Collaborating for Success! Building a Digital Learning Object Repository

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COLLABORATING FOR SUCCESS!

Building a Learning Object Repository

Florida State College at Jacksonville
Presenters

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Shannon Dew, Director of Online Library Services
Barbara Markham, Faculty Librarian
Sharon Uskokovich, Faculty Librarian
Agenda

• Introduction
• Background of Project
• Collaboration Between the Center for e-Learning and the Library
• Learning Objects
• Learning Object Repository
• Next Steps
Florida State College at Jacksonville

About FSCJ Libraries

- 4 campuses and 3 centers
- 7 libraries and 6 full-time librarians
- College and State University Consortium
- Shared ILS and Discovery Tool
- 180+ Research Databases
- Print collection holdings: 152,668
- Media collection holdings: 15,664
- Electronic book holdings: 35,937
- Libguides: 130
Library Partnership

Learning Objects at FSCJ

• 200+ courses with over 2000 learning objects
• Work with a team
• Subject Matter Experts
• Reliable resources for faculty and students
Library Partnership

Why Librarians?

- Point-of-contact for faculty
- Skilled professionals
- Library science cataloging principles
- Organization of information
Library Partnership

Why Blackboard Open Content?

• FSCJ already owns through LMS
• Ability to upload learning objects with metadata and tagging
• Easily adds content to Blackboard courses
• Contains educational content from other institutions and organizations
• Can be “open” to all users or just for FSCJ
Learning Objects in the Instructional Design Process
FSCJ Online Center for eLearning

It’s a Partnership

• Instructional Designers
• Faculty members are Subject Matter Experts (SMEs)
• Multimedia Designers
• Web Developers
• Librarians
Instructional Designer (ID)

- Project Manager
- Scheduler
- Proofreader and Editor
- Alpha and Beta Tester
Overall CeL Process

Best Practices

- **Planning** – initial meeting(s) and project planning.
- **Analysis** – goal setting, content analysis, & assessments.
- **Design** – calendar of activities and course syllabus.
- **Development** – introduction & objectives, lecture content, & course building.
- **Implementation** – instructor materials.
- **Evaluation** – formative & summative evaluation, mid-point and final course review.
CeL Course Advantages

**ADA compliant**
- Follows Accessibility Standards for 504 and 508 (ADA Compliant)
- Videos are captioned and transcribed.

**Cross-platform**
- Works across any browser on any platform

**Copyright Compliant**
- Meets copyright restrictions

**Learning Outcomes**
- Meets college prescribed Student Learning Outcomes (SLOs)

**Visually Engaging**
- Custom graphics showcases content

**Usability**
- Consistent and user-friendly navigation across all courses
Learning Object (LO)

Characteristics of LOs
- Learning objective-based content or activity
- Succinct
- Metatagged for shareability
- Independent to be available as-needed
Learning Object (LO)

In general, learning objects:
Are **self-contained** – each learning object can be consumed independently

Are **reusable** – a single learning object may potentially be used in multiple contexts for multiple purposes

Can be **aggregated** – learning objects can be grouped into larger collections, allowing for their inclusion within a traditional course structure

Are **tagged with metadata** – every learning object has descriptive information allowing it to be easily found by a search -- which facilitates the object being used by others.
Learning Object (LO)

Learning objects allow for learning that is:

Just enough – if you need only part of a course, you can use the learning objects you need

Just in time – learning objects are searchable, you can instantly find and take the content you need

Just for you – learning objects allow for easy customization of courses
Example of Learning Object (LO)
Interactive Tutorial – FloridaStudents.Org
Florida State University – Learning Systems Institute
Example of Learning Object (LO)

Simulation— Binary Threshold Level Selection

Florida State University – National High Magnetic Laboratory

https://micro.magnet.fsu.edu/primer/java/digitalimaging/processing/automaticthresholding/index.html
Example of Learning Object (LO)

Quizlet – Plagiarism Resource Site

Bates College– Learning Systems Institute
Learning Objects at FSCJ

- Learning objective-based content or activity
- Lecture content
- Textbook equivalent

The PowerPoint Problem
Accessibility

Visual Design
Is the type large enough
Is their enough white space
Are the columns too wide to read easily
Does the background contrast the foreground enough.

