

# Turning recurrent uses of e-learning tools into reusable pedagogical activities

*a Meta-Modeling approach applied to a Moodle case-study*

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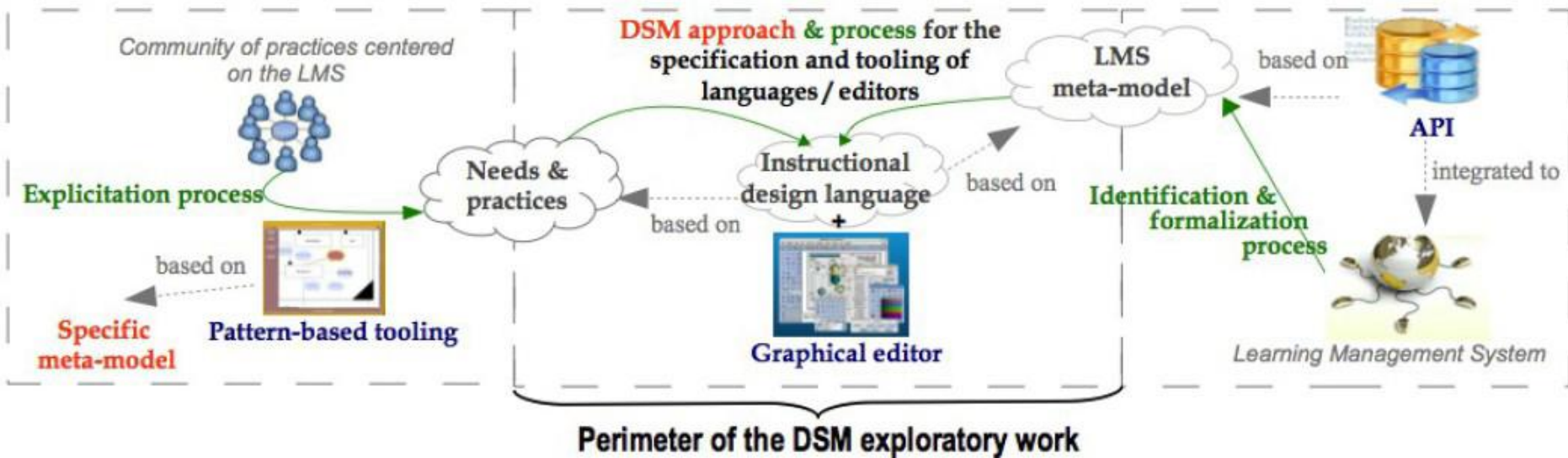
TEL (Technology-Enhanced Learning) Team

## Research context

- LIUM: Computer Science Lab (Le Mans, France)
  - TEL systems engineering team
- GraphiT project
  - Funded by the French research agency (ANR)
  - <http://www-lium.univ-lemans.fr/~laforcad/graphit/>



# The GraphiT Project



## Visual Instructional Design Language

- A modeling language
- To design learning scenarios
- Define a visual representation of pedagogical concepts
- Support creative thinking and human communication
- Do not systematically provide binding mechanisms to popular LMS

