Production and operation of learning objects in the training

Spanish Army

Academia de Logística (Calatayud - Zaragoza)

Subdirección de Enseñanza a Distancia

Capitán José Antonio Mayoral Llorente

jmayoral@et.mde.es

Index

1. Academia de Logística
2. Ministry of Defence Virtual Campus
3. Learning objects
4. Learning process plan
5. Instructional design
6. Style guide
7. Technological quality test
8. Developing projects

La Academia de Logística

Objective

Personnel and material logistic training for officers, NCO and other ranks in the Spanish Army

Subdirección de Enseñanza a Distancia:

a) Distance studies department

Courses to obtain ‘Título de Técnico Militar’.

(Equivalent to vocational training for other ranks)

Subdirección de Enseñanza a Distancia

b) ICT Department

- Learning process:

  Teachers: teaching through learning virtual environment

  No teachers: multimedia resources production

Subdirección de Enseñanza a Distancia:

c) Webmaster in the Spanish Army

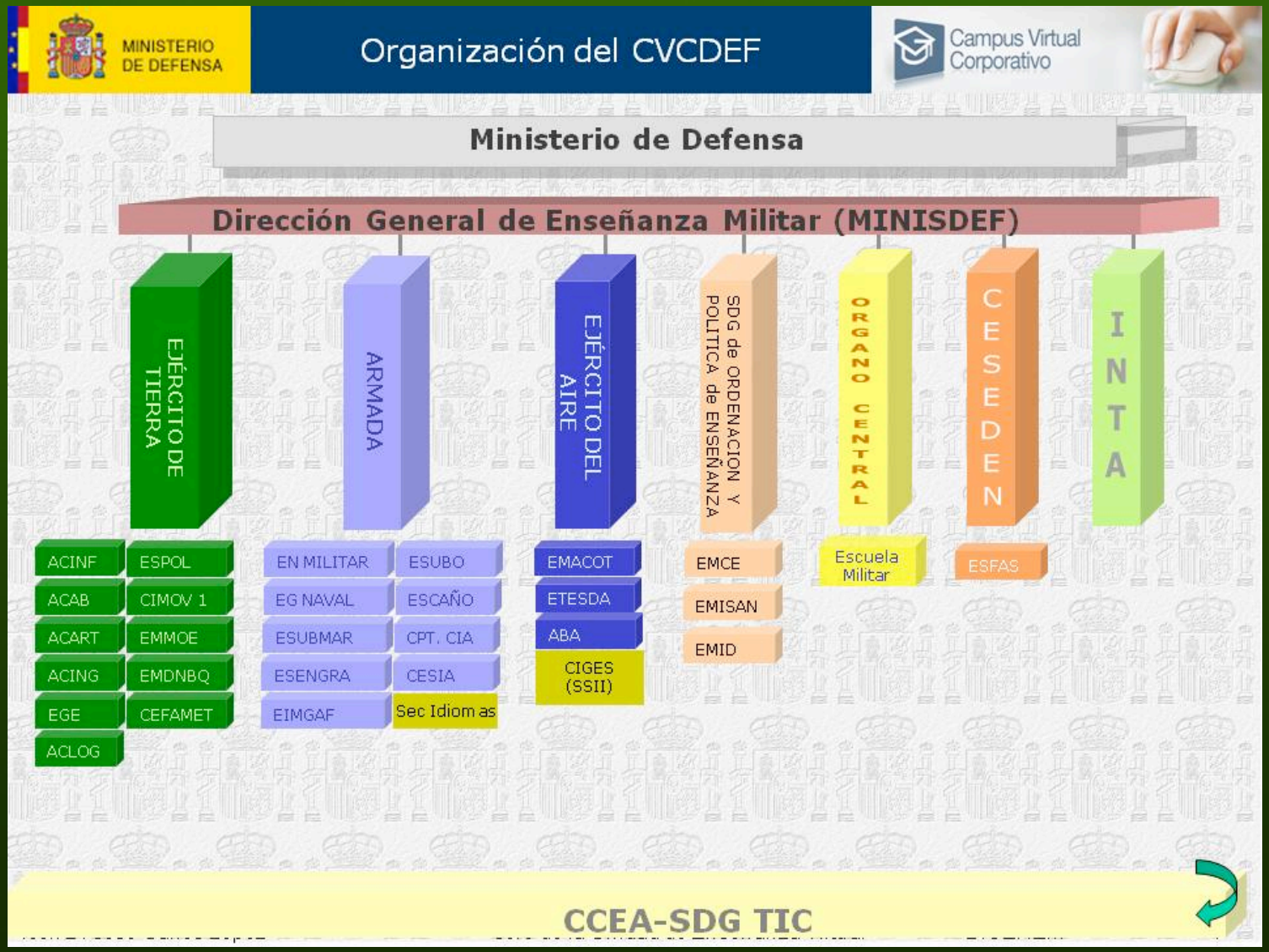
- Administration and maintenance of the learning management system (LMS) for Spanish Army courses.