In the Code
Each graphic needs an alt tag
Anchor elements get enhanced
Easy nav links from beginning of page skip to content
Link from nav to content
All roads lead to the content.

ARIA Roles
Accessible Rich Internet Applications
Roles define the function of an element
example (ul role="navigation")

Valid Semantic HTML
Largest positive impact
Small amount of effort
Screen Readers understand the content
End user can leverage built in tools easier
Use simple tags for content, Header, Paragraph, List tags.
Usability

Learning Styles

Learning style means your personal preference for the way you take in, organize, and process information. Learning style can be applied to any type of media from books to virtual reality (Chwen & Seong, 2005).

The old saying that knowledge is power is very true when it comes to knowing yourself and how you learn. If you understand your preferred way of learning and develop the study strategies that can maximize those preferences, you will increase your likelihood of success in your college coursework and in life (O’Toole, 2008).

Knowing the types of information you need, the way you best perceive this information, and how you process information to make sense of it equips you to request what you need from instructors. That puts you in control of your education. Students without this understanding find themselves frustrated because they cannot articulate what they need. Sometimes they doubt their abilities because they are experiencing difficulty in a particular course where a professor may have a very different style (Felder & Spurin, 2005).

There are three important things to keep in mind with respect to learning styles.

First
A person does not have just one learning style but uses a variety of styles relative to preferences:
- Auditory
- Visual
- Reading
- Writing

Second
On any given measurement of learning styles:
- There is no one best learning style

Third
Learning styles are learned:
- Through practice, a person can learn other ways of perceiving and
What is happiness?

We'll begin our look at the field of Positive Psychology by exploring the concept of happiness. Before you watch this short video, think about these questions:

- How do you define happiness?
- Is it something inside or outside of your control?
- Is it possible to make yourself happier?
- What are the elements that control our happiness?

Think about it

- Did your answers to any of the questions above change as a result of watching the video?
- What do you think are the elements of happiness that we can control?


Video

The Learning Object can play any kind of media with user controls. Media is captioned and transcribed.
Our Mission

Here at the Center for eLearning we are in the business of making courses for the Web. We have a team of instructional designers that work with subject matter experts to build the content for each course. Understandably, content is often delivered to us in a format that cannot be rendered using a web browser. For example, Powerpoint files, Word files, photoshop files, and such.

As a reaction to that we put all of our content into our web based learning object. This ensures all of our content complies with existing web standards, is accessible, 508 compliant, and future proof.

Responsive Design

We do our best here at the Center for eLearning to make sure that our content is consumable by each student who experiences our courses. We also want to make sure that it looks good, and is as future proof as possible. With that in mind, our goal for the learning object was a lofty one...device agnosticism.

To achieve our goal we turned to a responsive design development pattern. With a little forethought this has allowed us to deliver to our core audience, remain device agnostic, and retain all of our accessibility all in one fell swoop. Now, the same bit of code works across most devices, both mobile and desktop, and is resolution independent. Try it... take your browser window and resize it. Our design adapts & adjusts based on the width of your browser window. During the design process we make little tweaks to the typography, and sizes of things so the content looks good, and is consumable, at any device resolution.
What is Religion?

What does it mean to be a world religion? Before we can answer that question, some background as to what religion is and how to define it is necessary.

