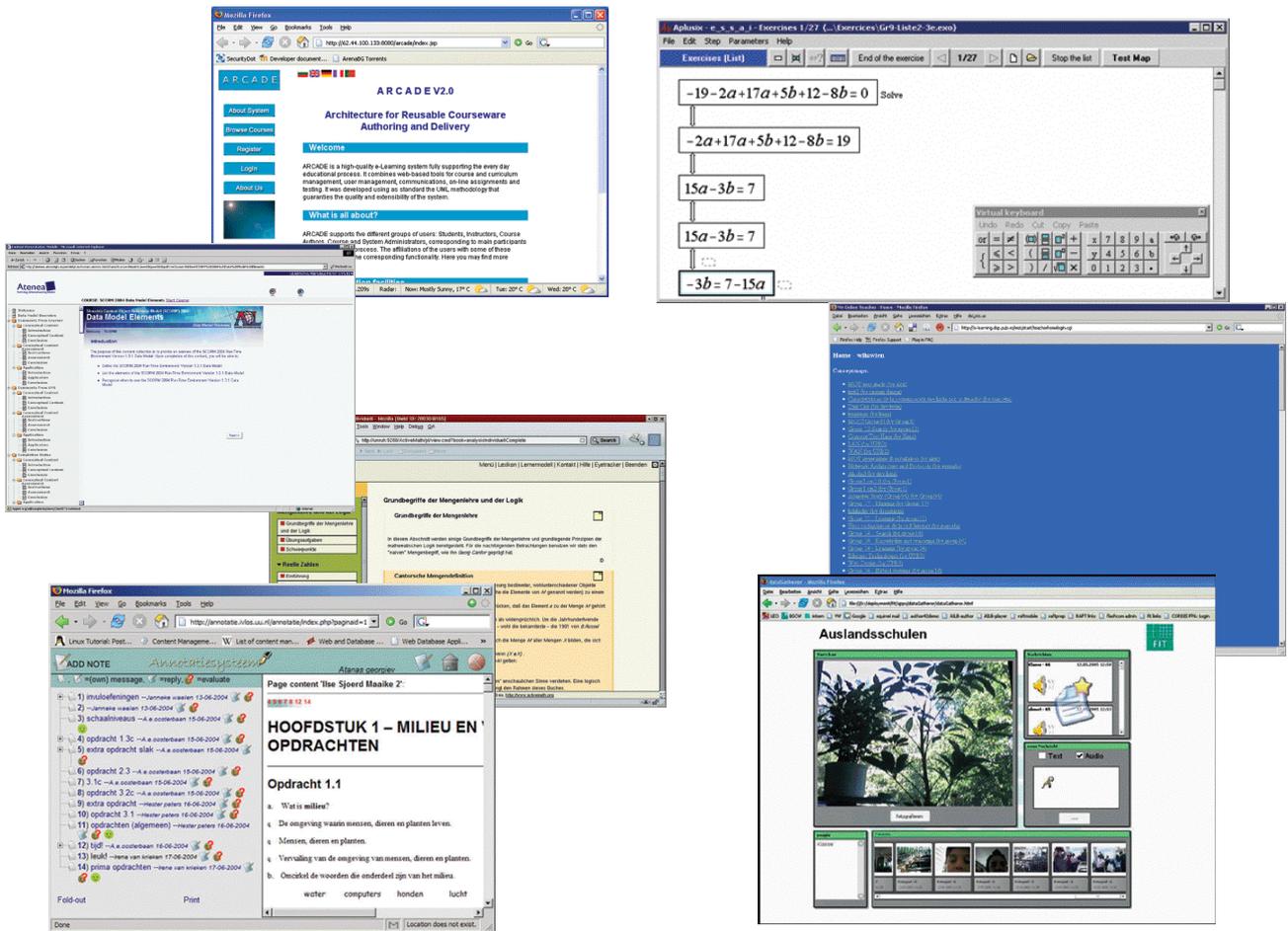
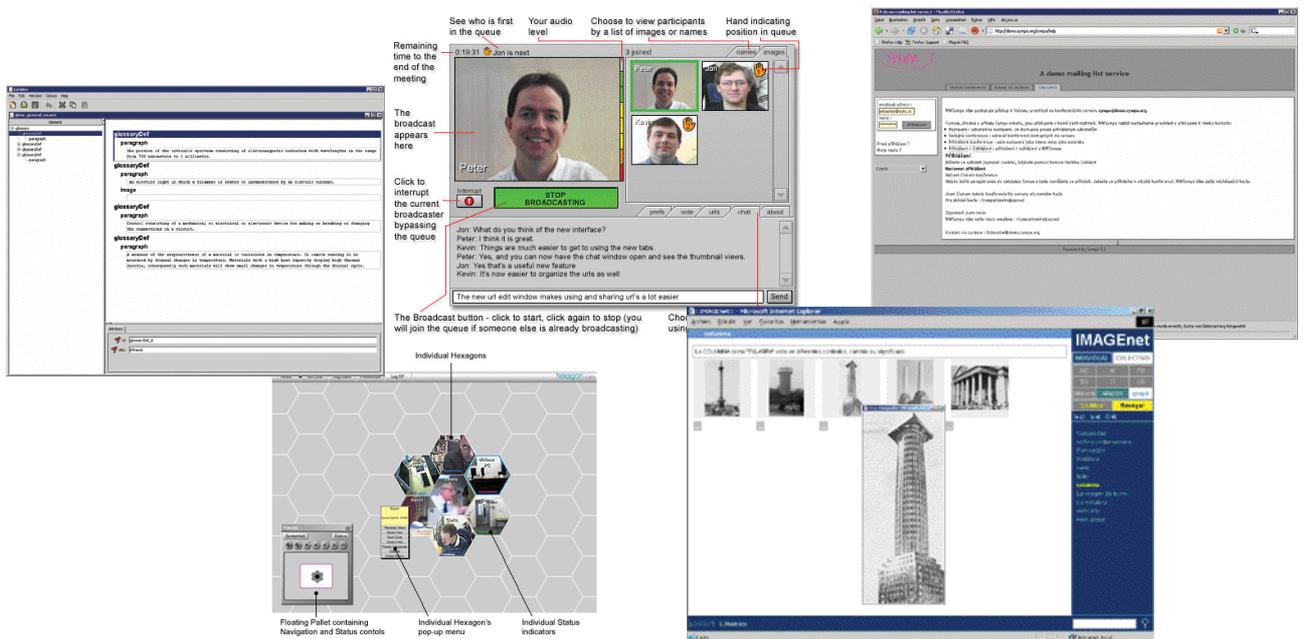