Ministry of Defence Virtual Campus

Standarize eLearning process of the Army, Navy and Air Force.

* Learning Mananement System: SABA
* Webinar: Saba Centra
* Metadata: LOM_MDEF. Design phase.
* Repository: In project.

Ministry of Defence Virtual Campus



Learning objects

Concept:

(Sánchez Alonso, 2005).

"A learning object is a **didactic unit** in digital format, independent, self-contained, durable and predisposed for reuse in several educational contexts for the inclusion of standardized **metadata**, specifically oriented to the automation of management processes“.

Learning objects

Designed by:

- Military teachers: Teacher training is very important in the model
- Companies

Learning process plan

Joint project of Universidad de Salamanca (USAL) and Academia de Logística (ACLOG)

Basic course on learning virtual environment teaching: for teachers

Advanced course on learning virtual environment teaching: for teachers

Course on multimedia resources production: for no teachers

Basic and advanced courses

Objective: To convert face to face teacher in **tutor online.**

Tutor online is (García & Seoane, 2005) “The teacher and professional figure who **accompanies** a group of students during a part of their training; **guaranteeing the efficiency** of all aspects of the teaching-learning process; working towards achieving goals; acquiring content, **competences and skills**, which will be needed during the training interventions he is responsible for, in a context of **collaborative and active learning**; and evaluating the level of achievement of these objectives, on the part of the students as well as by the training initiative itself (**quality** management)”

Basic course

Modality: on-line (blended learning)

Length:

8 weeks LMS - CVCDEF
5 weeks LMS - USAL
4 days (present lessons) ACLOG: authorizing tool

Subjects:

Instructional design (I)
LMS (I)
Digital files creation: PDF
Learning objects
Tutoring online (USAL)

Advanced course

Modality: on-line (blended learning)

Length:

7 weeks LMS - CVCDEF
3 weeks LMS - USAL
3 days (present lessons) in ACLOG

Subjects :

Instructional design (II)
LMS (I)
Graphic design theory
Introduction to digital audio and video
Project management (USAL)

Course on multimedia resources production

Modality: on-line / face to face lessons (mixed)

Length:

12 weeks LMS - CVCDEF
2 weeks LMS - USAL
3 weeks (present lessons) in ACLOG

Subjects online period:

Graphic design theory
Cameraman (I)
Digital audio edition (I)
Digital video edition (I)
Animation with Flash (USAL)

Course on multimedia resources production

Subjects face to face lessons period:

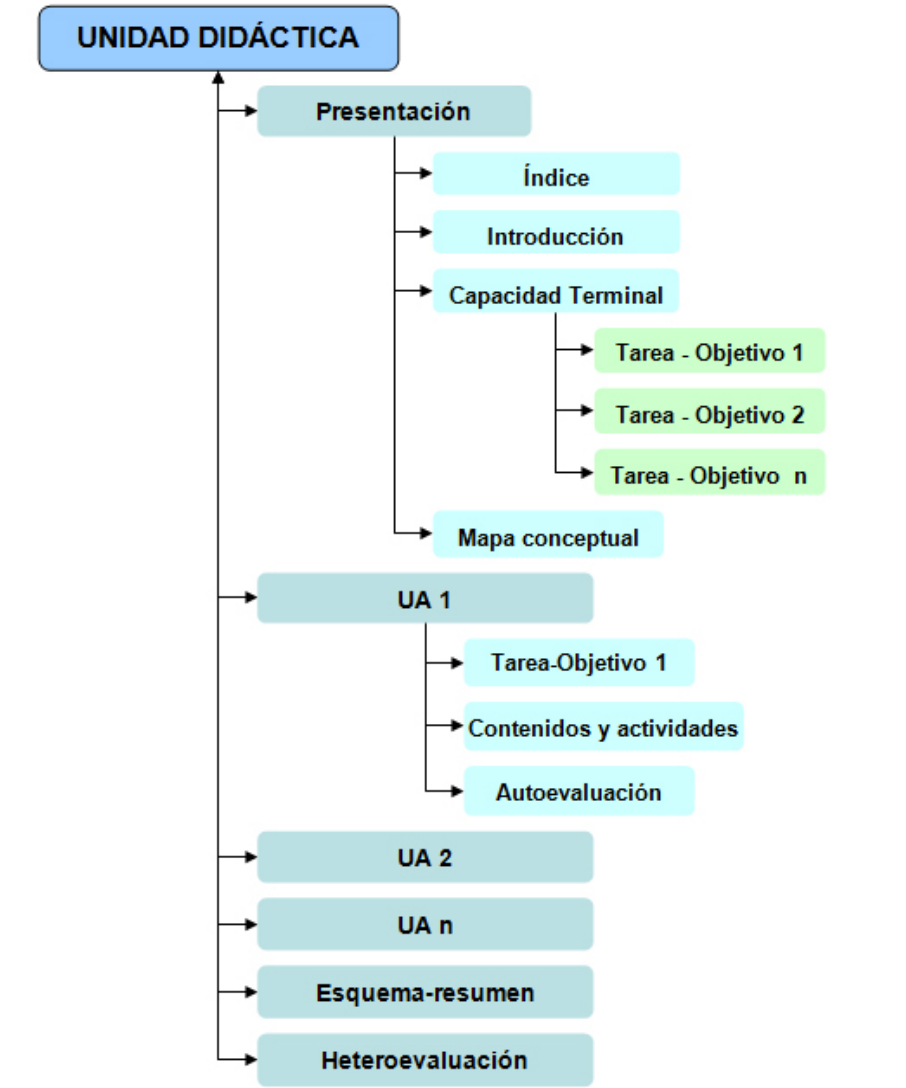
Photoshop Elements
Digital audio edition (II)
Digital video edition (II)
Cameraman (II)
Project

Learning objects

Instructional design in CVCDEF:

- It defines a procedure for LO's design.
- Pedagogical concepts to take into account to design LO's