The word religion comes from two Latin terms re, meaning "again", and ligio, meaning "connect" or "join". Literally, therefore, religion means to connect or join together again. This makes sense if religion is viewed through the lens of sociology. Since Emile Durkheim first conceived the study of sociology in the early twentieth century, sociologists have noted that one primary purpose of religion is to formulate group identity. Indeed, when we think of the aspects of religion, we do not think of it as a belief espoused only by individuals, but as the convictions shared by large communities of believers.
1. Motions of Objects

There are several basic motions of bodies. Rotation is the spinning of an object around its axis. Earth rotates once approximately every 24 hours, whereas Jupiter rotates once approximately every 10 hours.

At any moment, half of the Earth is illuminated by the Sun, because of the fact that most of our light comes from the Sun. As the Earth rotates from west to east, your location moves from the dark (night) hemisphere into the illuminated (day) hemisphere and back again. The diurnal (daily) motion of the stars, the Sun, and the Moon is a consequence of Earth’s rotation.

Another motion is Revolution; that is, one object orbiting a second. Earth revolves around the Sun approximately every 365.24 Earth Days (1 Earth year), and Jupiter revolves around the Sun approximately every 11.86 Earth Years (1 Jovian year). As the Earth revolves or orbits around the Sun, the nighttime side of the Earth (or any other body orbiting the Sun) gradually turns toward different parts of the night sky.
LO Discovery and Cataloging
Introductory Sociology: Module 10

In module 10 students will learn about government and the economy as well as health and the environment. They will study the different perspectives and organizations that are involved in these areas.
Welcome to the xpLor Dashboard!

The xpLor Dashboard is your command center for content, channels and student submissions. The Dashboard provides quick links to finding content as well as content you have created and content you have used in your courses. It can be reached at any time by clicking the xpLor logo. Tell me more...

**Discover**
- By grade level
- By standards alignment

**Create**
- Page, File, Link, Quiz, more...
- Import common cartridge

**My Content**
- 1,012 Published

**Course Content**
- CeLLearningObjects_OC

**Channels**
- Create
- 40 Subscribed
- 40 Managed

**ACTIVITY MANAGER**

**Submissions**
- All ungraded
- Ungraded assignments
- Ungraded quizzes

**Discussion Posts**

**Import / Export Status**
CREATE

- **Page**: create a new page from scratch
- **File**: upload a file from your computer
- **Link**: add a link to a website
- **Collection**: sequence and organize a collection of learning objects

IMPORT

- **Common Cartridge**: create a collection from a common cartridge

Quiz
- add a test or practice exercise

Assignment
- add a dropbox for a homework assignment

Discussion
- add a topic for a threaded discussion
Creating a Resource...

Resources can be used to author a variety of content. The content editor allows you to customize the format of your content and attach additional files and images. After creating the content, publish your resource such that other users who are approved for sharing can reuse your material under the designated copyright. Tell me more...

Link Editor

Title

▲ LINK SETTINGS ?

URL

▲ DISCUSSION SETTINGS ?

☐ Enable student discussion for this resource

About

SHORT DESCRIPTION

COPYRIGHT LICENSE ? edit

Barbara Markham

licensed by

SHARING edit

Share With

Approved Users

Florida State College at Jacksonville

Add Channels

Add Individuals

Approved users may also

☐ add grade levels, tags and standards

☐ add resource to channels

CHANNELS ?

select a channel

GRADE LEVELS ?

add a grade level

TAGS ? recent tags

add a tag
Welcome to the xplor Dashboard!

The xplor Dashboard is your command center for content, channels and student submissions. The Dashboard provides quick links to finding content as well as content you have created and content you have used in your courses. It can be reached at any time by clicking the xplor logo. Tell me more...

- **Discover**
  - By grade level
  - By standards alignment

- **Create**
  - Page, File, Link, Quiz, more...
  - Import common cartridge

- **My Content**
  - 1,012 Published

- **Course Content**
  - CeLLearningObjects_OC

- **Channels**
  - Create
  - 40 Subscribed
  - 40 Managed

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**ACTIVITY MANAGER**

- **Submissions**
  - All ungraded
  - Ungraded assignments
  - Ungraded quizzes

- **Discussion Posts**

- **Import / Export Status**
You found some content! What's next?

