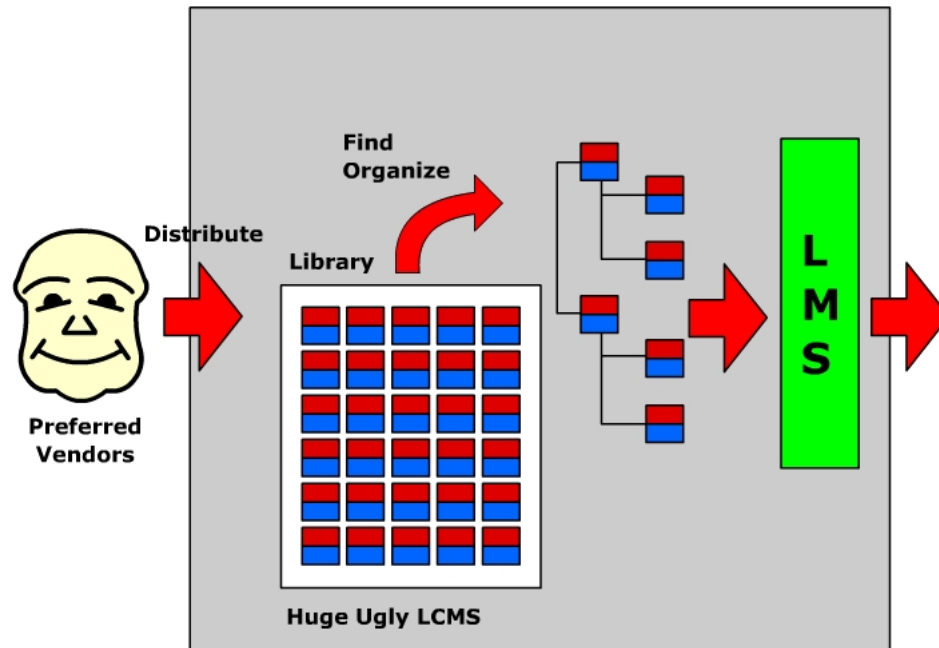
# Learning Content Management System

1. More or less an authoring tool
2. Provides access to learning objects
3. Tools to organize learning objects

# Learning Object Libraries (LOL)

1. The system of choice by most LCMSs
2. Learning objects stored on site
3. Proprietary material, proprietary formats

# LCMS





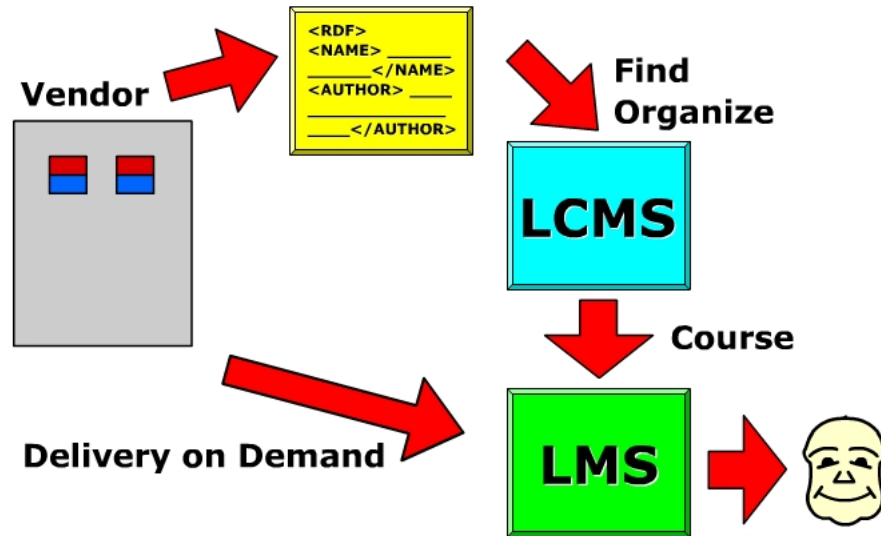
# 4. A POOL of Distributed Repositories

1. A Better Way
2. POOL – LO Repository Network

# A better way

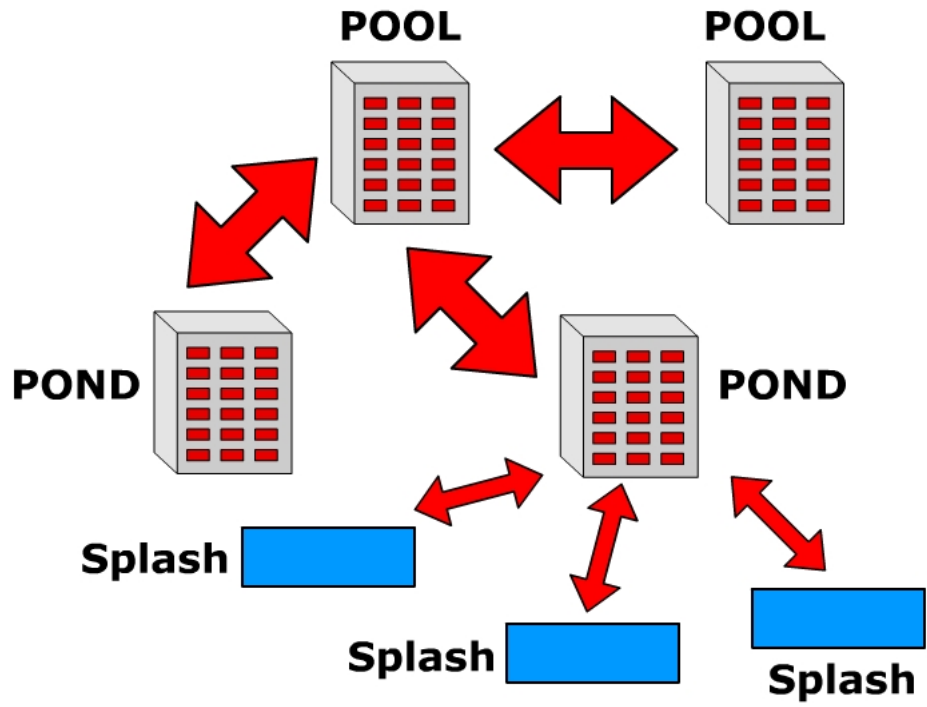
1. Store Learning Objects on vendors' servers
2. Provide access to LO metadata
3. Deliver LO as needed to the LMS

## Meta Data Repository Network



# POOL – LO repository network

1. Like the web, distributed
2. Desktop applications
3. Feed metadata through P2P system



# 5. Pan-Canadian Learning Object Repositories

1. CANARIE Funding Project – about \$3.5 million
  1. May 31 application deadline, fall start
  2. To build networks of repositories
  3. Implementation Trials and Work Packages
2. Builds on Existing Projects
  1. Work must be coordinated
  2. Work must be CanCore compliant
  3. (But that's a moving target, as we shall see)
3. Canadian Repository Action Group (CRAG)
  1. Intended to maintain existing projects
  2. National Representation
  3. May submit common proposal



