

E-content

The background features a dark, slightly blurred image of a laptop and a black pen resting on a wooden desk. A large, vibrant orange geometric shape, resembling a stylized 'L' or a corner, is positioned on the right side of the frame, partially overlapping the laptop and the desk.

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Learning Objectives

- **E-content**
- **Types of E-Content**
- **E-content standards**
- **Initiatives of E-content development**

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Why e-Content?

E-learning involves the use of electronic device like computer, mobile device to provide education , training and content designed and developed becomes the e-content.

”

What is e-Content?

E-content : all kinds of content created and delivered through various electronic media.

Any digitized content that can facilitate the learning process and/or learning outcome.

E-content provides flexibility of -

- ▶ **time**
- ▶ **place**
- ▶ **pace of learning**

What is e-Content?

It can be of many types:

PDF

Video

Graphic

Audio

Image

Animation

What is e-Content?

A short video explain e-content

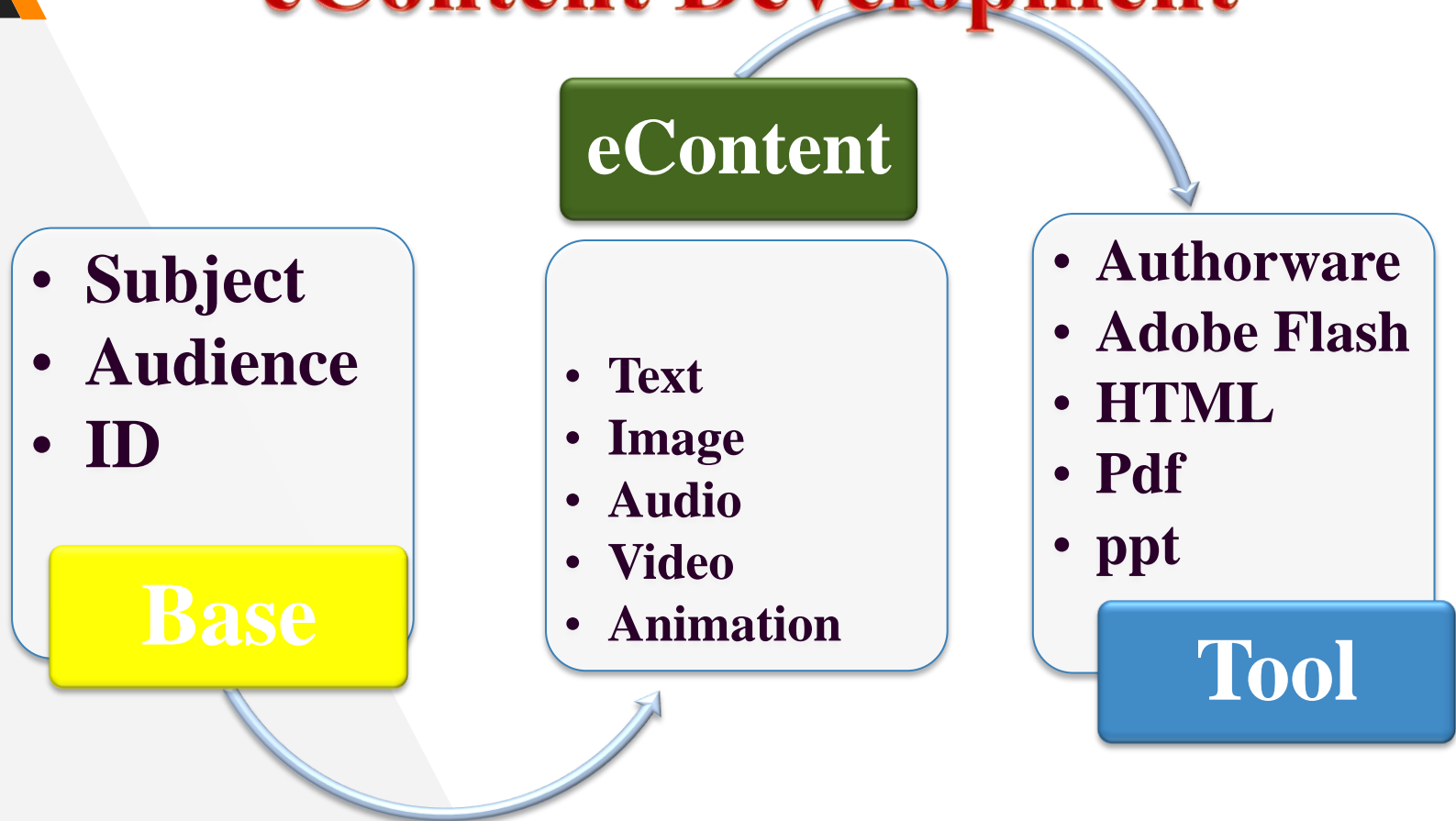


E-content: How to Procure

- In-house content development team
- Develop ourselves
- Outsource development
- Buy content
- Subscribe (to databases, LO repositories, etc)
- **Or simply use available(OER)**



