



Project Title:

Learning and Practising Knowledge Harnessing and Sharing Techniques in the WebCT Vista Environment

Name/s:

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Project Description:

This project aims to develop a Scenario-Based Learning system that supports the learning and application of, among others, knowledge management (KM) concepts. In particular, specific scenarios can be easily and quickly created by an instructor or online facilitator to introduce a concept and reinforce the learning outcome for the learners. The same platform can also be used to test the learners on applying the learnt concepts and gauge their competencies through a series of pre-defined episodes which can be easily and swiftly created without the need for any in depth computer knowledge.

Project Objectives:

- (1) To design and implement a simulation system that complements WebCT as well as offering learners a real world setting on the suitability and operational constraints of prevalent KM techniques.
- (2) To provide a set of practical scenarios to which KM techniques can be applied to solve problem(s).
- (3) To design and develop a competency profile component that tracks a learner's competencies on an ongoing basis.
- (4) To demonstrate the use of integrated KM techniques learned from various subjects/semesters to solve real world KM problems.
- (5) To provide learners with refresher or upgrade training of learned concepts.
- (6) To enable anyone with general computer knowledge to easily and rapidly create scenarios for learning and sharing purposes.

Project Deliverable/s:

- (1) A scenario authoring and execution tool
- (2) An E-assessment platform with a competency profile component

Project Benefits / Challenges:

As e-learning or blended learning is more and more popular these days, but with the lack of certain tools, most of the e-learning objects are just simple power point files, pdf files, word documents, HTML files or simple flash files uploaded to a Learning Management System. On many occasions, instructors cannot devote sufficient energy nor time to develop more interesting flash or animations for their subjects. Many instructors may not possess in depth computer knowledge and this may also deter them from using some advanced or specialized tools to develop learning objects. This project is aimed at overcoming these constraints in the context of Scenario-Based Learning.

Project Evaluation:

We conducted 2 sessions of Pilot Testing on the 6th and 30th of July 2009. The conclusion drawn from the questionnaire is that participants believed that the prototype is of value and relevance to their learning and most of them expressed that they would like to use both the tool and platform in the future. However, participants also commented that some new features and enhancements need to be done so that the tool will be more user-friendly. Our team is working on these enhancements and has improved the system since then.

