



Videos On Demand as Learning Objects Working Group

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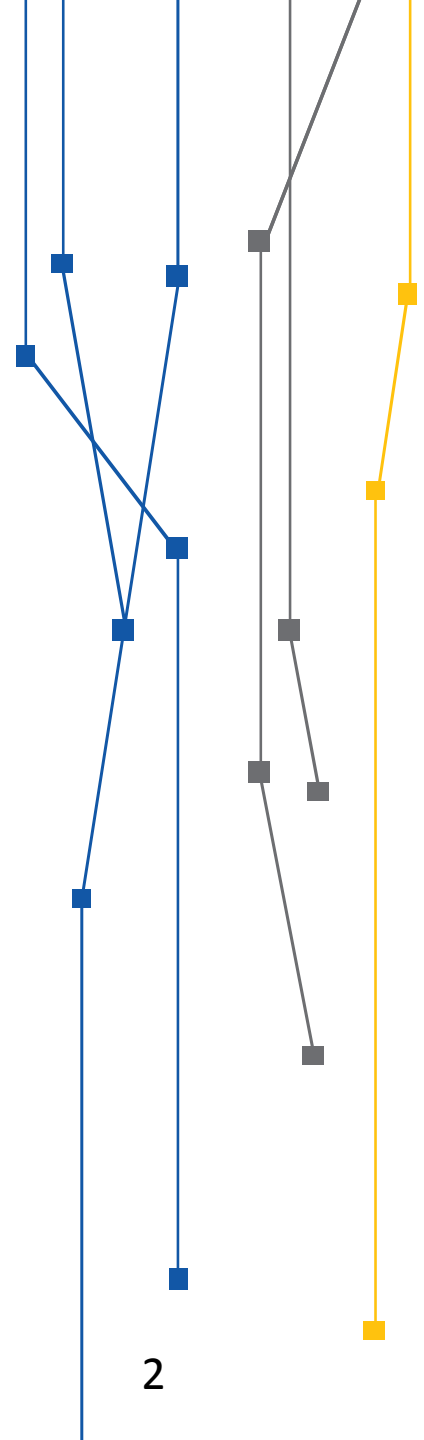
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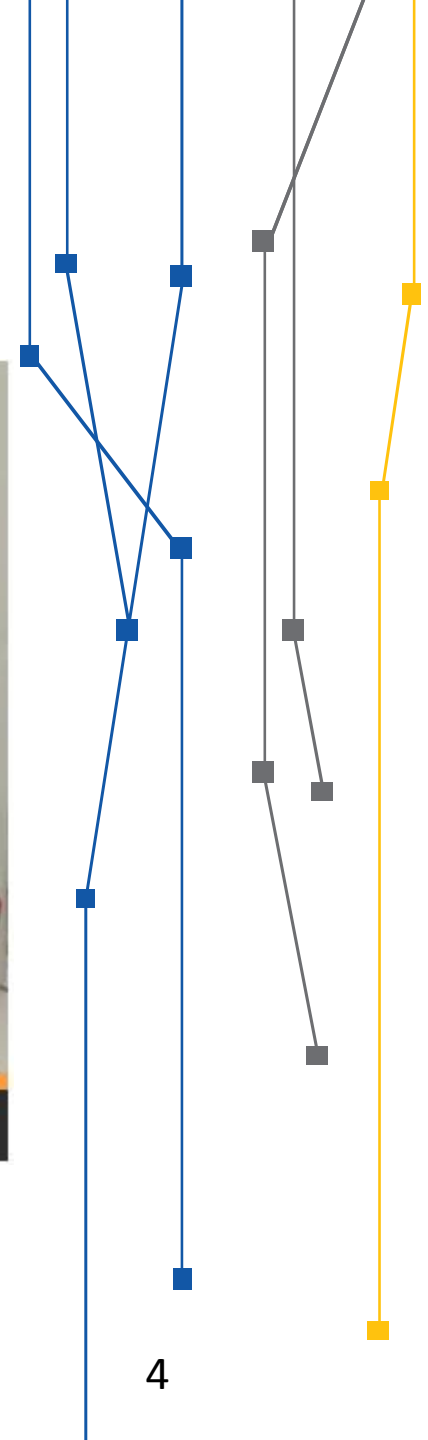
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Learning Objects

