

Trends and Issues: The Impact of Learning Objects

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Purpose:

Our presentation and paper discusses the impact of Learning Objects (LOs) in education and how the delivery of instruction is affected by it. Instructional designers, practitioners, SMEs, and computer programmers are all involved in developing and changing the environment of instructional design.

Overview:

The need to take classroom-based instruction, materials, and information and create a low-cost, high quality instruction in a web-based format has given way to the concept of Learning Objects (LOs). Our presentation begins with the history and definition of the LO trend and then continues with the discussion of the analysis and issues practitioners and instructional designers are dealing with. Participants will be shown examples of Learning Objects and an active Learning Object Repository. Participants will also engage in activities to gain a better understanding of Learning Objects.

Topics:

- History
- Definitions
- Why Have Them
- Strategies
- Categories
- Best Practices
- Implementation
- Future trends
- Systemic Impact
- Conclusion
- Recommendations

Conclusion:

Even though LOs are hard to define and standards are not being strictly followed, there is still wide use and acceptance for using them. In the future, LOs will make it so the learner can choose their own path of learning. Technology needs to catch up for this new idea of immediate updating the learner's path to become reality.

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The paper and its resources can be found at

<http://www.designbydi.com/UCD/LO/index.cfm>

Additional Resource Websites:

1.	Distance Education Clearinghouse	http://www.uwex.edu/disted/lo.html
2.	Constructing Learning Objects	http://www.cat.cc.md.us/~gkaiser/microrlo/LO.html
3.	VCILT Learning Objects Repository	http://vcampus.uom.ac.mu/lor/index.php?menu=1
4.	NLII Learning Object Glossary	http://educ3.utsa.edu/pmcgee/nlii/glossary/
5.	Exploring Adaptive Learning Objects: A Prototype	http://www.flexiblelearning.net.au/innovations/vic65.htm
6.	Learnactivity – Reusable Learning Objects	http://www.learnactivity.com/html/rlo.htm
7.	Oregon Network Education – Courses/Learning Objects	http://oregonone.org/showcase.htm
8.	Wisconsin Online Resource	http://www.wisc-online.com/index.htm
9.	Learning Objects for Introductory Programming	http://www.ics.ltsn.ac.uk/Learning_Objects/lmu_learningobjects/examples.htm
10.	LearningWare, A VCCS Grant Program	http://vccslitonline.cc.va.us/LearningWare/expertise.htm
11.	Preparing Teachers to Use Learning Objects	http://ts.mivu.org/default.asp?show=article&id=961
12.	Storyboard for Learning Objects	http://www.alivetek.com/learningobjects/storyboard.pdf
13.	Learning Object Analysis Sheet	http://www.alivetek.com/learningobjects/analysis.pdf
14.	The Objects of Learning	http://adlcolab.uwsa.edu/lo/index.htm
15.	SCORM Content Development Course	http://www.jcasolutions.com/SC12/home.html
16.	Learning Object Tutorial	http://www.eduworks.com/LOTT/tutorial/
17.	Learning Objects & Standards Resources	http://www.learnativity.org/standresources.html
18.	Designing Courses: Learning Objects, SCOs, IMS Standards, XML, SGML, etc.	http://www.ibritt.com/resources/dc_objects.htm
19.	Objects of Desire – University of Calgary	http://commons.ucalgary.ca/showcasetv/displayVideo?movieID=1000068&videoID=1000022