Participatory Communication Activities on e-Learning



E-Learning: Tools for NGOs





Participatory Communication Activities on e-Learning

The project *Participatory Communication Activities on E-Learning (PARCEL)*

The PARCEL project complements the dissemination activities of KALEIDOSCOPE and PROLEARN, the two Networks of Excellence on technology-enhanced learning, which are supported by the European Commission, with participatory communication activities in Austria and the Czech Republic.

PARCEL gives NGO's and NPO's, who want to make use of technology-enhanced learning, the opportunity to test appropriate software provided by KALEIDOSCOPE und PROLEARN and, a quite rare occasion, to get in contact with software developers. Within feedback rounds and roundtables test users report back their experiences with the software to those who developed it. Software is technically fully tested and based on industrial standards.

PARCEL's communication activities are complementary to the dissemination activities of the two Networks of Excellence. They are local and regional in reach and aim at different target groups, namely non-profit organisations, which are interested to be suppliers or demanders of technology-enhanced learning.

Project activities are conceived as pilot activities. When successful, they could be integrated in similar Networks of Excellence and other large-scale projects.

Test users stimulate the further development of software for technology-enhanced learning by giving valuable hints how such software could be improved, especially in respect to usability. Hence the success of the communication activities could translate into improved marketability, acceptance of open source software and public participation in development processes alike. That way the needs and demands of citizens from science and technology would be met to a greater extent than at present.

PARCEL is a Specific Support Action under the Science and Society Workprogramme of the Sixth EU Framework Programme for Research and Technological Development.

ActiveMath



With this online application mathematics is never boring! By concrete and entertaining exercises it is easy to understand.

ActiveMath is a stable, web-based, multi-lingual, user-adaptive, interactive learning system for mathematics.

The system provides an open architecture for the presentation of interactive mathematics documents (hyperdocuments as well as printed material, slides as well as hyperbooks) and combines components such as a learner model, a course generator, a knowledge base and several integrated service systems. The course generator allows for the assembly of individual "books" according to learner's goals, preferences and knowledge.

ActiveMath's interactive exercise subsystem clearly separates components for evaluation and feedback and supports action tracing. ActiveMath includes tools such as a lexicon, an interactive concept map, open student model, and notes. The lexicon facilitates the search for concepts and browsing their dependencies. Notes allow writing private and public notes which are then attached to concepts.

Welche beiden Zahlen werden hier gemittelt?

Die eine Zahl ist ...

Nein. Vergleichen Sie die Formeln im Bild mit den Formeln für arithmetische und geometrische Mittelwerte. Versuchen Sie es dann noch einmal.

Die eine Zahl ist ...

... die andere ist .

Genau, x und y werden hier einmal arithmetisch und einmal geometrisch gemittelt.
Wie lautet die Ungleichung zwischen arithmetischem und geometrischem Mittel in diesem Fall?

\leq

Auswerten Lösungshinweis Eingangssyntax: Maple™ Anzeigeformat: HTML Eingangssyntax Hilfe

active math

Inhaltsverzeichnis

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 - Grundbegriffe der Mengenlehre und der Logik
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 - Eigenschaften der reellen Zahlen - Axiome
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 - Schwerpunkte
 - Folgen von reellen Zahlen
 - Einführung

Grundbegriffe der Mengenlehre und der Logik

Grundbegriffe der Mengenlehre

In diesem Abschnitt werden einige Grundbegriffe der Mengenlehre und grundlegende Prinzipien der mathematischen Logik bereitgestellt. Für die nachfolgenden Betrachtungen benutzen wir stets den "naiven" Mengenbegriff, wie ihn Georg Cantor geprägt hat.