“They are defined as any other entity, digital or not, that can be used, reused or referenced during a learning or training process supported by computer(s).” [IEEE 2012] [Wiley 2000]



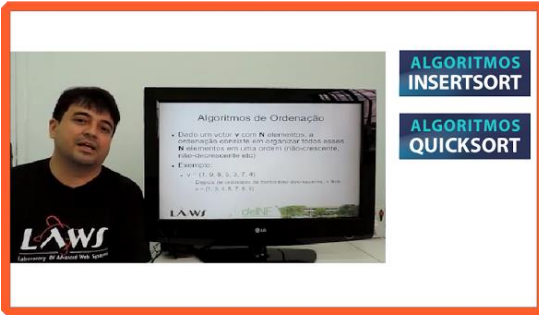
Learning Objects



Learning Objects

How to program this object?
Teachers know how to program?

Starter Video



Option 1



Insertsort

Option 2

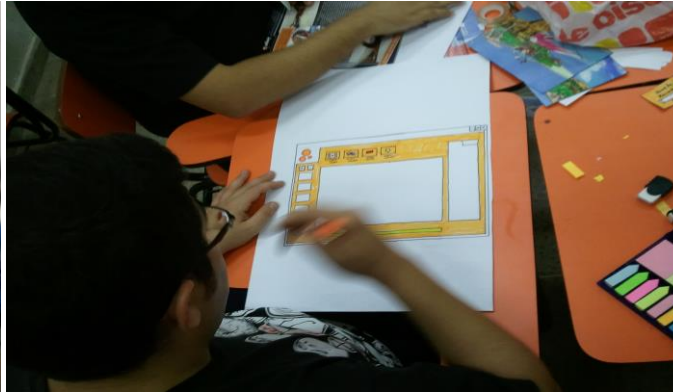


Quicksort

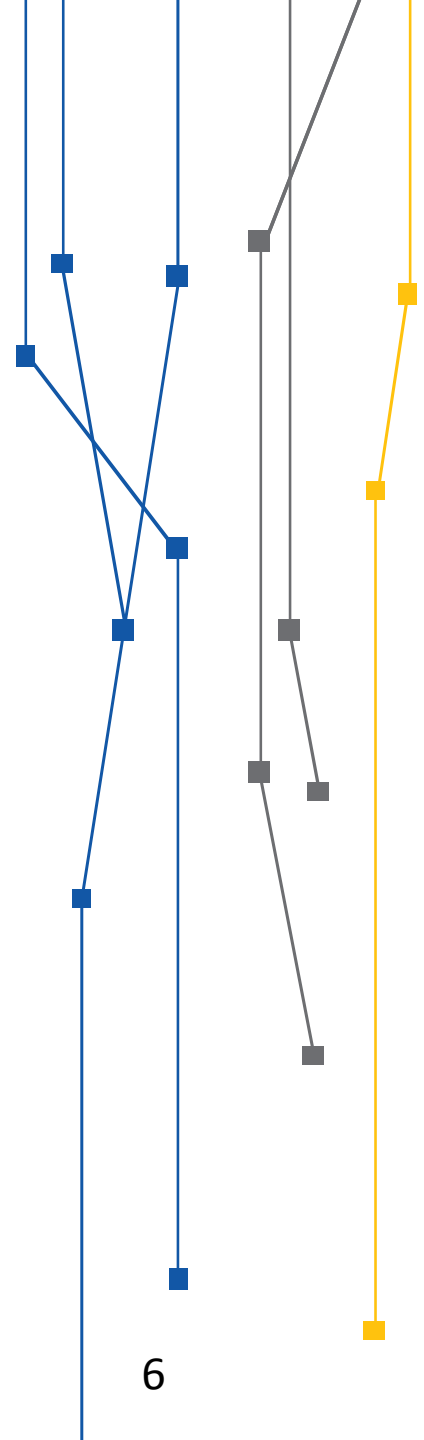
Methodology



Focus Group and Card Sorting.