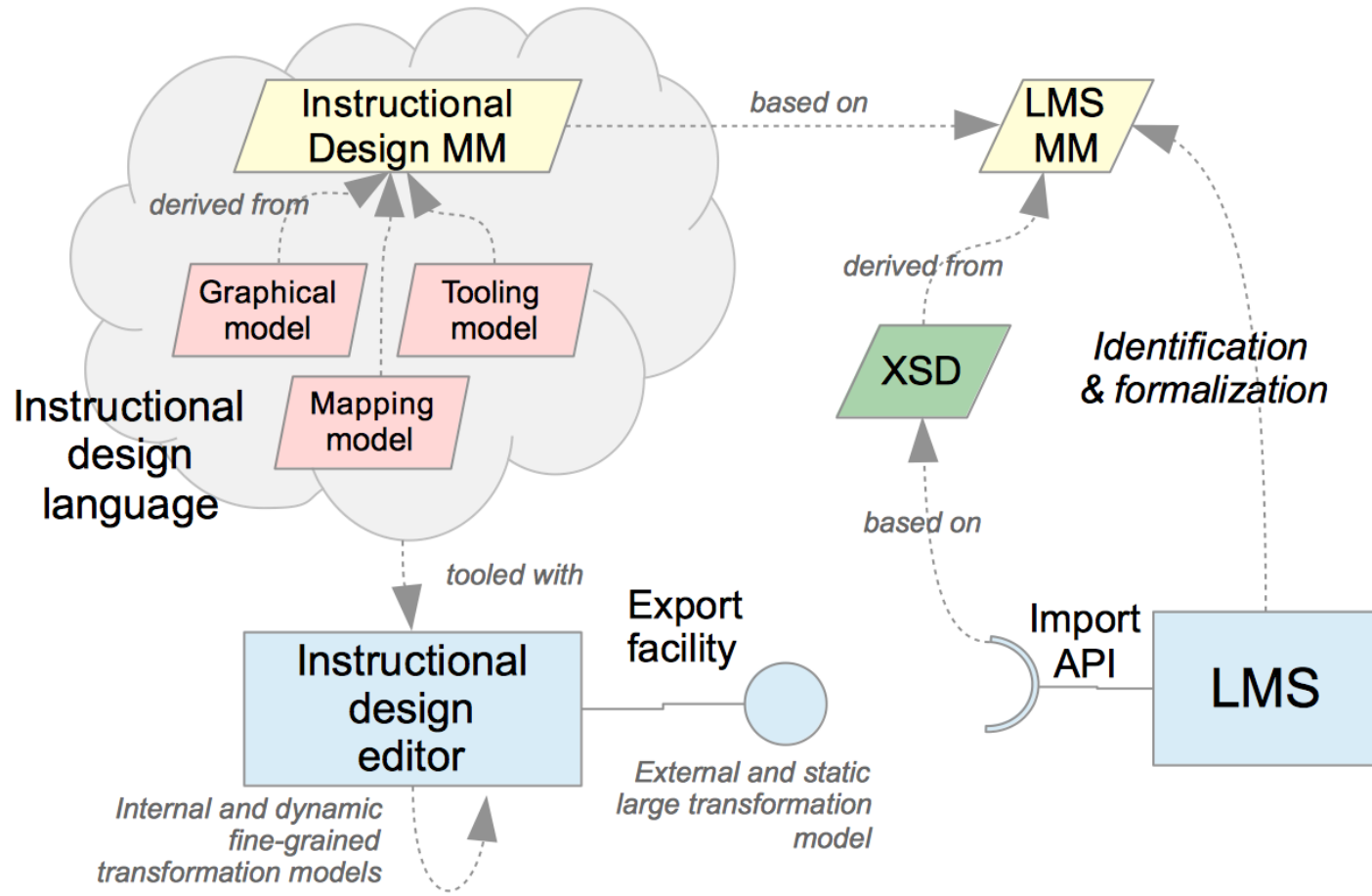
## Issues

- Institutions impose a specific LMS to teachers
- Teachers are (sometimes) trained on how to use it
  - Not how to design learning situations on the LMS
- No “out-of-the-box” Binding between LD standard and LMS
  - Direct “on-the-fly” design on the LMS
  - Depending on the teacher skills about the LMS

## Objectives

- Provide teachers with graphical learning design language
  - “compatible” with LMS
- Help to focus on the pedagogical aspect of the scenario
  - Instead of setting-up complex tools
- Foster individual reflection about learning design
- Improve uses of the existent LMS

## Overall architecture





## Survey & Interviews

- Open and spread through french-speaking higher educations institutions
- Up to 21 questions
  - Learning design skills
  - LMS skills
  - LMS user experience
- 208 complete answers
- Interviews conducted with 20 selected people who answered the survey



## Results

- Settings screens too complex
  - Mixing pedagogical and technical parameters
- Time consuming when elaborating complex learning situations
- Teachers don't have a common set of design practices
- But all use a mix of LMS tools and pedagogical concepts