Choose your content
Resources are individual pieces of content; collections can be an entire course worth of resources. Tell me more...

RESOURCES (11)

Art History from Pre-History to 15th Century: Module 11
CEXplor - 5/6/2015
In this module students will learn about art, sculpture, and architecture from Renaissance Italy.

Art History from Pre-History to 15th Century: Module 13
CEXplor - 5/7/2015
In this module students will study painting and sculpture from High Renaissance Italy.

Art History from Pre-History to 15th Century: Module 12
CEXplor - 5/7/2015
In this module students will study Italian High Renaissance art and sculpture.

Art History from Pre-History to 15th Century: Module 15
CEXplor - 5/7/2015
In this module students will learn about the influence of the Reformation in 16th century Northern Europe on Renaissance art.

Western Civilization through 1589: Module 7
CEXplor - 7/6/2015
This learning objective is designed to provide an overview of Niccolo Machiavelli’s role in and contribution to the Renaissance through a brief examination of his well-known and controversial work, The Prince. This overview will highlight the broader nature of the

Humanities in the Americas - The Primitive, the Influence of Native America, Mexico, and Africa: Module 12
Select a learning object and easily add to a course.
Each module contains a short description.

Modules are indexed by keywords and tags.
Moving Forward
Next Steps: Where Do We Go From Here?

• **Design Aspects**
  
  – Standardization of how, what and when LO’s are used
    
    • [Learning Object Request Form](#)
    
    • Procedure/policy to add tags
    
    • ADA compliant

• **Implementation Aspects**
  
  – Centralized training for staff and faculty
  
  – Promoting use
  
  – Faculty provided content
  
  – Sharing resources publicly—FSCJ copyright
  
  – [LO Libguide](#)
Open Educational Resources and Learning Objects: FSCJ Learning Objects

This guide is designed for FSCJ faculty to discover learning objects and other open educational resources. Faculty will also find information on adding and uploading content to share with colleagues.

Welcome!

Please use this guide to find information on how to discover and share learning objects and open educational resources.

Introducing Blackboard xPlor

Add to C

Courses

- Introduction to Algebra
- Algebra 1
- Introduction to Algebra
- Fundamental Mathematics

Section/Topic/Folder

- Content
- Chapter
- Week 1

Learning Objects Defined

What is a Learning Object?

Learning objects are digital materials with defined instructional value used to improve teaching and learning. Some examples of learning objects are:

- Websites
- Audio and video clips
- Presentations
- Tutorials
- Assignments, and assessments

The Librarians at Florida State College at Jacksonville have developed a learning object repository using a Blackboard product, XpLor.
Getting Started

Tool Availability
Is xPLor not listed as a Mashup? View this tutorial on how to make xPLor accessible through Blackboard

Moving Between xPLor and Blackboard
This guide will show you how to move between xPLor and Blackboard Learn.

Getting Started with xPLor
Here are a few slides that show how to search using “FSCJ” created channels

Discovery
Here is some helpful information on how to search for learning objects in xPLor.

Learning Objects in the Library

Discover, Create, and Share:
Our FSCJ librarians are available to assist you with discovering learning objects using the Blackboard xPLor learning object repository. Please contact a Faculty Librarian for assistance.

Faculty Resource Centers:
Several FSCJ campuses and centers have faculty resource areas with software designed to help with the creation of learning objects. Some software programs include:

- TechSmith Camtasia Studio
- TechSmith Snagit
- Adobe After Effects
- Adobe Creative Suite Design
- Adobe Lightroom
- Apple Final Cut Pro
- Mediaspace
- Apple Quicktime

Contact the campus for more information.

Suggestions and Feedback

Provide Feedback
Select this link to provide feedback and/or suggestions for improvement of the learning object repository.