Cantorsche Mengendefinition

Nach Cantor ist eine Menge M eine Zusammenfassung bestimmter, wohlunterschiedlicher Objekte unserer Anschauung oder unseres Denkens (welche die Elemente von M genannt werden) zu einem Ganzen.

Wie üblich benutzen wir das Symbol \in um auszudrücken, daß das Element a zu der Menge M gehört $a \in M$.

Der Cantorsche Mengenbegriff erweicht sich jedoch als widersprüchlich. Um die Jahrhundertwende 1900 wurden mehrere Antinomien konstruiert. Eine - wohl die bekannteste - die 1901 von B. Russell gefunden wurde, sei hier wiedergegeben.

Wäre Cantors Mengenbegriff korrekt, dann beließe sich die Menge M aller Mengen X bilden, die sich selbst nicht als Element enthalten.

Für alle Mengen X gilt dann: $X \in M$ genau dann, wenn $(X \notin X)$.

Da M selbst eine Menge ist, würde speziell für $X = M$ gelten:

$M \in M$ genau dann, wenn $(M \notin M)$.

Dies liefert offensichtlich einen Widerspruch.

Wir wollen Mengen aber trotzdem in diesem "naiven" anschaulichen Sinne verstehen. Eine logisch befriedigende Einführung in die Mengenlehre springt den Rahmen dieses Buches.

Generated by the new presentation engine in 700 ms: <http://www.activemath.org>

YOU NEED

Basic computer skills

Operating system: Windows 2000/XP, MacOSX 10.2 - 10.4, Linux i686;
a good Web browser (Firefox 1.0 or 1.5, Internet Explorer 6.0 or Safari),
Java Runtime Environment 1.4. or higher (free download:
<http://www.java.com/de/download/manual.jsp>).
Internet access, unless installed on own server.
Support for installation available.
256 MB RAM (recommended)
Screen resolution: 1024x768

LICENSE

Free, unlimited access for test users

PROVIDED BY

Paul Libbrecht
German Research Centre for Artificial Intelligence (DFKI) Saarbruecken
Saarbruecken, Germany

NoE

PROLEARN

Annotation System

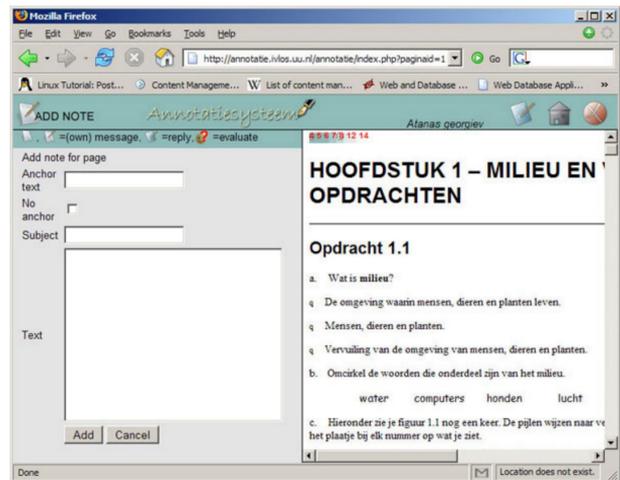


Did you ever want to write, discuss and annotate texts online? With Annotation System you can do it on the fly.

Annotation system is a server-based application for anchored asynchronous discussion, developed for online collaborative learning.

A regular threaded discussion forum adapted for discussing or processing texts. The particular text is found on screen, besides the discussion area and messages can be linked or 'anchored' to specific passages.

[Http://annotatie.ivlos.uu.nl/annotatie/index.php](http://annotatie.ivlos.uu.nl/annotatie/index.php)



YOU NEED

Basic computer skills,
Internet access,
Web browser

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Netherlands

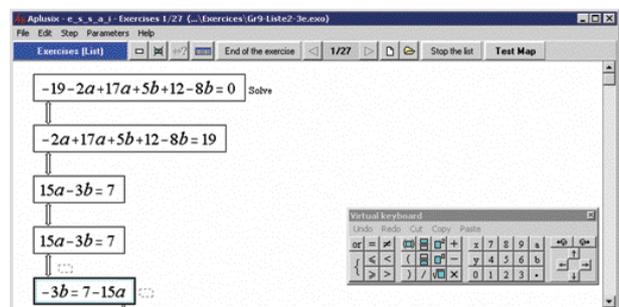
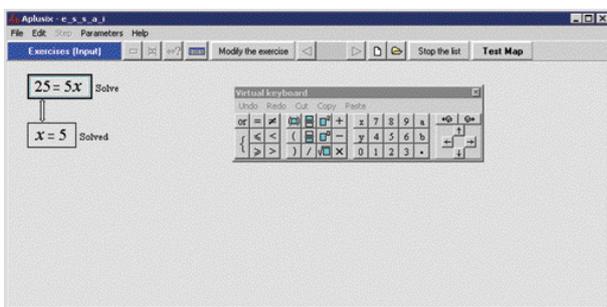
NoE

KALEIDOSCOPE

Aplusix

With this software even math sourpusses have fun with learning algebra! Easy to use and with a lot of useful functions.

