

## Demystifying Re-Usable Learning Objects

This session outlines the work of three funded projects at a UK university that created re-usable learning objects and an open access repository to locate and download these open educational resources. The re-usable learning objects were created by the E-Evolve and REVOLVE projects funded by Higher Education Funding Council for England (HEFCE) and the Joint Information Systems Committee ([www.JISC.ac.uk](http://www.JISC.ac.uk)). Additional materials and open access to the materials is being developed by the EVOLUTION project which is also a JISC funded project. Based on research undertaken the E-Evolve and REVOLVE projects have developed materials in the form of re-usable learning objects that can be used within a module or programme of study. The project addresses the needs of a diverse body of students by developing rich, re-usable and accessible materials designed to be used in a variety of ways both online and in a blended learning approach through an institution's own Virtual Learning Environment (VLE). The materials are all freely available online for participants to review and download for use on their institution's network from the EVOLUTION materials repository. The materials are all SCORM 4 compliant and are currently being used in Blackboard, Moodle and WebCT.

There is much debate surrounding the definition and granularity of learning objects which can be a mystery to academic staff not familiar with the concept. The E-Evolve and REVOLVE materials have been designed in a format aimed at being familiar to academics in order to facilitate the re-use and repurposing of these objects. As a result all the materials were developed by practicing academics without any specialist IT knowledge. The re-useable objects have been developed at two levels; learning activities and re-usable materials. The learning activities are packaged learning content as a series of tasks using resources and materials. Each activity follows a specific pedagogy and provides learning outcomes for the activity. The re-usable materials are unpackaged raw materials such as worksheets and mini-lectures to be used in different combinations. There are three main categories: case stories, knowledge providing and assessment. The mini-lectures were created using Adobe Presenter and the materials make use of links to you-tube clips and other media. The materials and activities were packaged together using Wimba Create. However, although the materials were developed using Adobe Presenter and Wimba Create the materials can be re-packaged using readily or freely available software and the session will illustrate this.

As a result of the session participants will have:

- An awareness of the E-Evolve and REVOLVE Project materials
- An understanding of the EVOLUTION method for the creation of re-usable materials
- Knowledge of the EVOLUTION Materials Repository
- Designed learning activities relating to the development of key employability.