National Science Digital Library
Reusability and Interoperability Workshop

INTRODUCTION

Workshop Presenters

- Robby Robson - PI, Eduworks
- Geoff Collier - Eduworks
- Brandon Muramatsu – Eduworks, et. al.
- Muniram Budhu – Arizona GROW project
  - www.grow.arizona.edu
- Contributions from:
  - MERLOT, ENC, MAA, Flora McMartin, Lang Moore, Len Simutis, Kim Lightle, Ellen Wagner, the New Media Consortium and attendees of previous workshops

Review of Logistics

- *Workshop Binders*
  - Everyone should have one. This will be our guide.
  - Includes supporting material, guidelines, copy of slides, participant list
- *Workshop Materials online*
  - *www.reusablelearning.org/workshops - august - handouts, agenda, logistics*
- *Meals*
  - Provided. See workshop schedule.
  - Breakfast on your own (Embassy Suites provides for guests)
  - Drinks with dinner – from manager's reception 5 to 7
- *Internet access*
  - Everyone should have two cards that pay for wireless access
- *Logistical Questions*
  - Ask workshop "staff" – Robby, Geoff, Brandon

Feedback

- *Feedback and suggestions – Web Board*
  - www.reusablelearning.org/webboard
  - Please set up a login for yourself
  - Ongoing verbal feedback encouraged – staff will post some comments and questions to Web Board
  - Participants post comments and questions to Web Board for discussion at appropriate times during workshop
  - Index cards – hand in to staff – they will post to Web Board

- *Workshop evaluation*
  - Evaluation forms online (completed at the end of each ½ day)
  - Cash for your opinions (reimbursement checks that is)

Workshop Schedule

FRIDAY

1:00 – 2:00	Registration and Lunch
2:00 – 2:30	Introduction
2:30 – 2:45	Reusability Framework
2:45 – 3:30	Granularity
3:30 – 4:15	Guidelines - Rights
4:15 – 5:00	Guidelines - Metadata
6:00 – 8:00	Reception and Dinner Presentation by GROW

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 – 11:00	Guidelines - Design
11:00 – 12:15	Demonstration: Interoperability and Standards
12:15 – 1:00	Lunch
1:00 – 1:45	Guidelines - Interoperability
1:45 – 3:15	Examining a Full Resource
3:15 – 3:30	Afternoon Break
3:30 – 4:00	Implementing and Supporting Reusability
4:00 – 4:45	Recommendations for Collections Providers
4:45 – 5:00	Wrap-up

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. MERLOT) 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 MERLOT

- During presentations / labs / demos

  – Identify issues specific to collections

  – Identify potential enablers for MERLOT

  – Record on posters

Reusable
LEARNING

Next: Reusability Framework

August 6 -7, 2004

NSDL Reusability Workshop

Questions?