Learning objects: structure



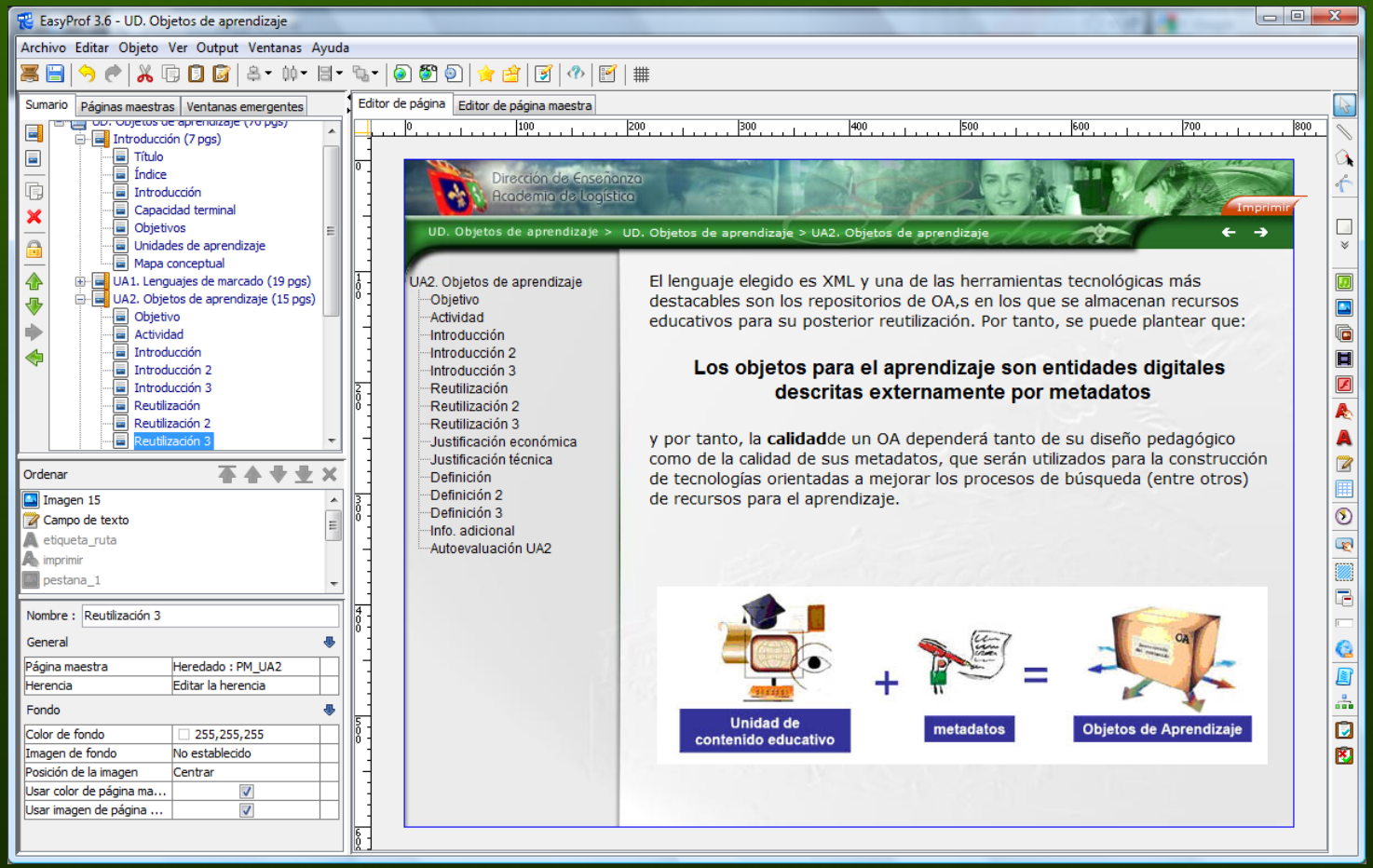
Learning objects

Authorizing tool:

- EasyProf: Easy to use and public in SCORM

Learning objects

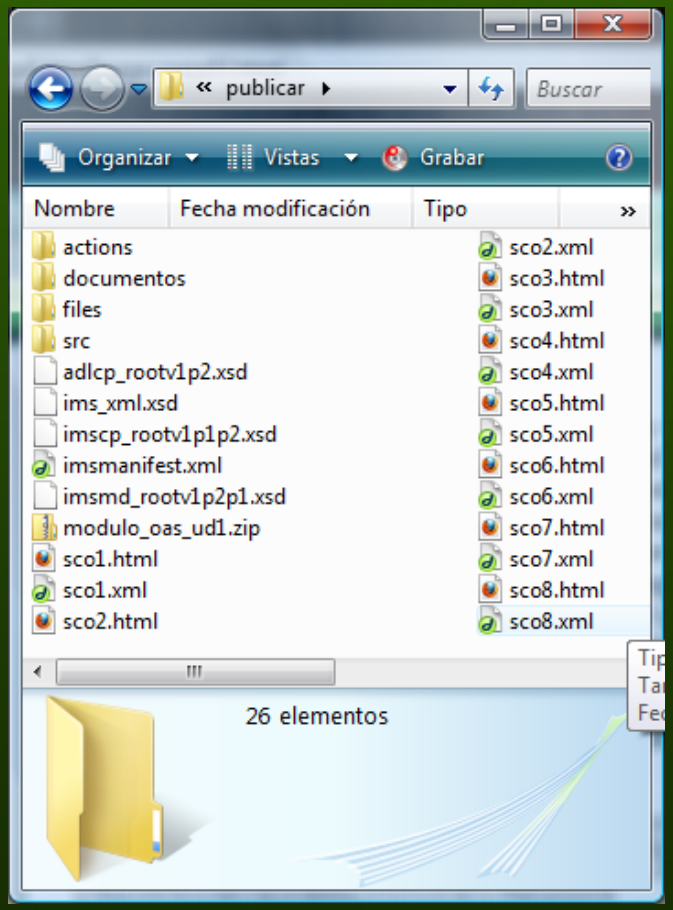
Authorizing tool:



EasyProf: Interface

Learning objects

Authorizing tool:



Package SCORM

Learning objects

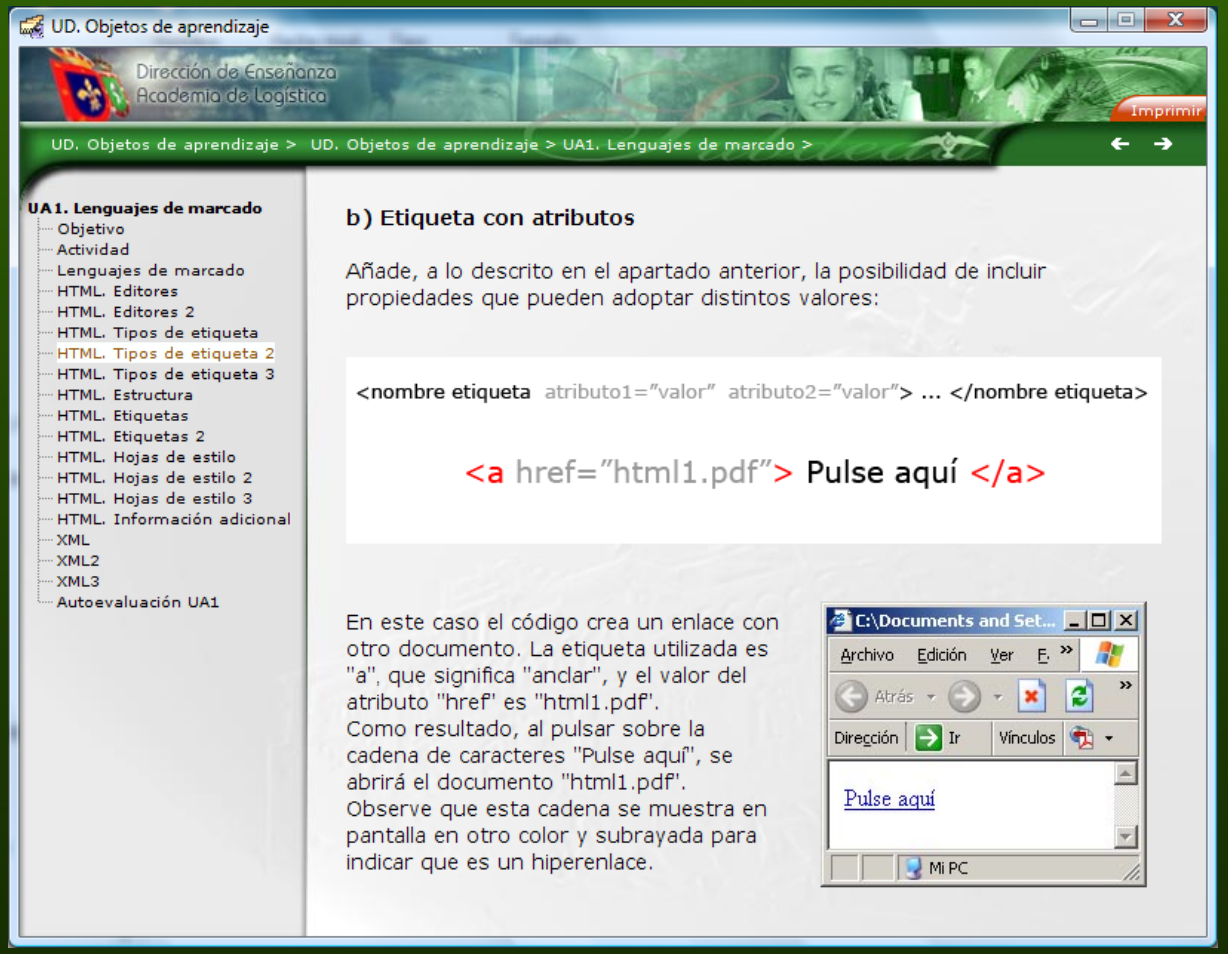
Style guide:

CVCDEF disposes of a style guide whose main aim is to define graphic aspects of contents, the elements which to compose the interface and its distribution.

