

✦ Learner-adaptive content

Make learning adapt to user's needs

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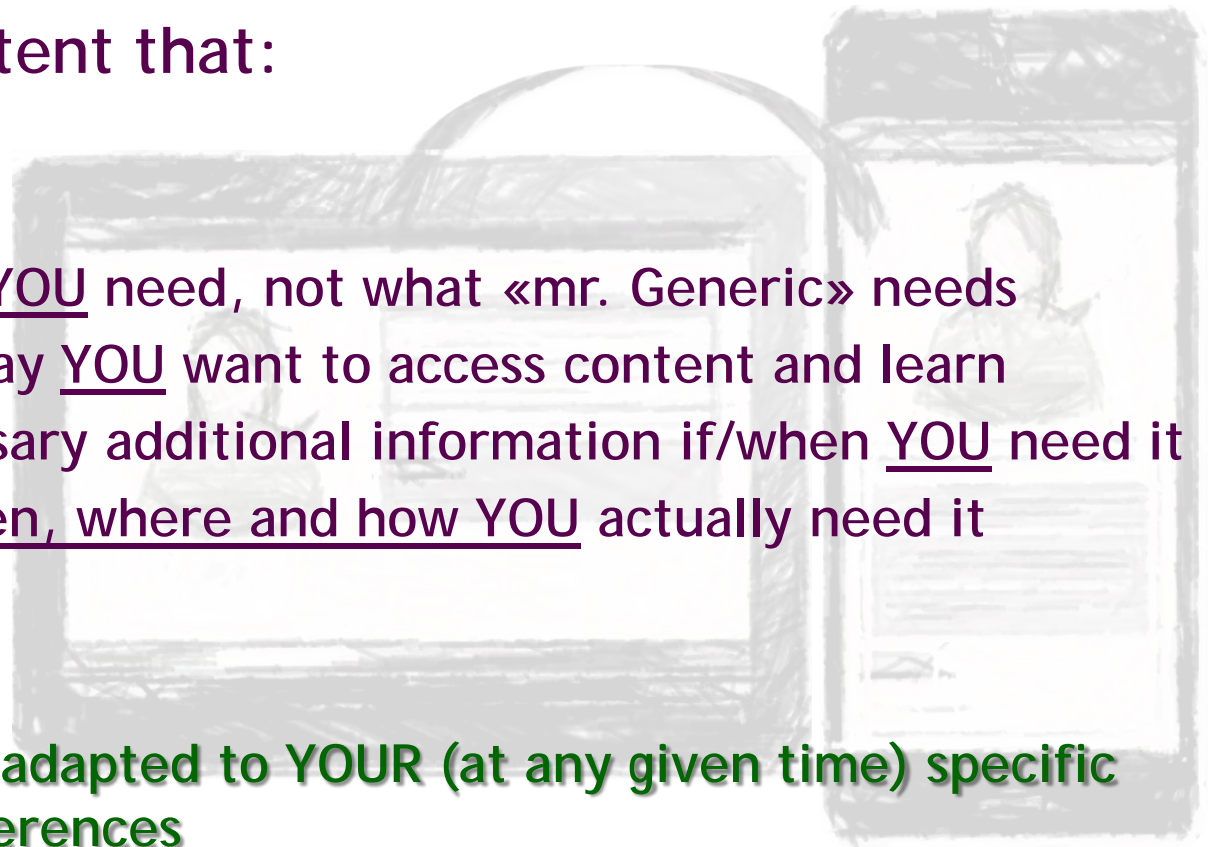
◆ Questions

- ◆ How many courses have you used more than once?
 - ◆ without being forced to for certification?
- ◆ Have you ever felt the need to, or tried to, use course content for a «JIT» job-situation?
- ◆ Have you been forced to sit through content you already knew? Effect on motivation?
- ◆ Your estimate of the «I already know this» %?
- ◆ What would it mean if content was focused on YOUR needs?



✦ What is a good learning experience?