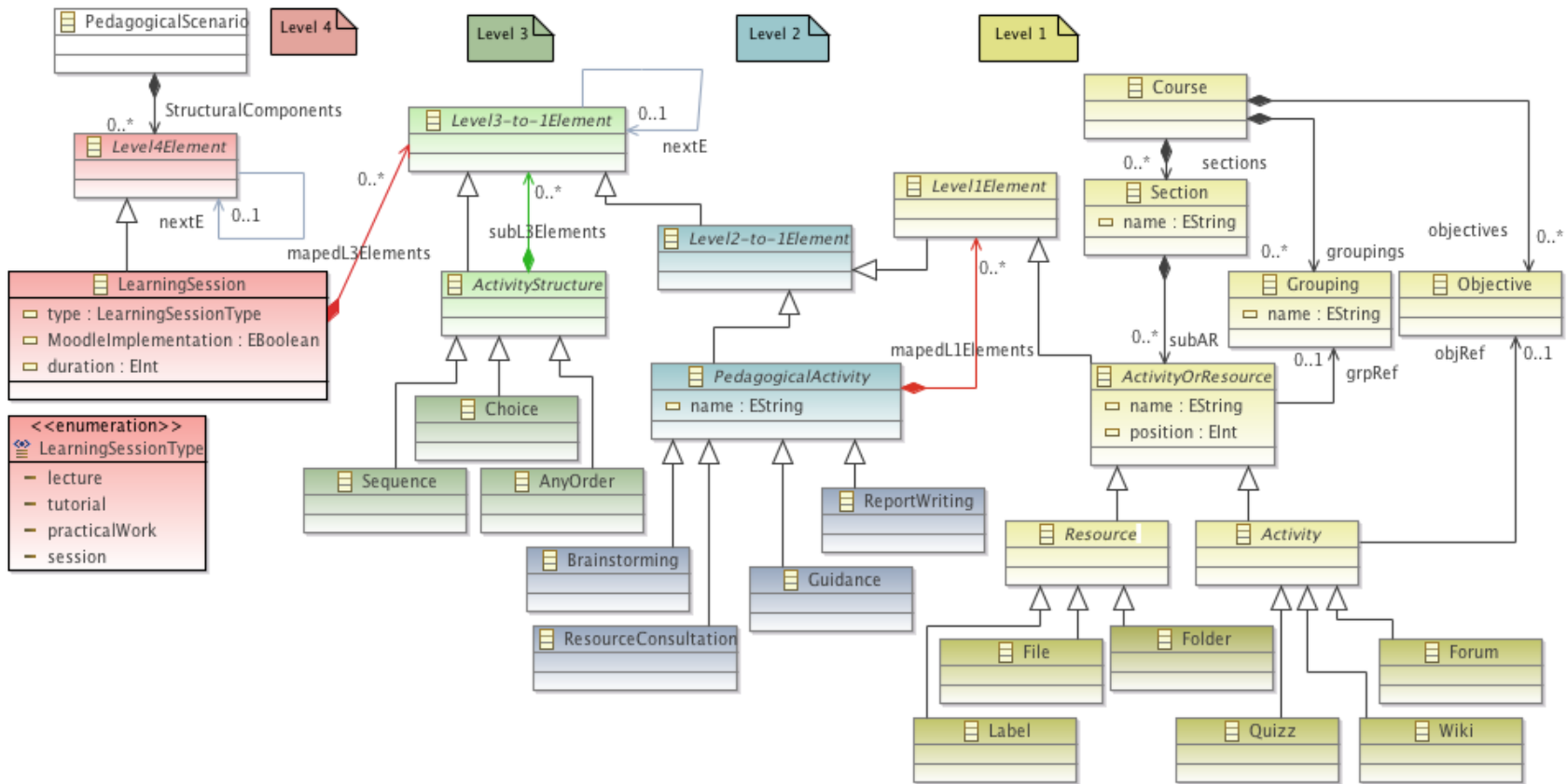
## Requirements

- Graphical notation
- High level pedagogical blocks
- Mixing LMS and abstracted semantics
- Editable default implementation (mapping)
- Non-visible information
- Activity structures

# Abstractions

- Moodle-specific
- Pedagogical activity
  - Tool or resource based
  - Focus on one pedagogical use
  - Hide implementation parameters
  - Has specific properties
- Activity structure
  - To implement structural strategies
  - Common in VIDLs

# MetaModel



## Identification method

1. Analysis of reccurent uses of a specific Moodle tool
2. Identification of tools offering common uses
3. Specification of discriminating criteria

# Identification method

- **R1** The pedagogical activity name is only from a teacher perspective if no students are concerned
- **R2** Tools participating to the realization of the activity are the elements A12...A1n.
- **R3** Discriminating criteria are the elements A21...Am1.
- **R4** Discriminating criteria are expressed as much as possible as a pedagogical question designers have to answer by Yes or No.
- **R5** Cells intersecting a discriminating criterion and a tool must embed all answers that can implied to choose this tool (Yes/No are both possible if the tool can support both pedagogical cases).
- **R6** A valid discriminating criterion must cause at least one different answers for one tool.
- **R7** The matrix is terminated if there is no similar combination of answers for two tools.

## Identification method

Answer a poll	Quiz	Choice	Feedback	Survey
<b>2+ questions ?</b>	Yes/No	No	Yes/No	Yes
<b>Multiple choices ?</b>	Yes/No	No	Yes/No	Yes
<b>Pre-populated</b>	No	No	No	Yes
<b>Time-limit</b>	Yes/No	No	No	No
<b>Anonymous</b>	No	No	Yes/No	No
<b>Graded</b>	Yes	No	No	No
<b>Feedback after submission</b>	Yes	No	Yes	No



