

National Science Digital Library
Reusability and Interoperability
Workshop

INTRODUCTION

Robby Robson

Review of Logistics

- *Workshop Binders*
 - Everyone should have one. This will be our guide.
- *Questions*
 - Ask workshop “staff” – Robby, Geoff, Brandon, Katarina
- *Meals*
 - Provided. See workshop schedule.
- *Feedback and suggestions*
 - Ongoing - verbally or via index cards
 - Evaluation forms (completed at the end of each ½ day)
 - Cash for your opinions (reimbursement checks that is)
- *Anything else?*
 - ‘Just ask’

Workshop Presenters

- Robby Robson (Eduworks), PI
- Geoff Collier (Eduworks)
- Brandon Muramatsu (Eduworks ^{Are Less Filling} ~~Consultant~~)
- Frank Wattenberg (Applets that taste great)
- The Arizona GROW project
- Contributions from: The MAA, Flora McMartin, Lang Moore, Len Simutis, Kim Lightle, Ellen Wagner, the New Media Consortium and attendees of previous workshops
- Support from Katarina Briedova (thanks!)

Workshop Schedule

FRIDAY

12:00 – 13:00 Registration and Lunch
13:00 – 13:30 Introduction
13:30 – 15:00 Framework for Reusability
15:00 – 15:30 Afternoon Break
15:30 – 17:00 Lab 1: Examining a
Resource for Reusability
18:00 – 20:00 Reception and Dinner

*Please review the schedule in your binder.
We ask that sessions start and end on time.*

SATURDAY

7:30 – 8:30 Breakfast on your own
8:30 – 9:00 Q & A from Day 1
9:00 – 9:30 Presentation - GROW project (W.B.)
9:30 – 10:00 Reusable Design Guidelines
10:00 – 11:30 Lab 2: Learning the Guidelines
Morning Break at your leisure
11:30 – 12:00 Software Sharability (F.W.)
12:00 – 13:00 Lunch
13:00 – 14:00 Demonstration 1: Interoperability
Standards
14:00 – 15:30 Lab 3: Implementing & Supporting
Reusability
15:30 – 16:00 Afternoon Break
16:00 – 16:30 Recommendations for the NSDL &
Math Conference Group
16:30 – 17:00 Q&A, Evaluations, Wrap-up
18:00 – 19:30 Dinner

The Reusable Learning Project

- NSDL Project
- Goal
 - Increase the value and impact of the NSDL by increasing the reusability of its content
- Approach
 - Reach contributors through collections
 - Reach collections through workshops
 - Reach everyone through Web site

Reusable Learning Project Deliverables

- Workshops
- Web site (www.reusablelearning.org)
- Reusability Framework
- Reusable Design Guidelines
(www.reusablelearning.org/guidelines)
- Suggested policies for collections
- Guidelines for using particular sets of tools
- Reference sets on standards, tools and technology

Terms of Reference : Actors

- *Collection or Digital Library or Digital Repository*
 - As in NSDL collections
- *Author*
 - Person(s) creating a digital learning resource
 - Educators, publishers, developers, designers etc.
- *Reuser:*
 - Person(s) wishing to reuse a digital learning resource
- *Educators and Students*
 - Same as faculty, instructors, professors, teachers, researchers, mentors, learners, pupils, etc.

Terms of Reference : Objects

- *Digital Learning Resources*
 - Anything in digital format that is intended to be used for learning
- *Learning Object*
 - Loosely, any digital learning resource
 - A digital learning resource with a single instructional objective
- *Specification*
 - Precise description of functionality, methodology and practice
- *Standard*
 - A specification that is produced by a standards/specification development organization (e.g. W3C, AICC, IEEE)
- *Standardized Format*
 - Format that has achieved status of *de facto* standard through widespread use or industry dominance (e.g. PDF, PPT, Flash)

Terms of Reference : Actions

- *Repurpose*
 - Use a digital learning resource in a new way or context
- *Reuse*
 - Use a digital learning resource in a new context or setting
 - *Also used to mean repurpose*
- *Adopt*
 - Use a digital learning resource without changing it
- *Adapt*
 - Modify a digital learning resource for reuse
- *Interoperate*
 - Plug and play
 - Properly exchange data or information

Workshop Takeaways

- Framework for Reusability
 - To structure conversations about reusability
- Reusability Design Guidelines
 - To enable understanding of the factors important in designing reusable resources
- Collection Policies
 - To enable collections and projects (e.g. Mathematics Conference Group) to support the guidelines and reusability
- Interoperability Demonstration and Discussion
 - Demonstration of SCORM
 - Discussion of software interoperability
- Further resources available on www.reusablelearning.org

Reusability for Mathematics Projects

- During presentations / labs / demos
 - Identify issues specific to mathematics
 - Identify potential enablers for the Math NSDL / Conference Group
 - Record on posters



Reusability Framework Next

Questions?