Aplusix is an exerciser for algebra, mainly for grades 8 to 11. It contains a lot of exercises organised by complexity and with random coefficients. If required, Aplusix shows at any moment whether the calculations are correct or not, indicates whether the exercise is indeed finished or not, when the students say it is, and provides the solution at request. An exercise editor allows teachers to build their own lists of exercises; Aplusix also permits working with textbook exercises. The software contains a "Test" mode in which students solve exercises without any feedback. At the end of the test, students get a score and can enter in a "Self-correction" mode in which they see their work with indications about the correctness (what is correct and what is not) and the completeness of the solution (whether the exercise is finished or not). They can modify their work according to the feedback in the "Exercise" mode to produce a correct answer. The application records all of the students' actions. Comprehensive statistic al functions round off this application.



YOU NEED

Basic computer skills
Windows 95 - XP
Aplusix can be installed on a server (recommended for classes).
In this case, professional computer skills are required because support is not available.

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For PARCEL test users free, unlimited access for several years.

PROVIDED BY

Jean-François Nicaud
Institut für Informatik und angewandte Mathematik (IMAG)
Grenoble, France

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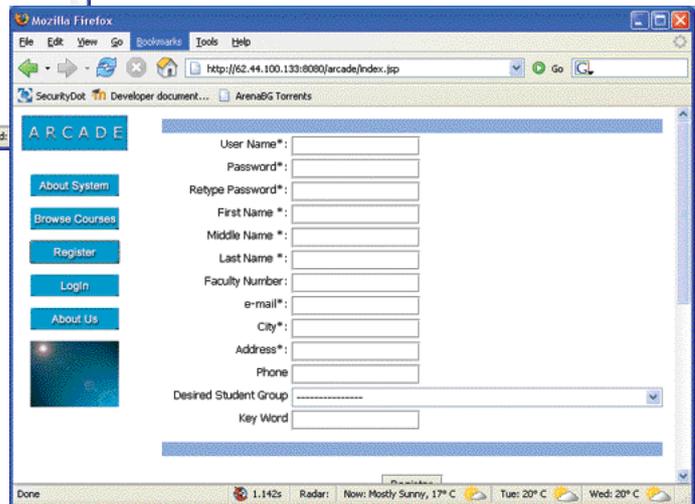
KALEIDOSCOPE

ARCADE



You need a management system for your online courses? Then Arcade is worth a look at.

Arcade is a high-quality e-learning system fully supporting the everyday educational process. It combines web-based tools for course and curriculum management, user management, communications, on-line assignments and testing. The goal of the project is to develop an integrated software platform for authoring and delivery of Internet-based distance courses covering the university needs.



YOU NEED

Slightly advanced computer skills
Internet access
Software: Internet Explorer (Attention: If you want to run Arcade on your own server, you need Oracle database software and Tomcat 4!)

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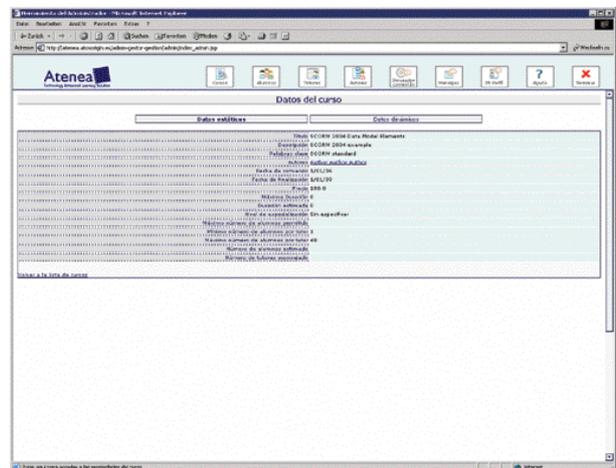
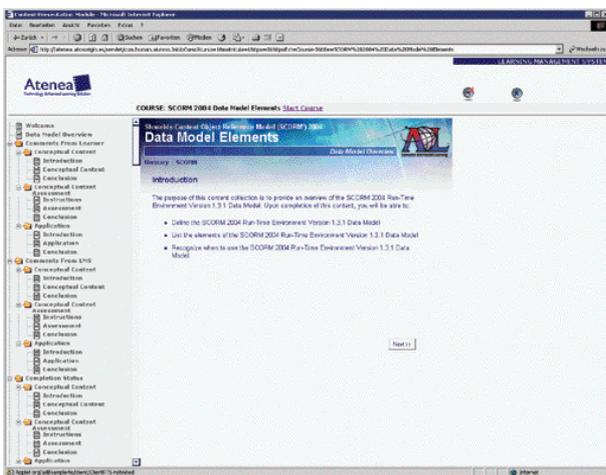
Boyan Bontchev
Sofia University
Sofia, Bulgaria

NoE

KALEIDOSCOPE

With this software administration of online courses is without difficulty. Flexible and easy to use.

Atenea is a Learning Management System designed to support and monitor the learning process. It is flexible, scalable and easy to use for tutors and learners with a very little knowledge of information technologies. It proposes learning units based on SCORM 2004 standard, tracks learning progress through courses, and coordinates the personalized learning experience. Powerful tools for structuring and managing courses optimize the work of course data administrators and training managers. The solution is a web based application, easily translatable in any language, that provides on-line training/learning activities and supports the delivery of elearning content and services either installed on the LAN or available on an ASP basis.



