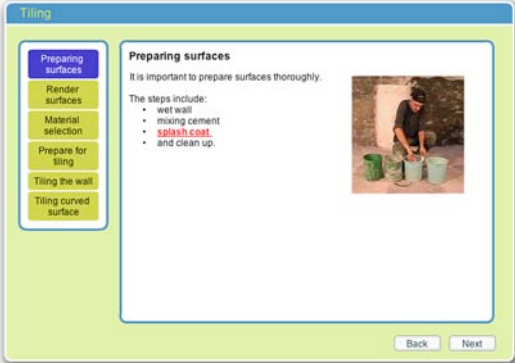


AREdv2 – Applications for Rapid E-learning Development: Handout for Workshop One

AREdv2 is a tool developed to make it quicker and easier to 'publish' or create media-rich web based interactions (or online activities) using six dynamic templates. The templates that have been developed are based on media-rich interactions that are commonly used in e-learning materials but are time consuming to build.

AREdv2 enables users to take their own content and use it to build interactions that can then in turn be placed into the user's e-learning materials or delivery platform.

In this workshop we look at the five types of activities (or models) that were available in the original version of ARED, as well as the new Learning sequence tool. The first five ARED models are shown here:

Present information about a topic	
<p>This model allows you to present information (including graphics) about a topic. The information can span multiple pages (from 1 – 10). Words within the text can be defined as keywords. These are hotlinked to popup information to provide an online glossary. Up to 20 keywords are allowed for each activity.</p>	
<p>What you need to prepare this:</p> <ul style="list-style-type: none">• information about a topic, divided into 1 – 10 screens• the order in which you want these to appear• (optional) photos at the appropriate size• (optional) glossary terms ('keywords') with or without photos.	

Apply control measures to targets in a scene

This activity requires learners to choose from a set of options (called control measures) and apply them to areas in a screen (called targets). When the correct measures are applied, a corrected version of the scene is shown.

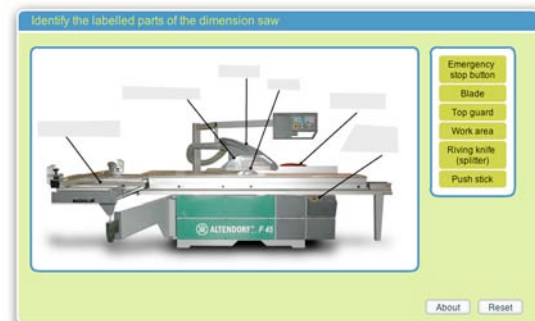


What you need to prepare this:

- (larger) photos of the 'bad' and 'good' scene
- (optional) close-up photos to show highlighted areas in more detail
- controls (action words that don't give it away!)

Label targets in a scene

In this activity, different parts of a scene have to be labelled with the correct names. It could also be used to test knowledge of terminology. There can be 2 – 10 targets and 3 – 10 labels.



What you need to prepare this:

- photo (or screen capture) of item to be labelled
- arrows on photo pointing to parts to be labelled (use MS Paint or similar to add these)
- list of labels.

Sequence steps in a process

This activity requires learners to place a set of 2 – 6 steps in a sequence in the correct order. The steps can be shown as text only, or as images with text.

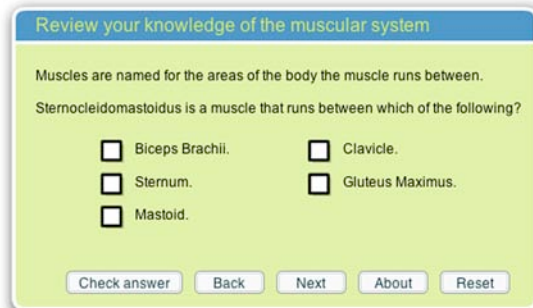


What you need to prepare this:

- list of steps in the correct order (only one correct order is allowed)
- (optional) photos at the appropriate size
- (optional) more information about each step.