# Mapping Implementation

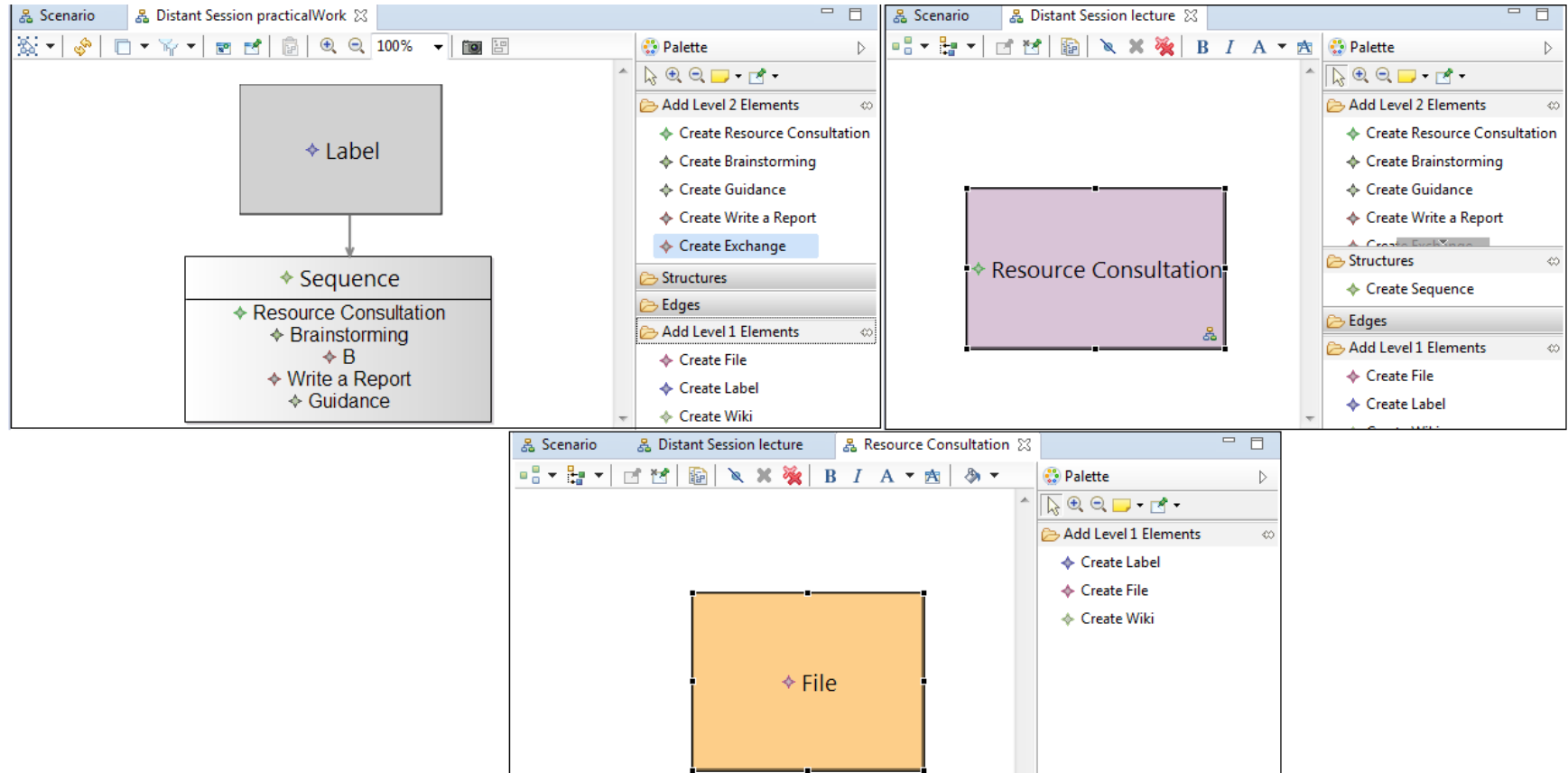
- Using model transformations at run-time
  - Generated through High Order Transformation
- Modifiable through generic weaving model editor

- ▲ ◆ Weaving Model
  - ▲ ◆ Bind AnswerAPoll (4 targets)
    - ▲ ◆ Create Quiz [guarded]
      - ▲ ◆ AND operator
        - ◆ If !anonymous
        - ◆ If !pre\_populated
        - ◆ If graded
    - ▲ ◆ Create Choice [guarded]
      - ▲ ◆ AND operator
        - ◆ If !anonymous
        - ◆ If !limited\_time
        - ◆ If !multiple\_questions
        - ◆ If !qcm\_only
        - ◆ If !pre\_populated

## Learning scenario editor

- Sirius based diagram editor
- 3 levels of diagram
  - Learning sessions
  - Pedagogical activities and structures
  - Moodle tools and resources
- Sequencing elements through node connections

# Learning scenario editor (wip)



# Conclusion & Perspectives

## Contributions:

- Platform specific VIDL
- Abstraction of LMS tools based on specific usage and parameters
- Automatic mapping through model weaving
- Diagram based editor

## Perspectives:

- More complete visual notation
- Adding groups and pedagogical objective
- More user-friendly editors
- Final model transformation for export feature

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# Thank you!

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