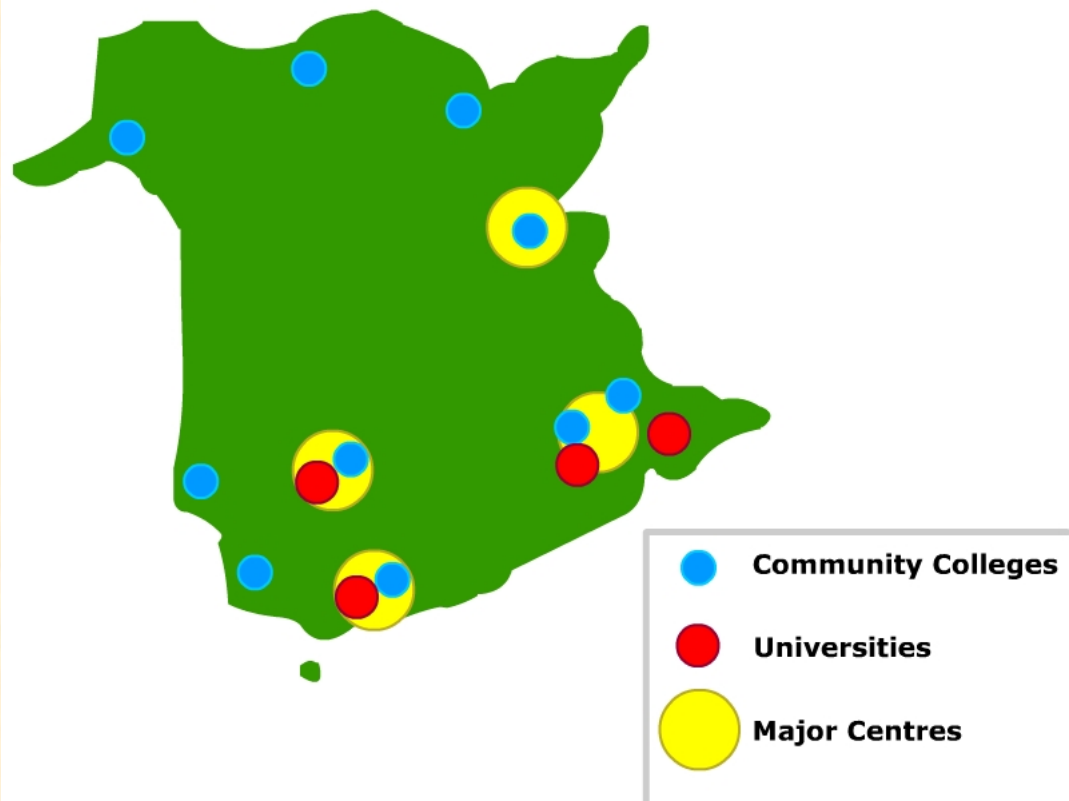
# 6. The NB Connection

1. NB's History of Involvement
2. Proposed NB Contribution



# NB's history of involvement

1. Many E-Learning Companies in corporate, government learning
2. TeleEducation & E-Text Centre in POOL and Cancore
3. Many individual initiatives, eg. NBCC



# Proposed NB Contribution

1. Host learning object registry
2. Continue work with CanCore in metadata development
3. Provide Digital Rights Management systems