Learning Object Repository Request

Request to Add
Select this link to request to have learning objects that you developed added to xPLor. Please fill in as much information as possible. If the learning object is a file from your computer, a librarian will contact you for more information.
Name: Please enter your name

Email Address: Please enter your email address

Title of Learning Object

Suggested course(s) in which it could be used

Type of Object
- File from your computer
- Link to a website
- Organized collection of learning objects
- Video

Web Address (if applicable)

**Please note that you will receive a separate email request for access to upload a file or presentation not available online

Summary: Provide a brief description of your learning object. Include a statement explaining the benefit to the student and possible uses.

Keywords: Please list a few keywords associated with your learning object that will help faculty discover it when searching

Learning Outcomes: Which learning outcomes are aligned with this learning object (refer to the course outlines for the course)?

Submit
Take Away

• Considerations
  – Consider LO’s as a way of reducing reliance on textbooks
  – Consider removing/replacing PowerPoint in online courses
  – Consider LO repository design alternatives
LO Repository Design Alternatives
Learning Management Systems

- Canvas Commons is a learning object repository that allows Canvas users to share learning resources.

- Commons is available in all Free for Teacher (FFT) accounts. Free for Teacher users are limited to finding, importing, and sharing public resources.
Learning Management Systems

- Desire2Learn is a course management system
- A Learning Object Repository (LOR) can be set up in Desire2Learn (Brightspace)
  - Brightspace Learning Repository
- Lansing Community College Library LOR
LibGuides

Learning Objects
helping to improve teaching and learning through digital materials

Featured Tools

Prezi

The YouTube Flash API was officially deprecated on January 27th, 2015.

Web Conferencing Tools

- Adobe Connect

Learning Objects Libguide—Univ of Illinois
College Webpages

Open Educational Resources

Textbooks
- OpenStax College
- OpenStax CNX
- Open Textbook Library
- College Open Textbooks
- Saylor Foundation
- Open Culture
- Bok Bong
- The Global Text Project

Courses
- http://distanceed.hss.kennesaw.edu/technicalcommunication
- Khanacademy.org
- academicearth.org
- Open Education Consortium
- Lumen Learning
- http://www.temoa.info
- http://academicearth.org
- https://www.wisc-online.com

Repositories
- http://webds.utmb.edu/neat/search.asp
- http://orgprints.org/
- Directory of Open Access Journals

Texas A & M University Open Educational Resources
Website Builders

- If you're a current student or faculty member of a partnering school, you can receive 50% off your first year of Squarespace.

- Squarespace Education Toolset
Website Builders

- Intuitive site-building interface & a free version
- A gallery of third-party widgets
- Online storage for your site assets
- WixEd
Website Builders

WordPress.com

• Hosts your site
• Free version is very basic and has limited customization
• Not on your campus domain ($$$)

WordPress.org

• Download open source software and host yourself
• Unlimited customization
• On your campus domain
• May need programmer support
Website Builders
Website Builders

Google Sites

- Website builder & host
- Basic internal sites
- Not ideal as a main client facing website
- Free*
- Examples—
  - School Libraries using Google Sites
  - Virtual Learning Commons

Weebly

- Website builder & host
- Weebly for Education is a special version for teachers and students.
- Free & paid plan options
- Examples
  - Interactive Sites for Education
  - Stallion Library
Expanding the Partnership

Achieving the Dream Grant

- FSCJ is one of 19 grantees and 38 Community Colleges
- Design two degree pathways with OER
- These degree pathway courses will be offered in all modes; Online, Hybrid, and F2F.
- The grant will help with college affordability.
Expanding the Partnership

Library’s Continued Involvement

- Library for support with locating and evaluating the OERs.
- Libraries have search and discovery systems, data storage, metadata and indexing, institutional repositories and preservation expertise.
- Libraries have trusted relationships enabling the outreach, education, and instructional support.
Contact Information

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