YOU NEED

Basic computer skills. Can be easily installed by users, support for installation available.
 Internet access (broadband, download rate at least 256 Kb/s)
 Internet Explorer 6.0 or higher, Java Runtime Environment for multimedia plug-ins (free download: <http://www.java.com/de/download/manual.jsp>).
 For the Atenea editor: Windows
 128 MB RAM (recommended 256 MB)
 Screen resolution at least 800x600 (recommended 1024x768)
 Within a day (trainee) and 2-3 days (tutor) you are familiar with Atenea

LICENSE

PARCEL test users have free access.

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Lydia Montandon und Ana Frutos
 Atos Origin Spanien
 Madrid, Spain

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KALEIDOSCOPE

FlashMeeting



A simple but fully functional video conferencing application. You want to know what has been discussed later? No problem, FlashMeeting records all meetings.

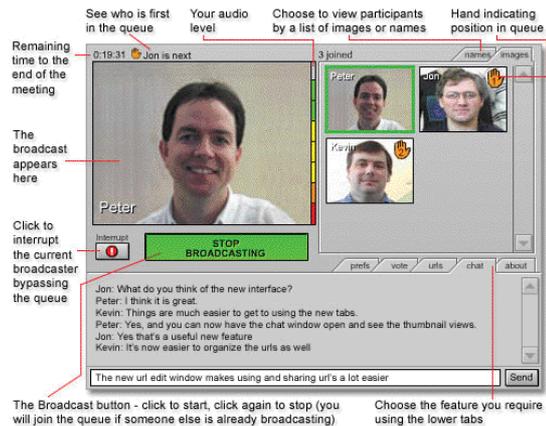
Hook-up your web cam, plug in your microphone, go to a web page ... and FlashMeeting technology will give you an instant meeting - any time, any place, any platform! FlashMeeting provides a host of features packed into a small applet direct in a web page. As the applet is implemented in Macromedia Flash, the most widely available and most compatible of browser plugins, it is lightweight, efficient, good looking, and you probably will not have to download anything extra at all for it to work!

Indicate your intention to speak with a simple queuing system. Text chat - talk to others while watching the broadcast. Share a URL - open a web page on all remote machines. Vote and 'Emoticon' options - share your opinions and feelings!

Countdown timer shows time remaining. View participants either as a list of images or names. Simple booking procedure to manage your meetings. Secure and private meetings. Low-data friendly (one stream at a time). Record the meeting for easy web replay - visit FlashMeeting Memo.

A note for people joining a FlashMeeting:

If you have been invited to join a FlashMeeting, you have to enter it using the special URL provided to you by the person who booked the meeting. This contains both the required room name and password to allow entry to that specific meeting, just copy and paste it into your web browser. For security reasons the providers do not make the URL's for a FlashMeeting public. No FlashMeeting can ever be accessed from a link on this main FlashMeeting web site (except the special 'demo' room).
<http://www.flashmeeting.com/>



YOU NEED

Basic computer skills in navigating the Internet
Internet access, web browser with Flash 7 plugin,
webcam and headset.
No download required

LICENSE

Free access under condition that the developers may view any recordings made and use them as part of research and research publishing.

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Kevin Quick
Knowledge Media Institute, Open University
Milton Keynes, United Kingdom

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PROLEARN

GenDoc



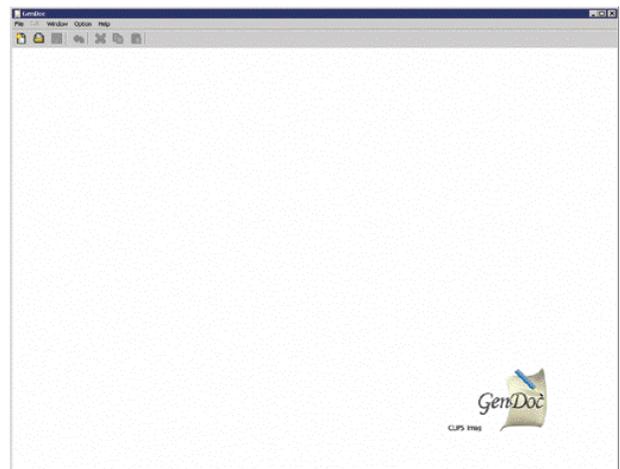
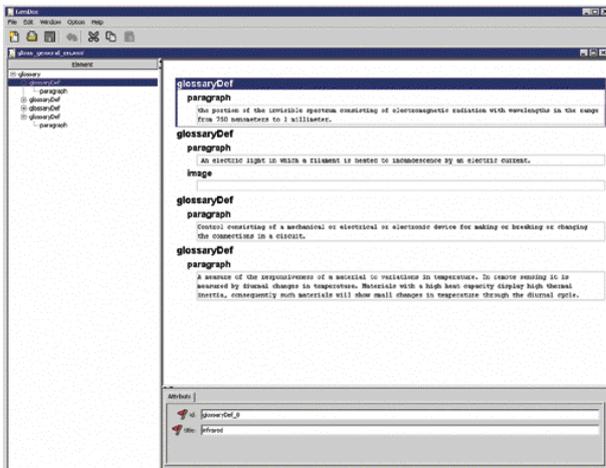
GenDoc allows for authoring XML documents based on Document Type Definition (DTD) templates. Practical, if you want to create documents with a common DTD template on the fly.

