First International iPED Conference 2006  
11-12 September 2006  
Pedagogic Research and Academic Identities  
Conference Abstracts  
Conference organised by the Centre for the Study of Higher Education, Coventry University on behalf of the iPED Research Network

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Re-using digital objects and the evaluation of online learning environments  
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Keywords  
learning management system, learning environment

This interactive workshop has two intertwined yet distinctive elements. The first element, re-using digital objects, will explore how the Open Source Learning Object Repository (OSLOR) project, funded by Tertiary Education Commission (TEC) of New Zealand, approached the process of defining, describing, storing and sharing digital objects. From the beginning of the project the OSLOR team were conscious that for digital objects to be re-used, simple self-explanatory solutions had to be explored and implemented so creators and users would not be overwhelmed by the need to acquire advanced software application or library cataloguing skills.

The first part of the workshop will be a short interactive session on the OSLOR team’s concepts of assets, knowledge objects, information objects and learning objects and how these concepts were formed. There will then be an interactive demonstration of how the functionality of the glossary tool in the open source Learning Management System Moodle was modified to store, retrieve, describe and share digital resources. After this demonstration an overview of how the modifications, called Xchange, can and have been applied by tutors, institutions and learners will be discussed.

The second element, the evaluation of online learning environments, will explore the process and procedures used in the development of a web-based instrument to evaluate student’s perceptions of their digital learning environment. The first part of the workshop will be a short presentation outlining how perceptual measures have been successfully used to evaluate learning environments. This presentation will be followed by a demonstration of firstly, how the learning environment instrument was constructed in HTML. Secondly, how ethical and other issues were addressed in the delivery of the instrument and finally, how the data was gathered and manipulated.