- ✦ Learners are content consumers and googlers!
 - ✦ We want to find and consume learning content the same ways we consume other content!
- ✦ This means content that:
 - ✦ Is flexible
 - ✦ Engages YOU
 - ✦ Provides what YOU need, not what «mr. Generic» needs
 - ✦ Supports the way YOU want to access content and learn
 - ✦ Provides necessary additional information if/when YOU need it
 - ✦ Is available when, where and how YOU actually need it
- ✦ In short:
 - ✦ **Content that is adapted to YOUR (at any given time) specific needs and preferences**



✦ Are we creating good learning experiences?

- ✦ A “course” is most often a “one-time event”
 - ✦ Used/attended only once
 - ✦ Not available for repetition (or hard to repeat)
 - ✦ Not available as JIT/JET/OJT
- ✦ One «big block of learning» - little modularity
- ✦ One pre-defined path of pre-defined content and activities for all learners
 - ✦ ignoring individual needs and pre-existing knowledge
- ✦ One pre-defined learning-style supported - presumed to fit all
- ✦ Not searchable (!!)



✦ Mechanisms for learner-adaptive content

✦ «Minimum» solutions:

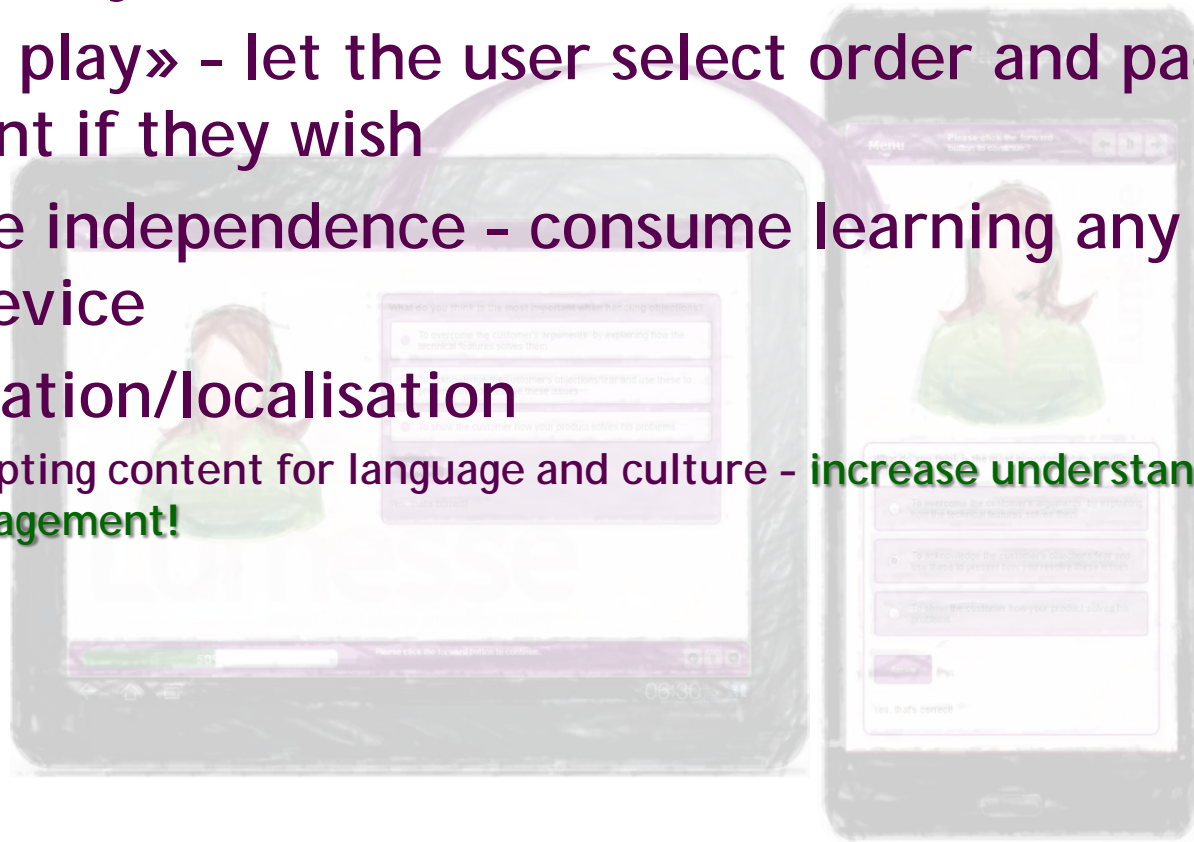
- ✦ Modularity - selectable

- ✦ «Free play» - let the user select order and pace of content if they wish

- ✦ Device independence - consume learning any time on any device

- ✦ Translation/localisation

- ✦ Adapting content for language and culture - **increase understanding and engagement!**