GenDoc is an authoring tool for generating learning resources such as diaporamas and auto-evaluation exercises. It aims at teachers of any discipline for teaching in any level. The teacher produces a resource in xml format and can automatically produce html or pdf versions for the student.

GenDoc is an open source XML editor written in Java 2 and can handle sets of DTD. It has a plugin API that allows the editing of some elements to be customized for specific DTDs, and also allows publishing actions to be executed from the editor. GenDoc is based on the now defunct Merlot project.

Similar to Hypertext Markup Language (HTML), Extensible Markup Language (XML) provides a text-based means to describe and apply a tree-based structure to information. It is heavily used as a robust format for platform-independent document storage and processing, both online and offline. XML is very flexible: Every developer can introduce new tags and attributes. These tags and attributes are laid down in the Document Type Definition (DTD), a kind of formal grammar.

The layout of XML documents is laid down in a style sheet. Without using style sheets, a XML document is rendered as raw XML text by most web browsers. GenDoc does not contain style sheets.



YOU NEED

Medium computer skills (MS Office level),
basic to medium understanding of authoring XML documents
Any operating system, Java Runtime Environment 1.4 (and higher) required
Download the software from the GenDoc website (about 1 MB (zipped))

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Free unlimited access for test users

PROVIDED BY

Jean-Pierre David
Equipe ARCADE, Laboratoire CLIPS - IMAG
Grenoble, France

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PROLEARN

Hexagon



If you are looking for a simple but sophisticated video conferencing programme for larger groups, Hexagon is the right programme for you. Easy to use and very clearly laid out.

Keep in touch with your colleagues wherever you are in the world. Not only can you see their present 'state-of-being', or use the inbuilt text chat, as with many other types of software, but you can actually see them working at their desk. Then invite them into the virtual coffee room for a 'voice' chat!

Using only the universal Macromedia Flash plug-in running in a standard web browser window, you can keep in touch with colleagues wherever you are in the world, with this secure and private application. For example, get an immediate response from a colleague to a 'quick' question using the inbuilt text or voice chat and most importantly actually see them while you are doing so!

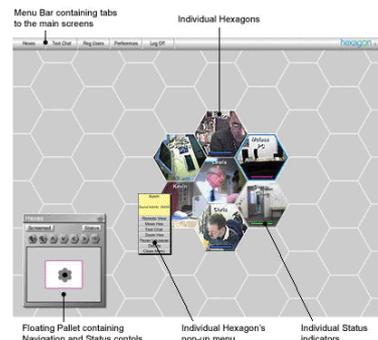
A picture can tell you so much... Do they look too busy to contact? Do they have visitors? Are they on the phone? Or just temporarily away?

Whether you are working at home for the day, or away at a conference for a while, you can still feel part of the team. Remote working is not so remote any more!

Comprehensive text chat room. Send your message to an individual or to 'all' of the people present. Includes visual and audible indicators for new messages, plus many more features. HexMail: Send a message to a registered user not currently in the room and they will see it the next time they enter the room.

Voice chat: If you need to speak to someone, they are just a click away! Hexagon includes private easy to use voice chat between two people.

[Http://hexagon.open.ac.uk/parcel/hexagon.php](http://hexagon.open.ac.uk/parcel/hexagon.php)



YOU NEED

Only basic computer skills, you will be immediately confident with the programme
Internet access under Windows or Mac (Linux can be difficult), webcam and headset, Web browser with Flash 7 (or higher) plug-in
No download required

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Free unlimited access for test users

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Kevin Quick
Knowledge Media Institute, Open University
Milton Keynes, United Kingdom

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PROLEARN

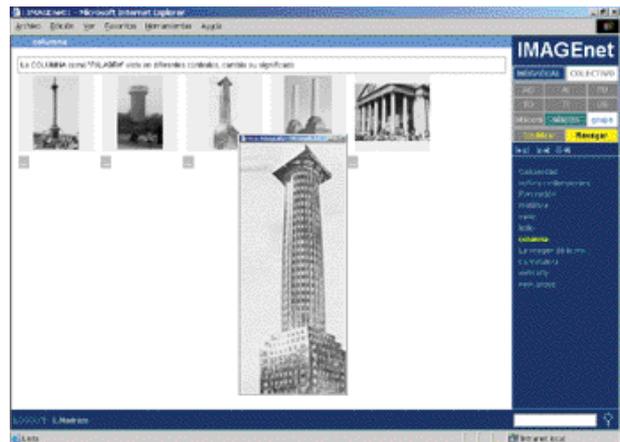
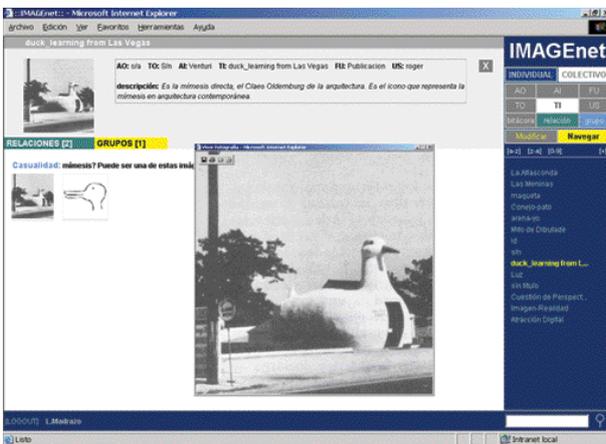
With IMAGEnet you can create a library of digital images and, together with others, you can discuss, group and link the images with concepts.