This guide is embodied in **templates** that are provided to developers.

Learning objects

Style guide:



Screen designed according to style guide

Learning objects

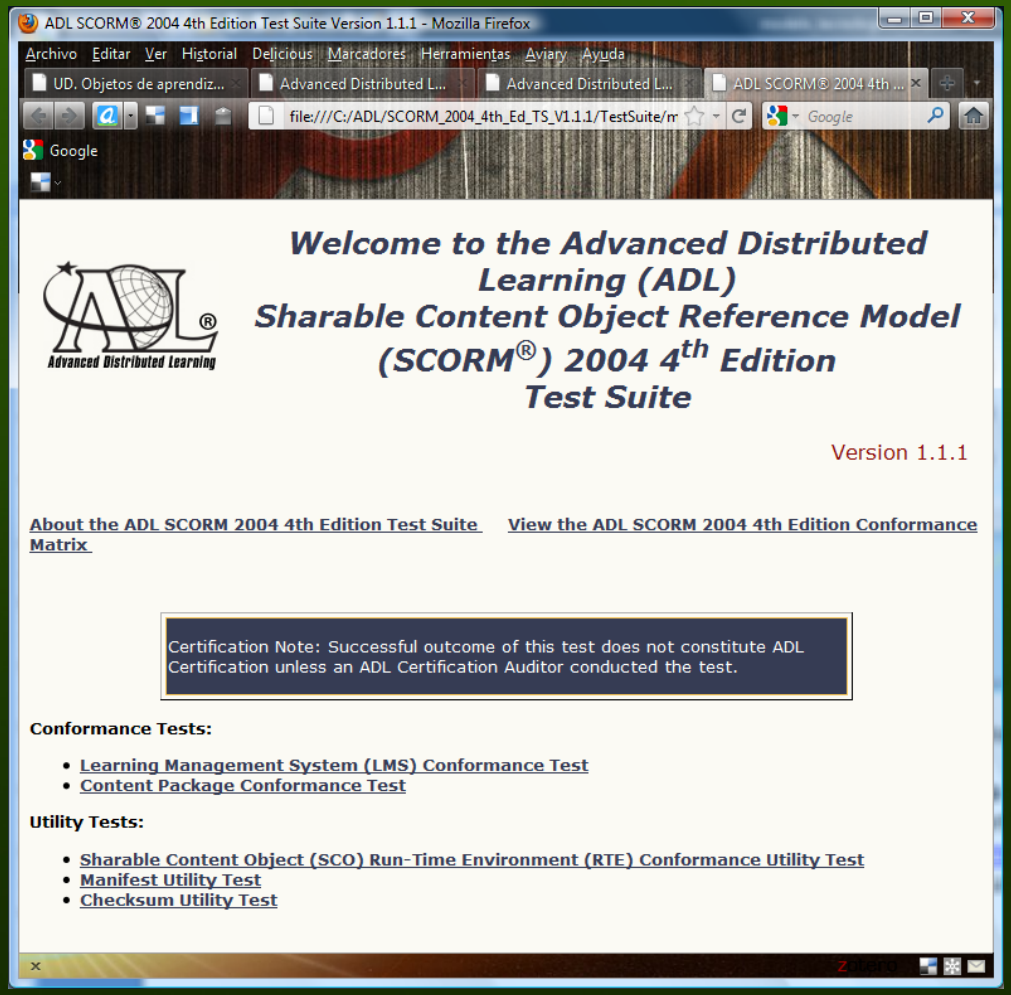
Technological quality test:

"ADL Conformance Test Suite" is used for quality control of SCORM packages.

This test allows to certificate that a SCORM package fulfils the norms and rules defined by the standard.