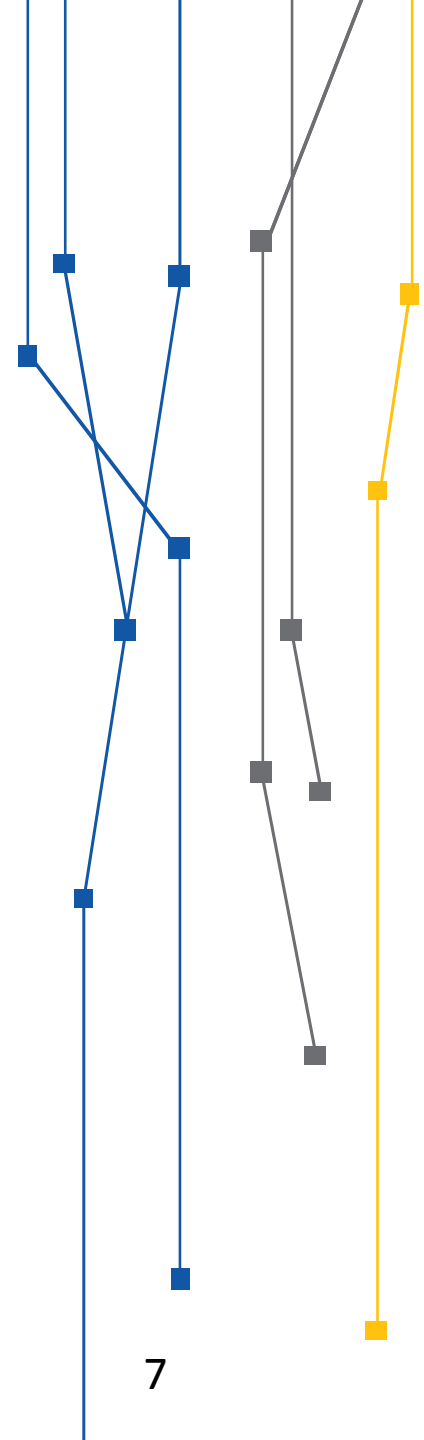
Paper Prototyping.