IMAGEnet is a web-based learning environment that allows a group of users to create collaboratively a digital library of images, in order to reason about their meanings. Images are described with a set of attributes, including the name and the author of the depicted object, the title and the author of the image, and the source. Also, users can build a vocabulary of concepts which then are associated to the images. Basically, there are two basic procedures to reason about images in this environment:

Groups: Images having similar properties can be grouped together. A user proposes what a set of images have in common, according to his or her interpretation, by giving a name and a description to the group. Groups of images are visualized by selecting the name of the group.

Concepts: An image and a concept can hold many-to-many relationships. The view 'per concept' shows all ../images/relationships that users have assigned to a concept.

<http://www.salleurl.edu/arc/ingles/imagenet.htm>



YOU NEED

Basic computer skills,
within few days you will be familiar with the tool

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Free access for test users. Limited space for text.

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Leandro Madrazo
Research Group Architecture, Representation & Computation, Department
Engineering in Architecture, La Salle-Universität Ramon Llull, Barcelona, Spain

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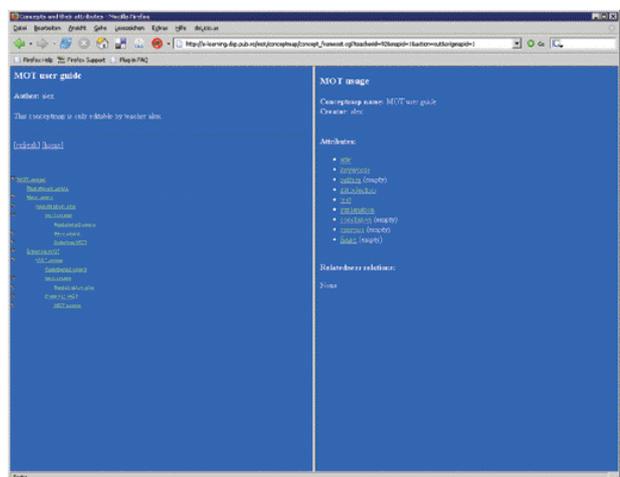
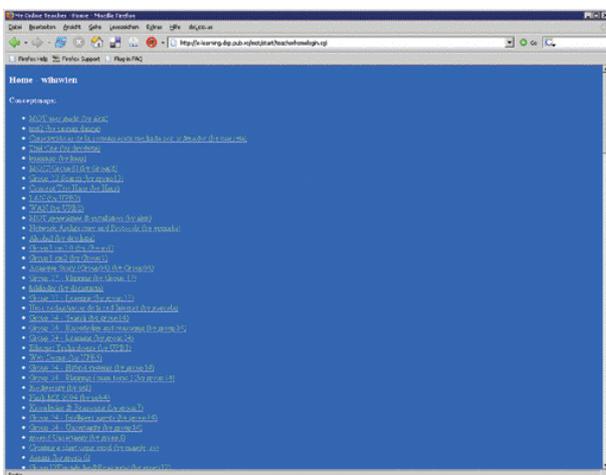
MOT

MOT makes it possible to create educational content once and to view it in multiple e-learning environments.

Authoring for multiple Adaptive Educational Hypermedia systems faces a perennial authoring problem: creating educational content once and subsequently being able to view it in multiple AEH delivery environments. MOT (pronounced "mo:", like the French word for "word") is a single authoring environment to deliver content in independently designed Educational Hypermedia Systems. This allows for moving towards having an appropriate lesson for each student. With this tool, the subject-matter of the course to be designed can be modeled by means of concept maps. Based on these concept maps lessons can be constructed.

Compared to learning to author for Adaptive Educational Hypermedia systems learning to use MOT is simple: You are only required to understand HTML.

MOT is available in two versions: a pre-installed online version on the MOT server at Eindhoven University of Technology and a version to be installed on one's own server.



YOU NEED

Basic understanding of HTML

Online version:

256 MB RAM (or more), screen resolution 1024x768 or higher

Server version:

Runs on a standard computer setup that supports a Web Server (such as Apache, Tomcat, etc.)

Computer expert to install on own environment

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For PARCEL test users free, unlimited access.

PROVIDED BY

Dr. Alexandra Cristea
Technische Universitat Eindhoven
Eindhoven, Netherlands

NoE

PROLEARN

Open Classroom

With this easy to use software you can do a live broadcast of your excursions or even travels. Or simply send live photos or do a video chat.

Open Classroom is a platform that enables real time collaboration and authentic real world learning experiences.