✦ Mechanisms for learner-adaptive content

✦ «Medium» solutions:

✦ Pre-/post-testing scenarios

- ✦ Identifying relevant/required content - pre-defined
- ✦ **Decrease time use, increase focus, motivation and retention by focusing on what's relevant for the student.**

✦ Role-/level-/group/? -based adaptive

- ✦ Identifying relevant/required content - pre-defined
- ✦ **Decrease time use, increase focus, motivation and retention by focusing only on what's relevant for the student.**

✦ Learning style - preferences

- ✦ Pre-/post-test vs «traditional»
- ✦ Reading/video/audio vs interactive
- ✦ **Personalise/increase motivation/retention**

✦ Personalisation



✦ Mechanisms for learner-adaptive content

✦ «Advanced» solutions:

✦ Scaffolding - «Result-based» adaptations at low level

- ✦ Identify learning needs - focus on learner needs, not generic path
- ✦ Scaffolding information - using resources
- ✦ **Optimize/target learning effect**

✦ Interactive scenarios

- ✦ Branching scenarios - user actions determines paths
 - ✦ Simulate e.g. decision trees/processes/dialogues
- ✦ **Introducing «game» elements, engaging users**

✦ Variables - storing results

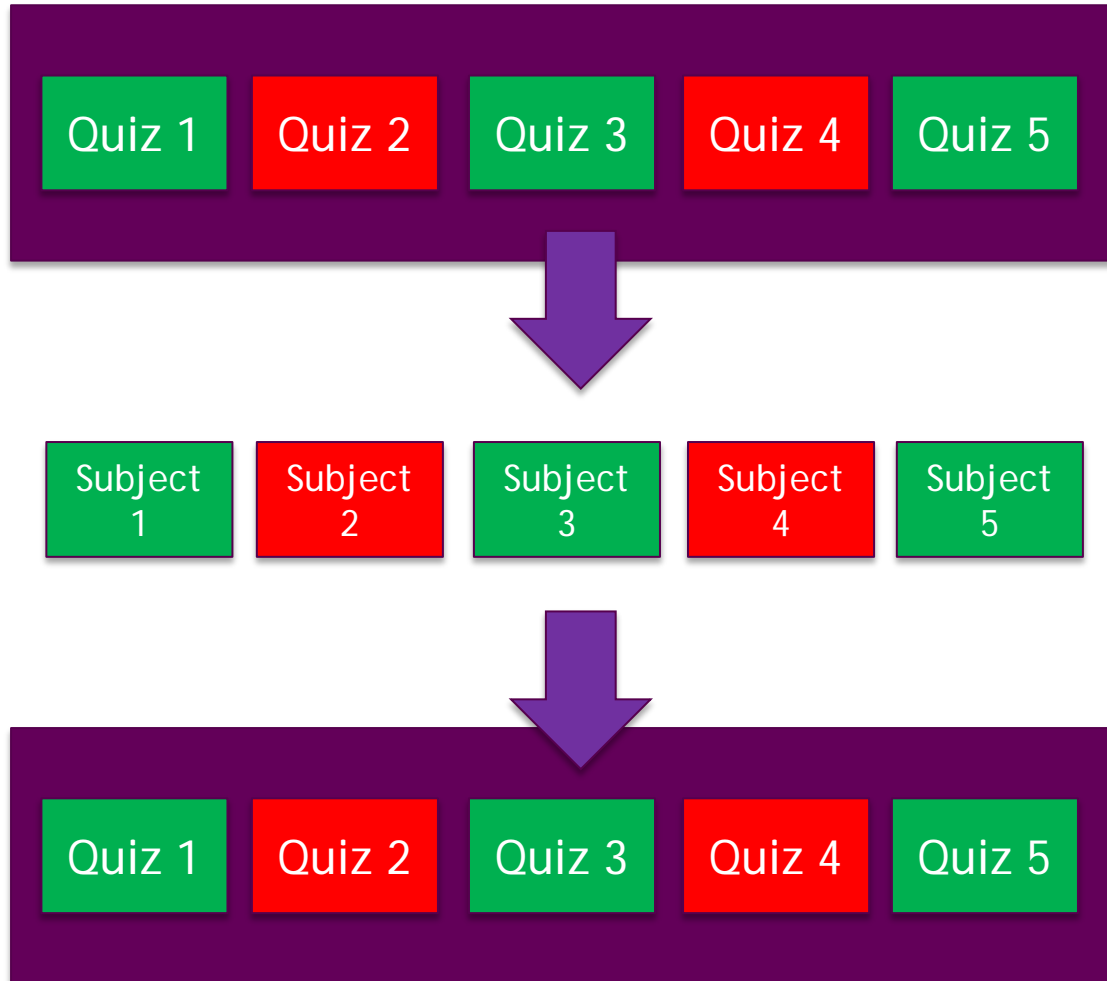
- ✦ Contemplation - e.g. freetext answers at start, confront user at a later stage
- ✦ Answers early on can affect content/path at a later stage

