



ELU Enhanced Learning Unlimited

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Design and specification of the ELU T-Learning System and its Components

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Executive Summary

This document closes the ELU WP3, Design of System and Components. This WP performs the design of the technological architecture of the T-learning system according to the State of the Art [1] and the requirements produced in the WP2 [2].

The proposed ELU architecture answers to the following objectives

- Allow to study pedagogical impacts of using iDTV as the media for t-learning,
- Develop innovative interactive applications,
- Develop tools for creating content for t-learning,
- Use of iDTV standards and e-learning reference models (MHP, SCORM),
- Develop enhancements to the Multimedia Home Platform (MHP) to meet the t-learning needs.

This document describes the ELU overall framework from three different levels:

1. Global Overview of the ELU Framework, it introduces all actors of a T-learning chain and presents all application components, from the production of T-learning courses to their deployments on the STB;
2. Then, a logical view is introduced. It allows to identify all ELU components and their interaction in the T-learning chain. Thanks to several illustration, the concept of Courselet as a t-learning Xlet is detailed, from the creation to the runtime environment,
3. Finally, each ELU component is designed, from their structure to their interfaces. They are defined from production to runtime components with static and dynamic UML diagrams.

Table of Content

	Executive Summary	4
	Table of contents	5
	Table of figures	7
	Introduction	9
1	Design Guide	10
1.1	Design Criteria	10
1.2	Design Material	11
1.2.1	Template Component Description	11
1.2.2	ELU Classification	12
2	ELU Framework Overview	13
2.1	ELU whole chain overview	13
2.2	Overview of the ELU Framework	13
2.3	Overview of the Set-Top Box Client framework	15
3	Logical View of the online ELU System	16
3.1	ELU Courselet and ELU script	16
3.2	EMP: ELU Multimedia Player	16
3.2.1	EMP Core	16
3.2.2	System Scalability	17
3.2.3	EMP Main Classes	17
3.2.4	EMP Components	18
3.2.5	EMP Components' Interfaces	19
3.2.6	Interaction Samples	20
3.2.7	Courselet Lifecycle	22
3.3	ELU Script	22
3.3.1	Structure of an ELU script file	22
3.3.2	Events	23
3.3.3	Commands	23
3.4	Designing the ELU Script	23
3.4.1	Interactions with SCORM Manager	24
3.4.2	Interactions with Virtual Teacher	25
3.4.3	Delivery Subsystem Component	25
3.4.4	Knowledge Management Component	25
4	ELU Components Design	27
4.1	Component Design, Production, Authoring	27
4.1.1	SCORM Authoring	27
4.1.2	RAMO Attributes Editor	30
4.1.3	Digital Repository Manager	33
4.2	Component Design, STB, Application Client	37
4.2.1	Virtual Director Orchestrator	37
4.2.2	UI Renderer	40
4.2.3	Game Components	45
4.2.4	RAMO Editor and Manager, (Virtual Teacher Avatar)	55
4.2.5	SCORM Player	62
4.3	Component Design, Application Server	65
4.3.1	Integration and Federation Layer	65
4.3.2	Learning Personalization	69
4.3.3	Learning Management System	72
4.3.4	Delivery SubSystem (DSS)	73
4.3.5	Knowledge Tool (KT)	77
	List of Abbreviations	81
	References	82