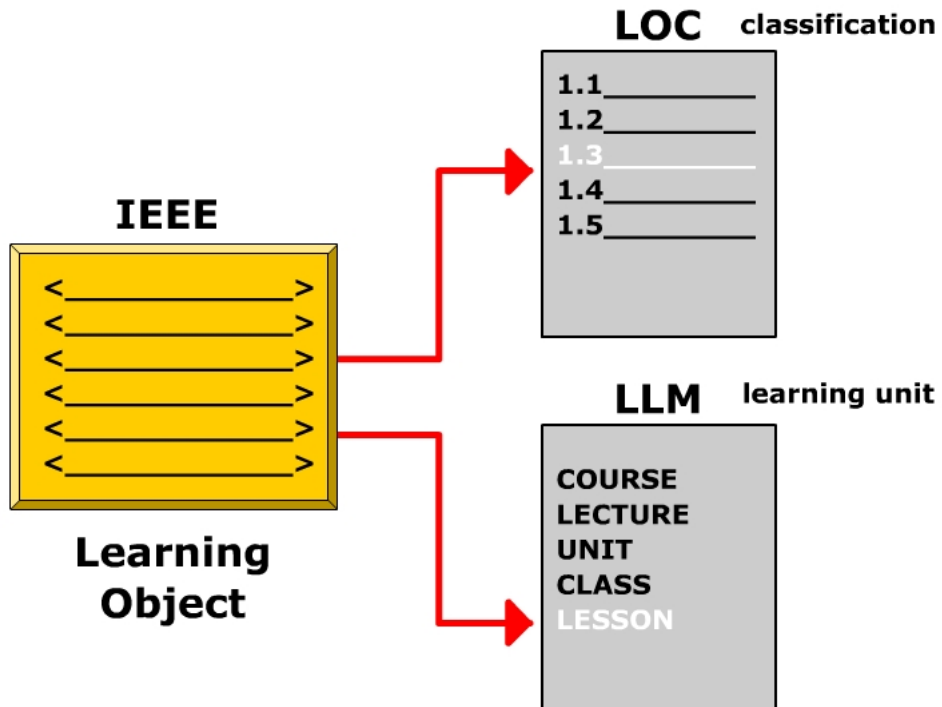
# 7. Layering Metadata on Metadata

## 1. Beyond IEEE, Beyond SCORM

1. IMS, IEEE leave room for extensions (eg. Classification)
2. These extensions refer to additional specifications, schemas
3. Allows for more detailed descriptions of learning objects

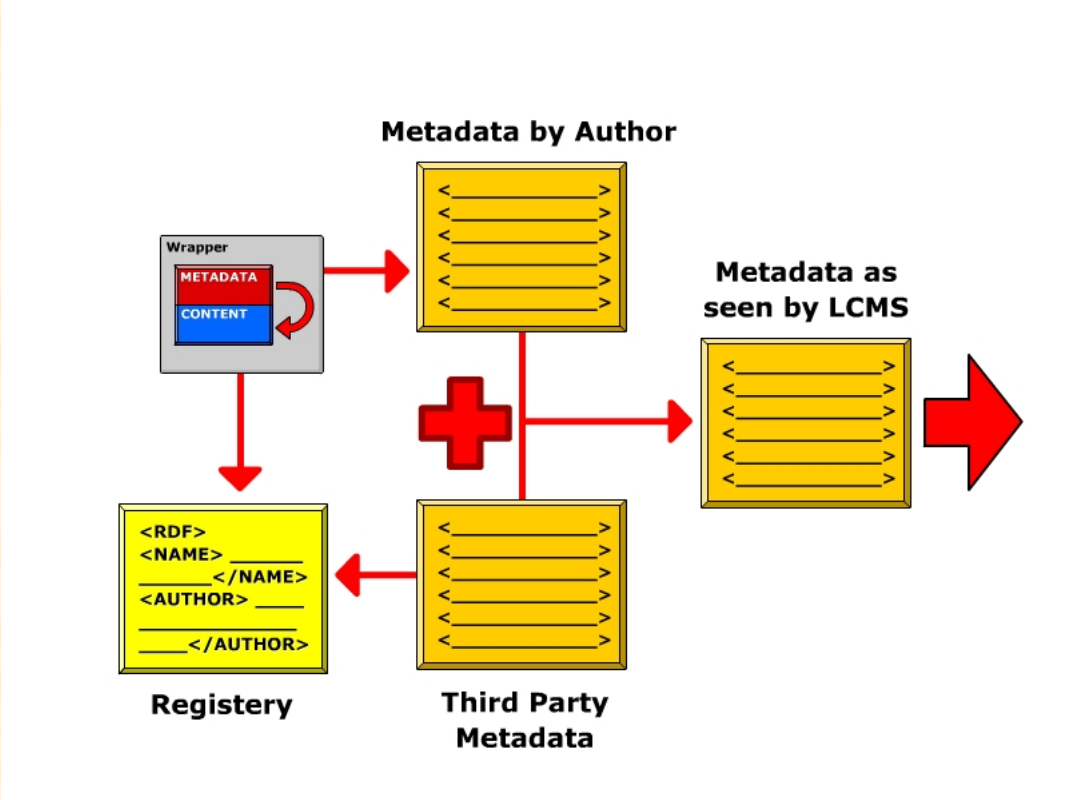
## 2. Example: classification of subject material

1. Refer to external classification system, eg. Library of Congress
2. Assign LoC classification number to Learning Object
3. Allows LoC based searches, curricula, etc.



# 8. A Marketplace of Services

1. Core idea – allow multiple parties to describe learning objects
  1. Third party information essential, eg., in evaluating
  2. Third party metadata refers to object (through registry index)
  3. This info used (if desired) by the LO consumer



# Some Third Party Services

1. Classification by professional associations or libraries
2. Rankings or evaluations by the Siskel and Ebert of Learning Objects
3. Assignment of payment or DRM information