Cacuriá

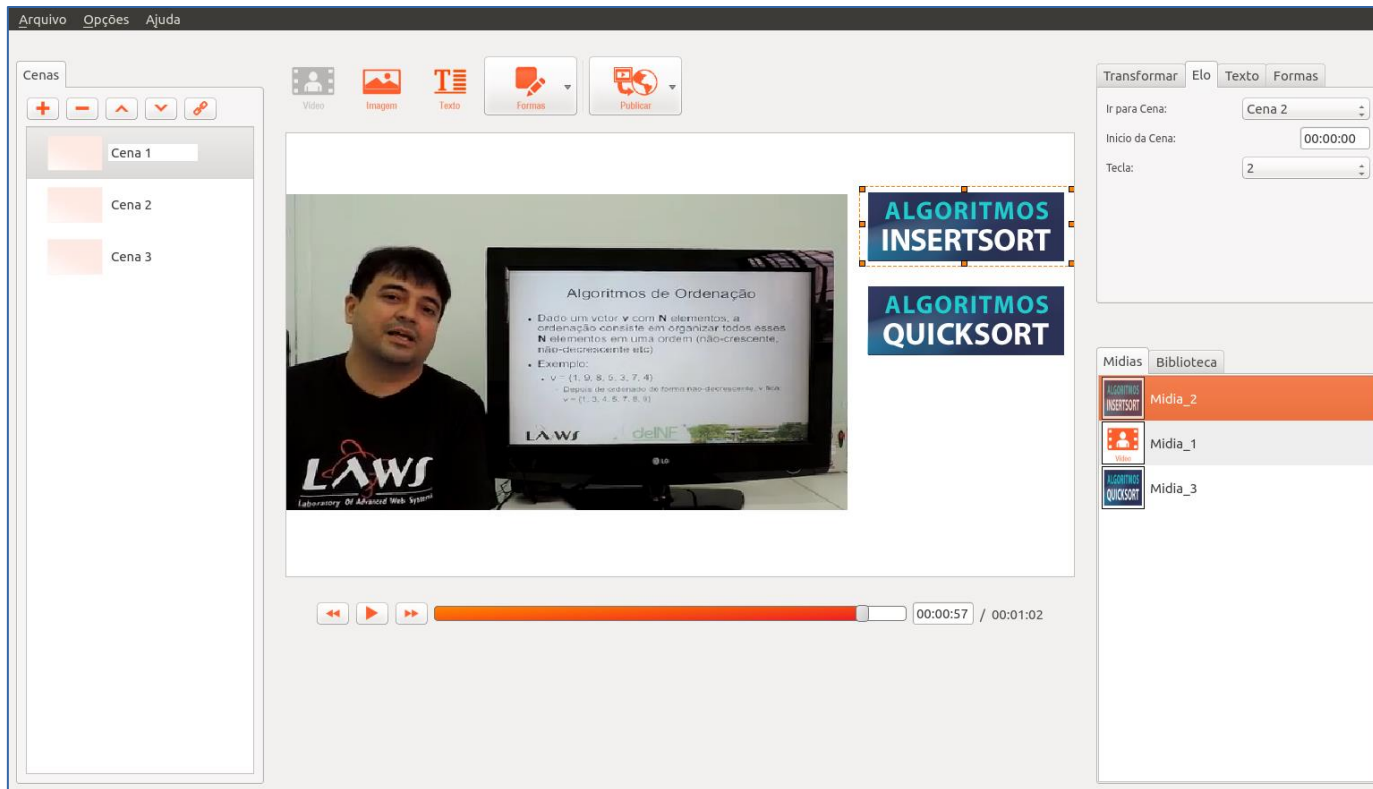


Cultural Manifestation of Maranhão/Brazil



Cacuriá