Possible scenarios:

virtual guided tours

Via internet, students and employees can explore places that were inaccessible before. Security-sensitive locations as e.g. industrial chemical labs and places of interest in far away countries are now within reach. Thus school lessons and professional training become increasingly practice oriented.

virtual partnerships

With the help of the live interaction and videoconferencing technologies students can intensify contacts to partner classes in foreign countries and employees can get face to face with far away colleagues or customers.

RAFT field trips

In the RAFT (Remote Accessible Fieldtrips) project small groups of students go to field trip sites and then collaborate live with the classroom.



YOU NEED

Basic computer skills,
very easy to work with.
Runs best under Windows and Apple,
Internet access required (min. upload 64Kbit/sec; download 64Kbit/sec),
web browser with Flash 6.0 -Plugin (or higher),
webcam and headset
No download required

LICENSE

Free unlimited access for test users as long the server is maintained
(at least until January 2007)

PROVIDED BY

Andreas Kaibel
Fraunhofer Institut für Angewandte Informationstechnik FIT
St. Augustin, Germany

NoE

PROLEARN

Sympa

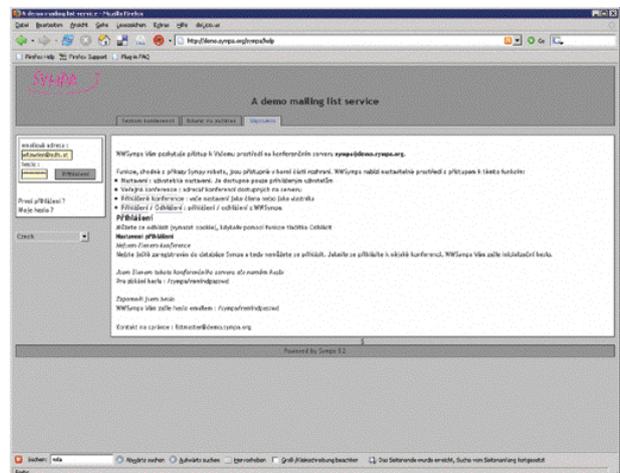
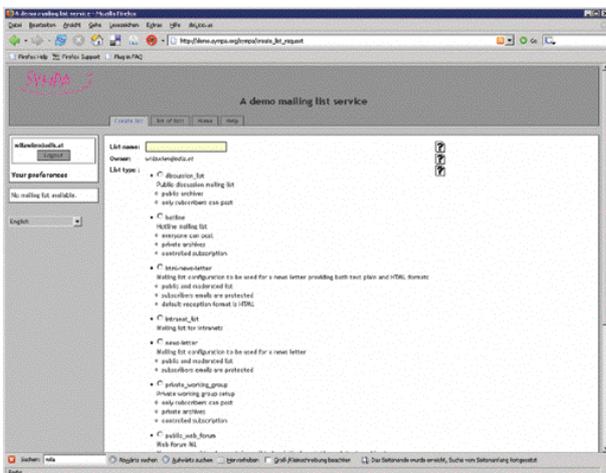


Do you want to build up a professional mailing list service? Then Sympa is your software of choice.

Sympa is a mailing lists software providing a rich web interface including member tools (subscription, message submission, web archives, shared document repository) as well as list administrator / moderator features (list configuration, subscription and message moderation). Sympa is appropriate to build a professional mailing list service with enhanced features (virtual hosting, online mailing list creation, LDAP-based mailing lists, extensible authentication methods).

The manual is available for download at <http://www.sympa.org>.

Testers get a free Sympa t-shirt!



YOU NEED

Unix skills. The installation requires good computer skills because it deals with setting up databases, web server configuration and mail server configuration. The developers are available for installation support. Unless the server is not installed on a LAN, you need Internet access.
Required hardware: 1 GB RAM
Required software: Operating system any Unix system (preferred: Fedora Core 3). Sympa needs a relational database (MySQL for instance), a web server (Apache), a mail server (sendmail or postfix) and a dozen of Perl modules (their installation is automatically performed during Sympa installation).
Within 2 – 3 days you are acquainted even with the most advanced features.

LICENSE

PARCEL test users can use Sympa unlimited and for free.

PROVIDED BY

Olivier Salaün & Serge Aumont
Comité Réseau des Universités (CRU)
Paris, France

NoE

PROLEARN



Participatory Communication Activities on e-Learning

If you are an Austrian or Czech NGO interested in testing one or more of the software presented in this brochure or if you require further information, for Austria please contact the Science Shop Vienna (phone 01.401 21 28, wilawien@adis.at) or for the Czech Republic Predika (predika@predika.cz). We are at your disposal.

The PARCEL consortium consists of the following organisations:

Wissenschaftsladen Wien - Science Shop Vienna
<http://members.chello.at/wilawien/>

Centre for Social Innovation, Vienna
<http://www.zsi.at>

Centre of Information Society Technologies, St. Kliment Ohridski University Sofia
<http://www-it.fmi.uni-sofia.bg/cist/>

Predika s.r.o, Ostrava,
<http://www.predika.cz>

The PARCEL consortium thanks all software developers who make software available for testing.



Participatory Communication Activities on e-Learning

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<http://parcel.uni-sofia.bg>