eContent Development

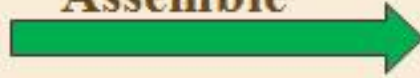


Content Development & Delivery

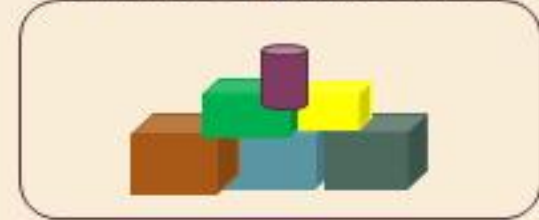
Content



Assemble



Course/Topic/Section



Import



Tracking

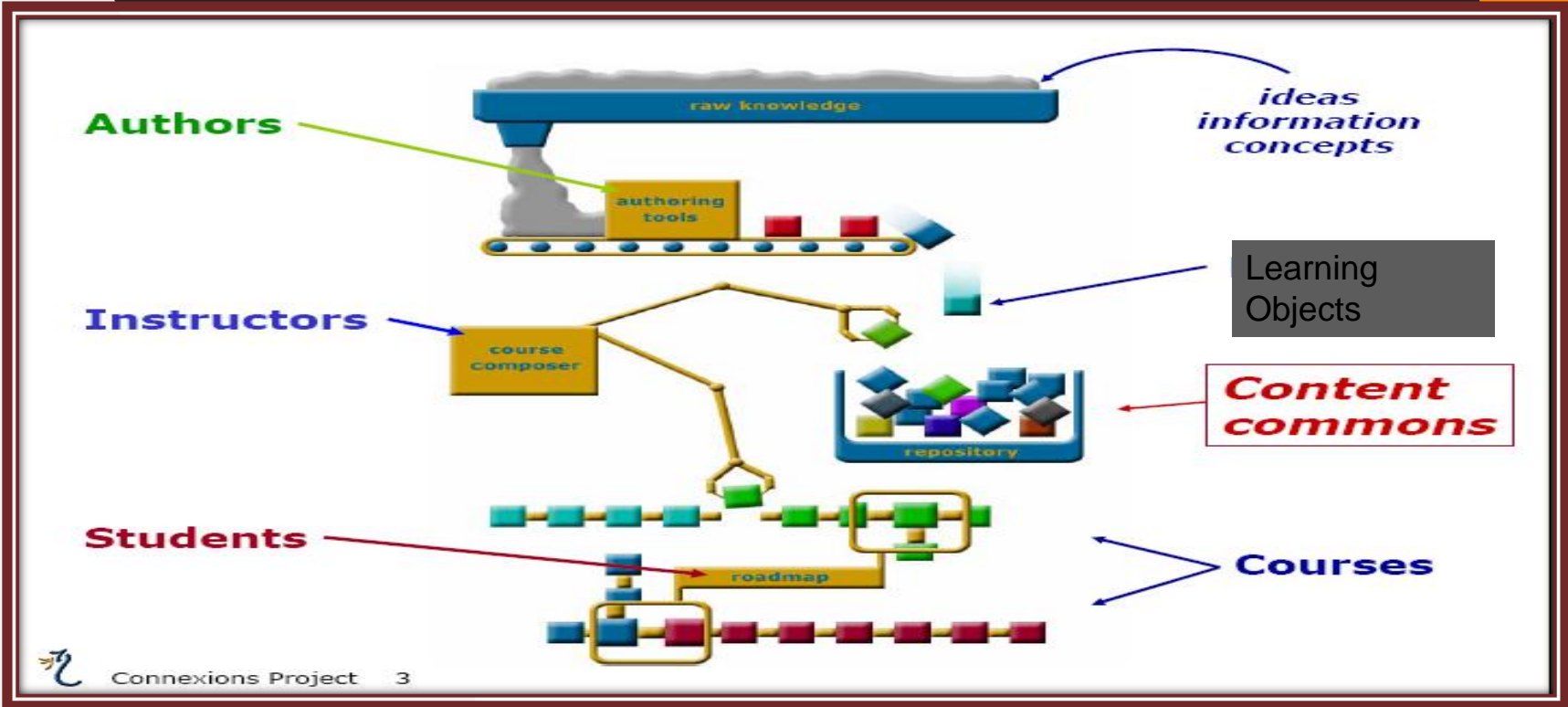


Delivery



LMS

Course Assembly



Richard G. Baraniuk, Connexions: An Educational Technology Case Study

<http://www.educause.edu/ir/library/pdf/NLI0546A.pdf>

Components of E-content

Asset: smallest, indivisible digital unit for information transfer, e.g. a picture or a short text, a plain picture/text combination or a small and simple animation.

Learning object : resource, usually digital and web-based, used and re-used for learning

Learning module: learning objects pedagogically structured

E-Content standards

- are rules that most e-content developers should abide by
- *engineering or technical specifications* to establish uniformity

World Wide....

E-Content standards

ADL

<http://www.adlnet.org/>

ADL is a program initiated in 1998 by the US Department of Defense which gathers contributors from the E-Learning industry, international academia and the US Government.

SCORM

<http://www.adlnet.org/>

The SCORM (Sharable Content Object Reference Model) specification has emerged as the ubiquitous e-learning format. It is supported by all major Learning Management Systems as well as a vast majority of e-learning content producers. LCMS supports the most widespread version of SCORM, 1.2, 2004

E-Content standards

IMS

<http://www.imsproject.org/>

The IMS Global Learning Consortium gathers interested parties globally to produce open learning content standards. There are numerous standards available from IMS, of which Learning Object Meta-data, Content Packaging and Simple Sequencing are used in SCORM.

AICC

<http://www.aicc.org/>

The Aviation Industry CBT (Computer-Based Training) Committee e-learning standard is the basis for the SCORM Runtime Environment.