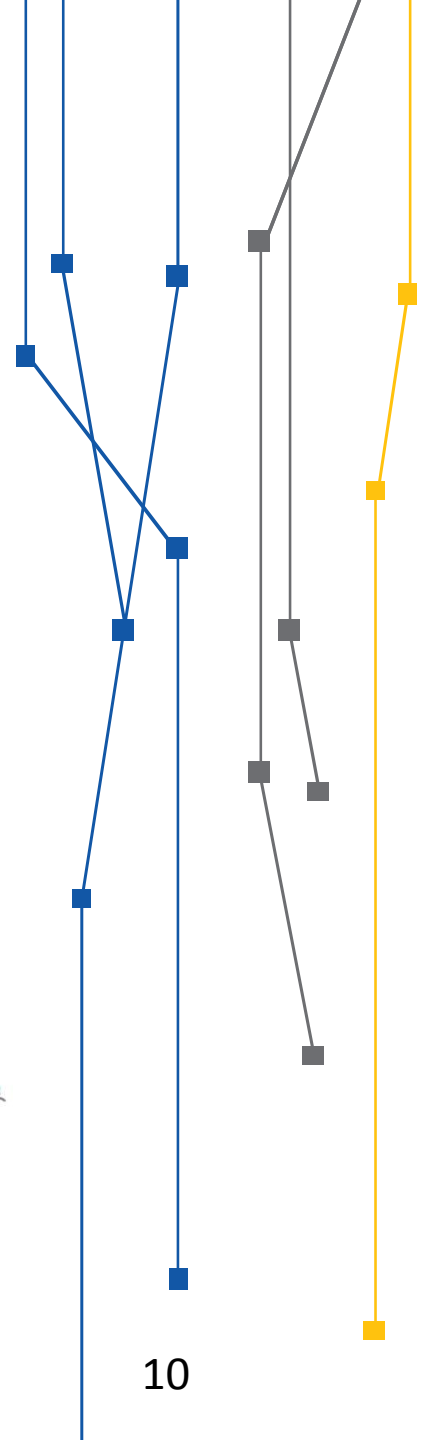
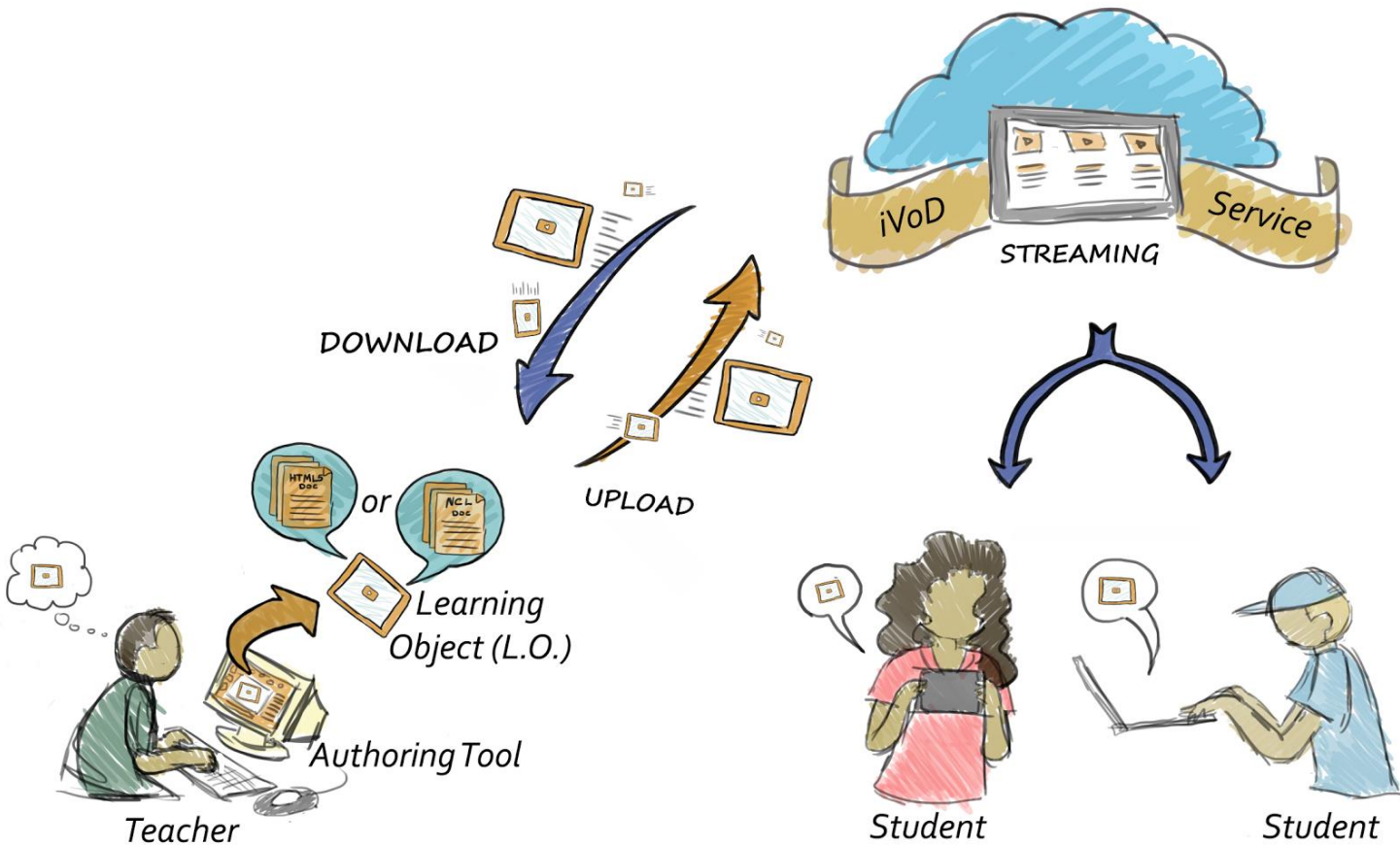
- Scenes
- Medias
- Timeline
- Properties
- Interactivity