✦ Search

- ✦ User access optimized for JIT/JET and OJT - **mobile!**
- ✦ User can selectively find and use any content




✦ Adaptive mechanisms - Pre-/post testing



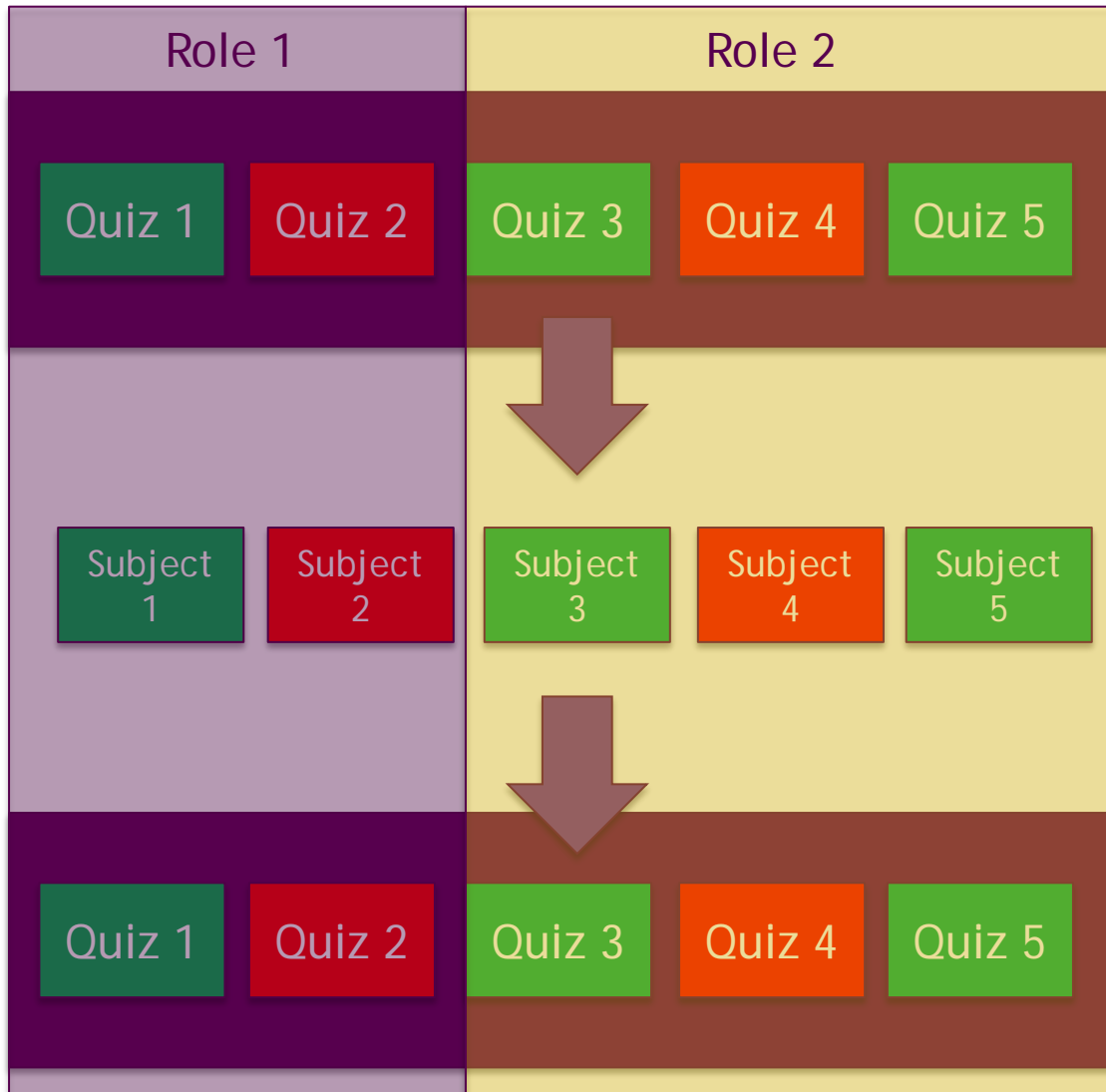
Adapt to pre-existing knowledge:

- Focus learning (avoid repetition!)
- Reduce training time
- Increase motivation and engagement

 Failed becomes mandatory


Example:
Reduction in Testing: 20%
Reduction in theory: 60%

◆ Adaptive mechanisms - Role/level



Adapt to role-based required knowledge:

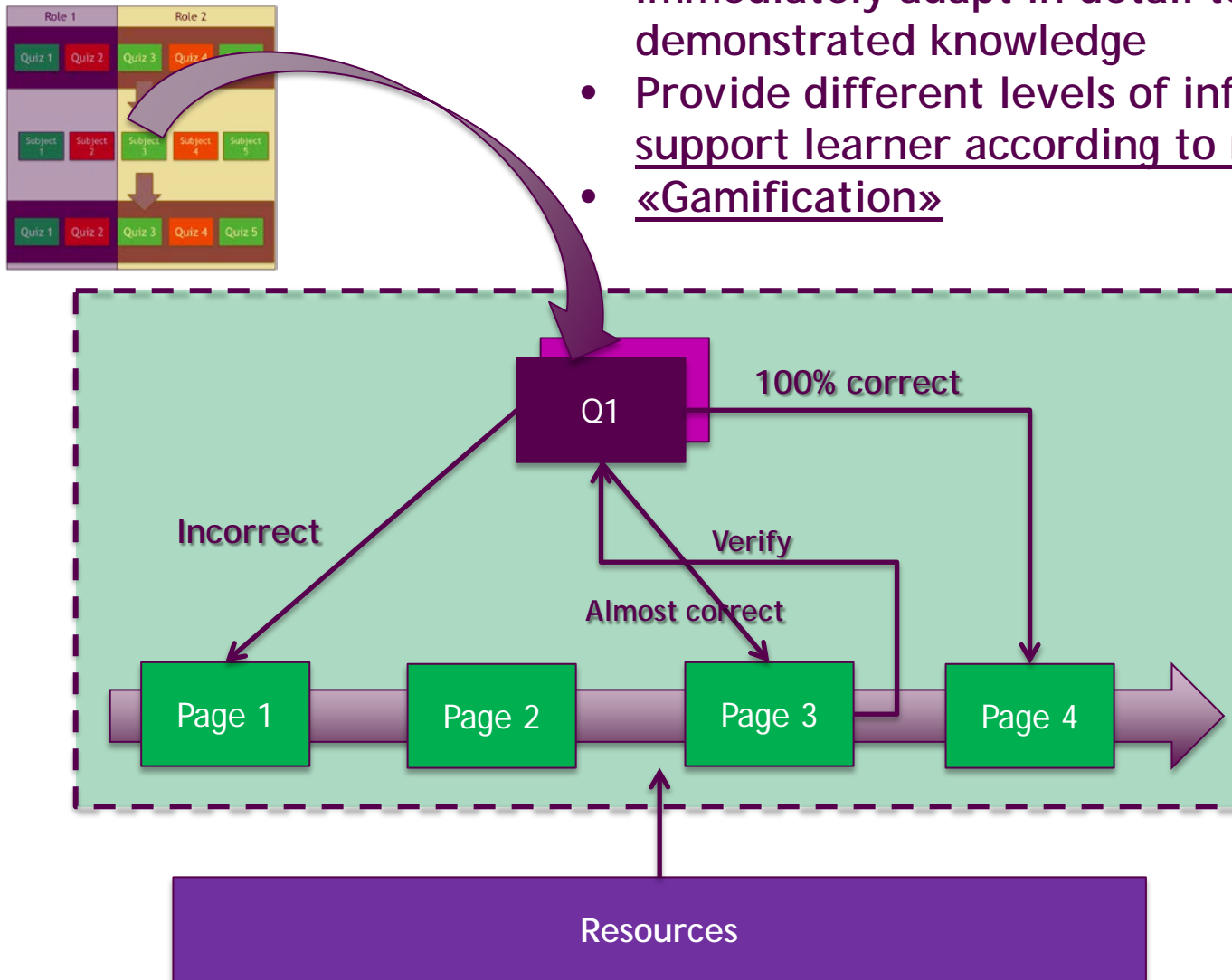
- Focus learning (avoid repetition!)
- Reduce training time
- Increase motivation and engagement