**what do each of these specifications
& standards actually do?**



E-content Standards

Metadata tagging: content is marked with information for consistent browsing or searching like IMS Metadata; SCORM

Content: content packaged for consistent transfer/ move from one system to another like SCORM, IMS Content Packaging

E-content Standards

Learning Management System : maintain a student record system (e.g. student info, grades etc.) like IMS

Questions/Assessment: exchange question and test banks from one system to another for tracking usage and results in a LMS like IMS

The 'Abilities' of E-Content Standards

▶ **Interoperability**

- ❑ does your system work with other systems within and between institutions or organizations?

▶ **Re-usability**

- ❑ can learning objects or resources be easily used in different subject areas, learning settings, and for different learner profiles

▶ **Manageability**

- ❑ can a system track information about the learner and the content?

▶ **Durability**

- ❑ will the technology evolve with the standards to avoid obsolescence?
Future Proof!

E-content Standards

UGC & NMEICT Guidelines...

Content Generation in 4 Quadrant

<p>2nd Quad</p> <p>e-Tutorial</p> <p>Video and Audio Content in an organised form, Animation, Simulations, Virtual Labs</p>	<p>1st Quad</p> <p>e-Content</p> <p>Textual Document, PDF / e-Books / illustration , video demonstrations / documents & Interactive simulations wherever required</p>
<p>3rd Quad</p> <p>Web Resources</p> <p>Related Links, Wikipedia Development of Course, Open Content on Internet, Case Studies, Anecdotal information, Historical development of the subject, Articles</p>	<p>4th Quad</p> <p>Self Assessment</p> <p>MCQ, Problems, Quizzes, Assignments & solutions, Online feedback through discussion forums & setting up the FAQ , Clarifications on general misconceptions</p>

Back

Initiatives by MHRD for e-content



<https://goo.gl/7wXd8D>



Any questions?

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