Cacuriá

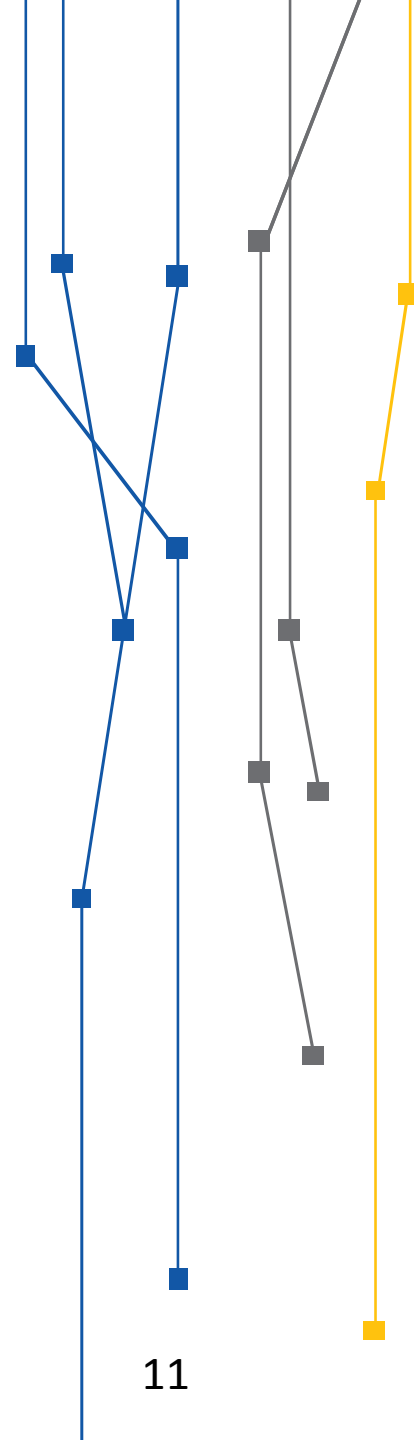


Cacuriá

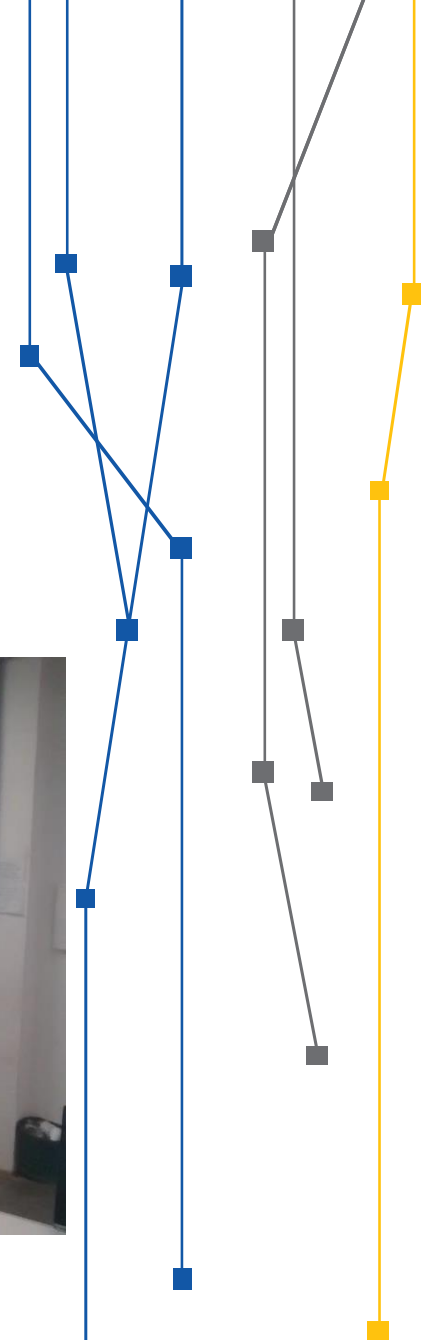


Demonstration

Creating na Learning Object with Cacuriá



Evaluation