 Failed becomes mandatory

Example, Role 1:
Reduction in Testing: 70%
Reduction in theory: 80%

◆ Adaptive mechanisms - Scaffolding

- Immediately adapt in detail to demonstrated knowledge
- Provide different levels of information to support learner according to need
- «Gamification»



The CourseBuilder Vision: “One Course!”

- To enable teams of authors to cooperatively create, edit and share content
 - in any language
 - from any location
 - for any device
 - for any browser



- To publish this content once to be playable across all devices, platforms and LMSes.
- The CourseBuilder “One Course!” concept

✦ CourseBuilder 8

✦ A new generation SaaS based tool for the future*

✦ Leading edge power and flexibility

- ✦ Fast, easy, powerful
- ✦ Beyond(!) templates
- ✦ Advanced functionalities

✦ The power and advantages of SaaS

- ✦ Collaborative development
- ✦ Easy sharing and reuse
- ✦ Centralised media repository
- ✦ Workflow supporting virtual teams
- ✦ Easy centralised management and control - users and brand

* HTML5/JS/CSS3 based, requires IE9 or later or any modern browser!



◆ CourseBuilder 8

◆ Advanced functionality for learner-adaptive, responsive content

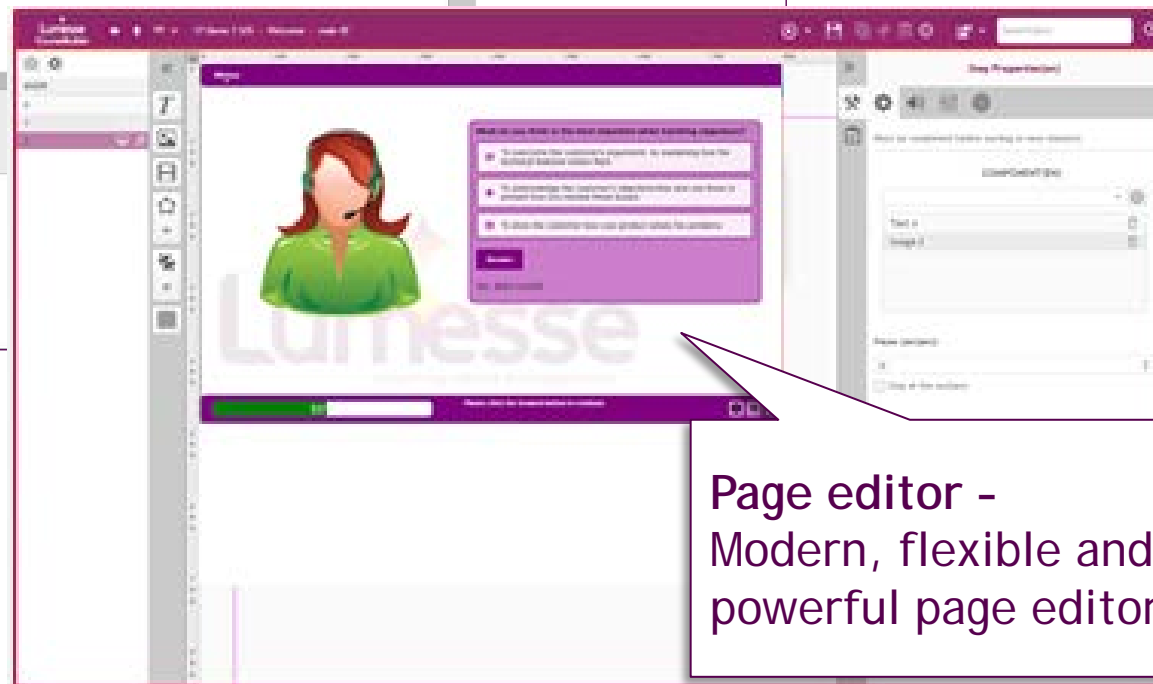
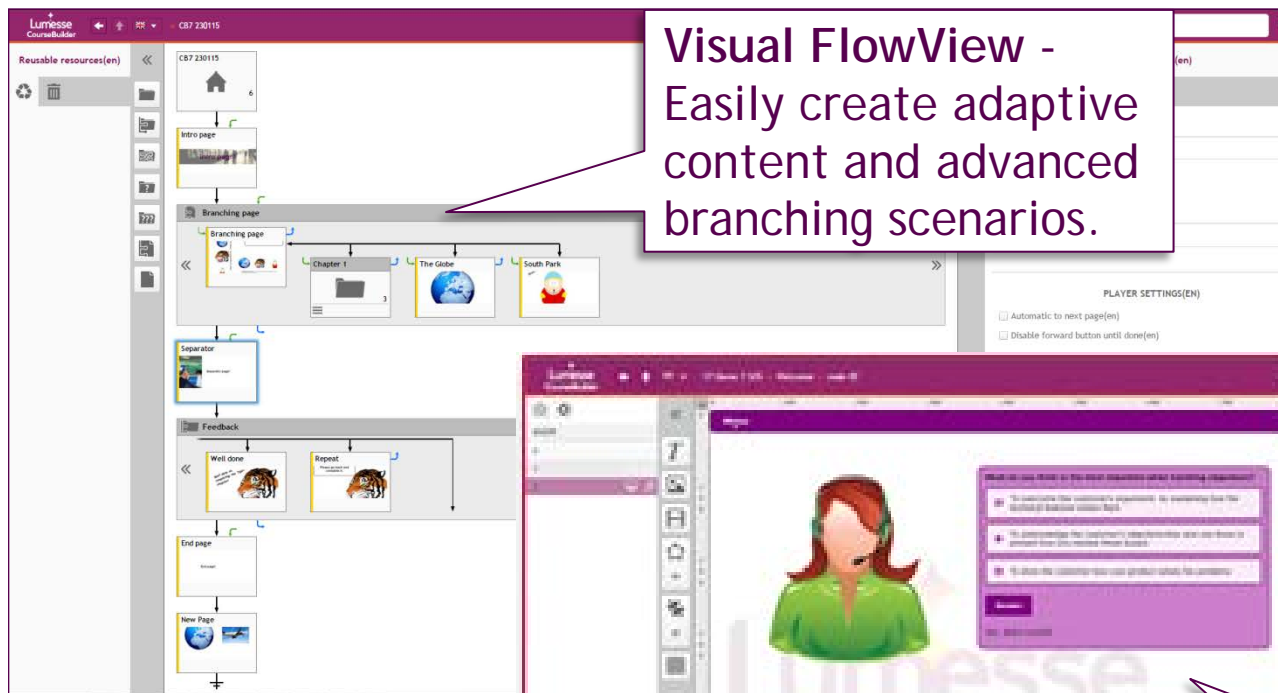
- ◆ Advanced branching
- ◆ Actions and triggers, variables
- ◆ Hot objects

◆ Skin Editor - branding is part of the learning experience!

