

**National Science Digital Library**  
***Reusability and Interoperability***  
***Workshop***

***LAB1: EXAMINING A RESOURCE  
FOR REUSABILITY***

## I – Getting to Know a Resource

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1. Examine [The Josephus Problem](#) by Doug Ensley from the MathDL Digital Classroom Resources.
2. Determine what parts are
  - a. Content Assets
  - b. Information Objects
  - c. Learning Objects
  - d. Learning Components
  - e. Learning Environments

## Analyzing Reusability of “The Josephus Problem”

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3. Discuss your conclusions with others at your table.
4. Thinking about how this resource might be reused:
  - a. Determine if this resource is intended for reuse only as is or if it can be downloaded and modified by an author
  - b. Think about the potential audience for this resource
  - c. Adaptation

## Analyzing Reusability of “The Josephus Problem”

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5. Analyze the deeper reusability of the resource by
  - a. Identifying the design layers of the resource
  - b. Identifying how well or poorly the layers are designed and separated
  - c. Identifying interoperability issues
  - d. Thinking about how you might reuse this resource
  - e. Determining the rights associated with this resource
  - f. Identifying the metadata associated with the resources and determining if it is accurate and adequate
6. Discuss your conclusions with others at your table.  
This will be followed by a group discussion.



Day 2 Comes Next

# Questions? Comments?

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