Evaluation

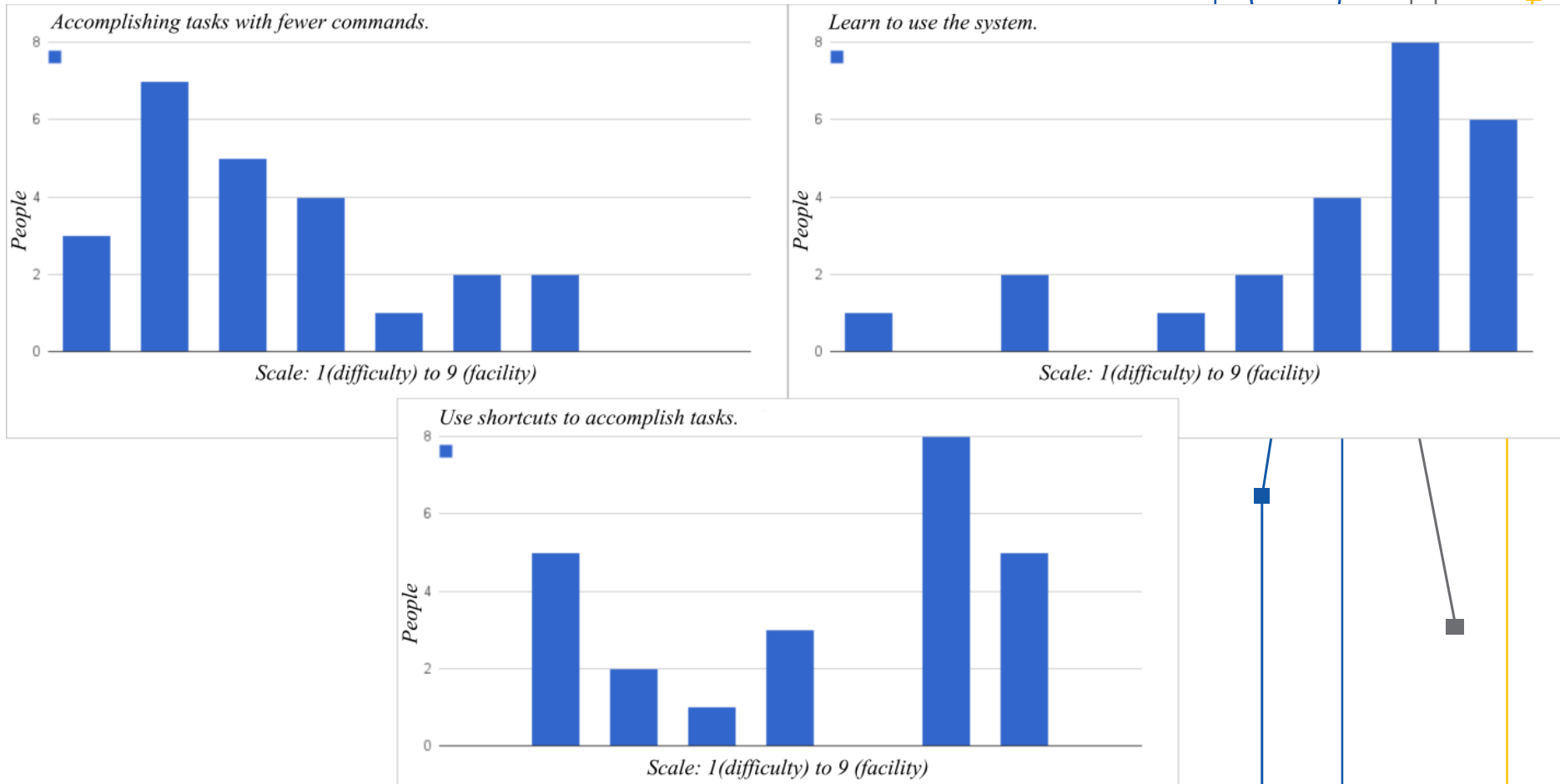
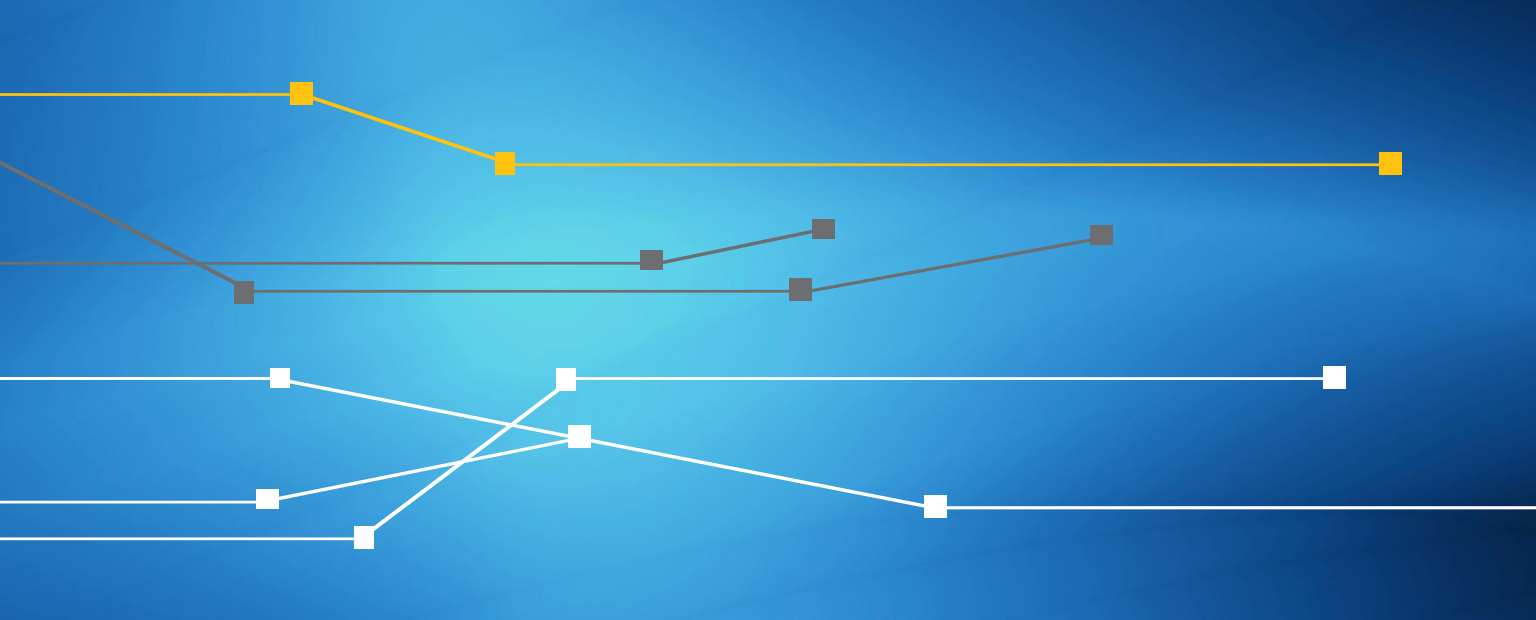


Figure 11 – Results of the Efficiency of Cacuriá.



Thank you! Questions?

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Working Groups Programme

R&D Department

RNP – Brazilian NREN



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