Learning objects

Technological quality test:



Learning objects

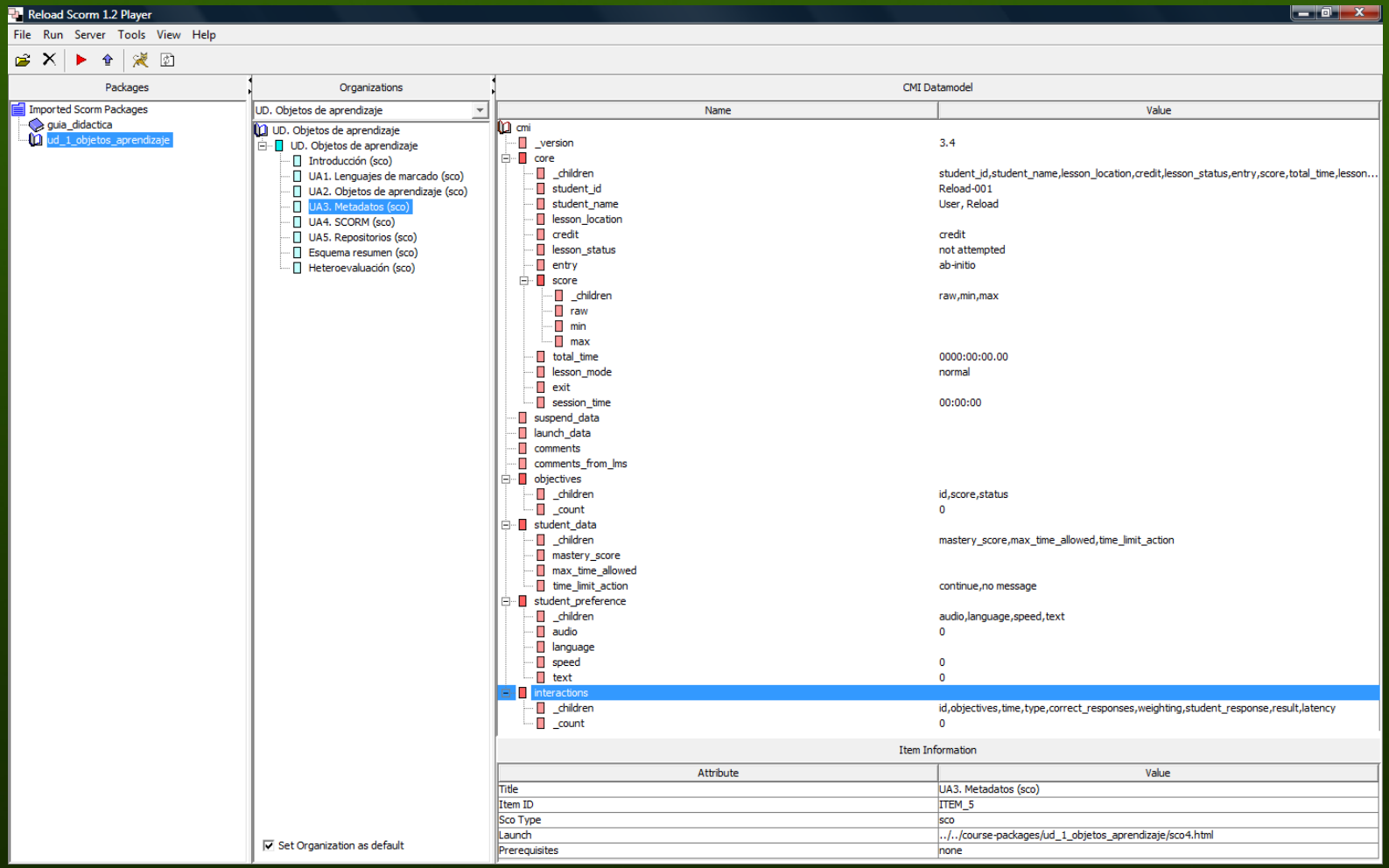
Technological quality test:

Launch LO with “RELOAD SCORM Player”.

- Simulates LMS: Error detection.
- SCORM variables control.
- Test SCO,s.

Learning objects

Technological quality test:



Learning objects

Developing projects:

- Metadata profile for LO,s: LOM_MDEF
- Create a LO,s repository
- Pedagogical quality test

Spanish Army

We work for the peace in the world

Thank you for your attention

Academia de Logística

Subdirección de Enseñanza a Distancia

Capitán José Antonio Mayoral Llorente

jmayoral@et.mde.es