- ◆ Easily develop/maintain/adapt responsive Skins
- ◆ Powerful features - styling, design, functionalities



✦ CourseBuilder 8 - HTML5 based Editor - Flow View & Page Editor



✦ CourseBuilder 8 - HTML5 based Editor - Flow View

The screenshot displays the Lumesse CourseBuilder 8 interface in 'Flow View'. The top navigation bar includes the Lumesse logo, navigation icons, and a search bar. The main workspace shows a hierarchical flow of course elements: 'Reusable resources(en)', 'New Page' blocks, and 'Branch Folder' containers. A 'Branch Folder' is expanded to show three branches: 'Branch 1', 'Branch 2', and 'Branch 3', each containing a 'New Page' block. A 'Branch folder(en) properties(en)' panel on the right allows for configuration of the selected branch folder, including title, menu visibility, completion requirements, and branching rules. The 'Branching rules(en)' section lists conditions like 'Andrea = 1' and 'Ulif = true' with associated actions.

Pages visible for easier navigation

Fully freetext searchable content

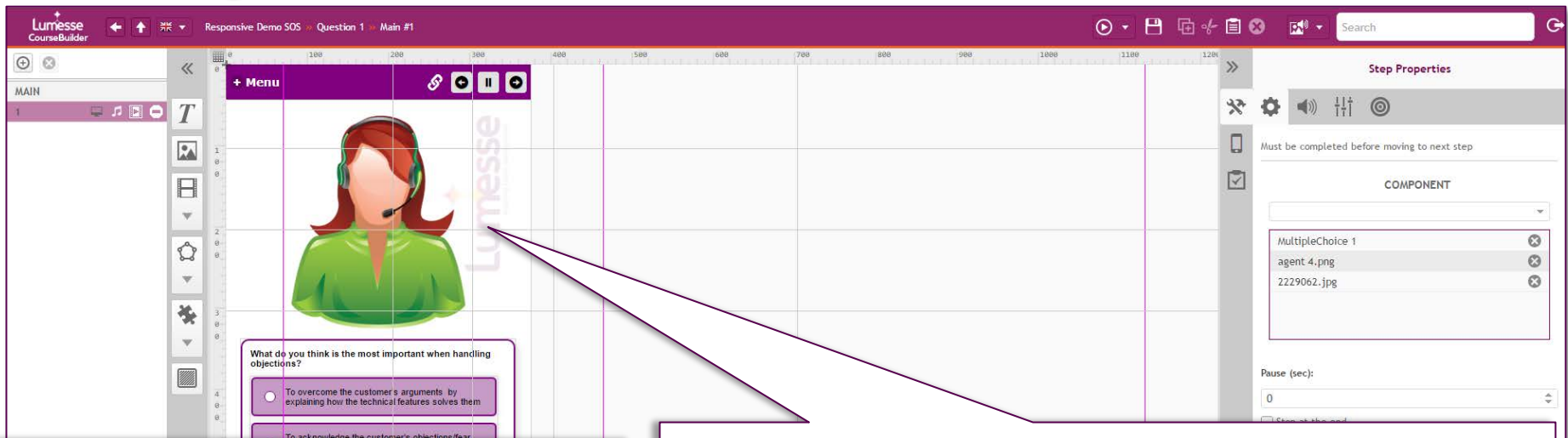
Improved usability with a visual overview of course flow

Easily create & manage conditions & triggers

Easy to create advanced branching structures, more intuitive saving time



◆ CourseBuilder 8 - HTML5 based Editor - Page editor



- Flexibility & control
- Work dynamically with responsive versions
- Work faster, easier & more intuitive

Editor functionalities:

- Advanced text capabilities and font handling, browser's spell-checker, RTL support
- Layering, multi-selection, copy/paste of elements between pages
- Intuitive Step-line with advanced control options
- Triggers & actions on all components
- Rulers & grid
- Various animation options





Short demo - examples

Learner-adaptive content





Questions?



thanks