Review knowledge about a topic

This is a quiz type of activity where the learner is required to choose the right answer(s) to a set of 1 – 10 questions. There can be one correct answer, or a number of correct (or 'partly correct') answers.



What you need to prepare this:

- questions with one or more correct answers
- (in the case of one right answer) feedback for both right and wrong answers
- (optional) photos.

Learning sequence tool

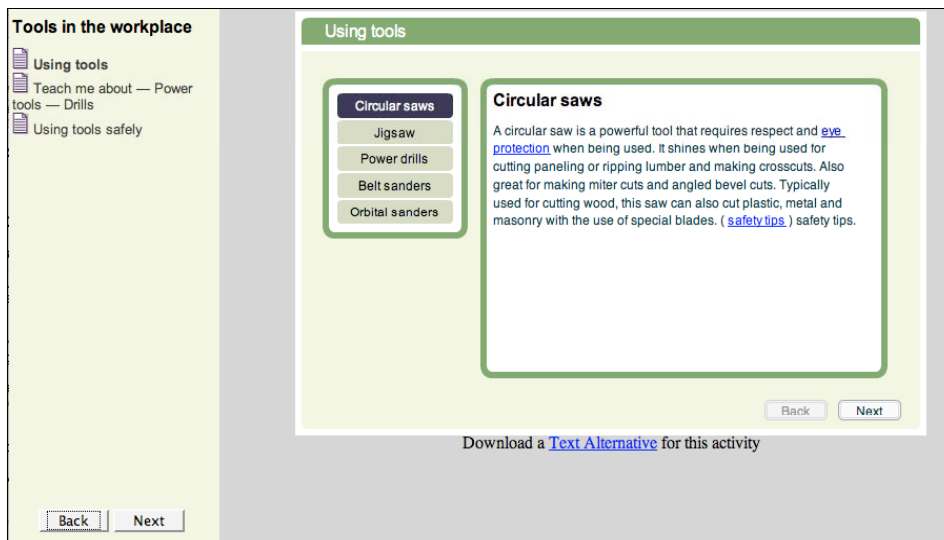
The Learning sequence tool allows a number of activities to be combined into a learning sequence that can then be used as a standalone resource or uploaded to SCORM compliant Learning Management Systems (LMS) or learning object repositories. (To upload to a repository or an LMS, the resource would need to be made into a single '.zip' file outside of the ARED Admin tool.)

The activities that are included can be activities created using ARED or any other appropriate materials that are accessed through htm pages.

As with all ARED activities, the learning sequence can be edited at any stage after it has been created. Activities can be added or deleted, and the order of the activities can be changed.

The tool also has the option to add metadata to the learning sequence, which is a requirement if it is to be uploaded to an LMS or learning object repository. The tool guides you through this process, and provides defaults and sets of options to choose from where appropriate.

The completed learning sequence is published with a side menu listing all the pages in the sequence.



You will need the following in order to prepare this.

A selection of:

- ARED activities
- HTML pages
- SCORM-compliant learning objects (eg from the toolbox repository).

Important points to remember

1. Each ARED activity needs its own distinct folder. Create a new folder for each new activity you create (remember where you put it so you can find it later). Let the ARED Admin tool put the files where they belong – **don't** try to put any files there yourself.
2. Make sure any graphics you use are saved:
 - as JPEGs
 - at a resolution of 72 dpi
 - at the size (width and height) at which you want them to appear on the screen.

You can use image editing software such as Photoshop, MS Picture Manager or *Irfanview* (Google it – it's a free download) to do this.
3. Your completed ARED activity can be run from the file default.htm in the folder that you created for it (or in the case of the learning sequence, by running the file AREDESCORMviewer.htm).
4. ARED activities can be easily edited.
5. Install ARED to your desktop and run it from there, **not** from the CD.
6. When you are ready to type up the text alternative, you will find the dummy file you saved in the 'media' folder within the folder in which you saved your activity. Make sure that the revised text alternative is saved back into this folder under the same name. (Alternatively, type up a new text alternative and use the 'Edit existing' option to upload the new text alternative.)

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