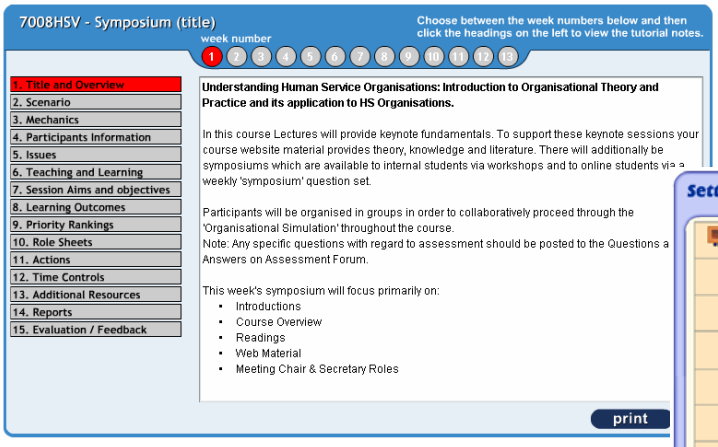
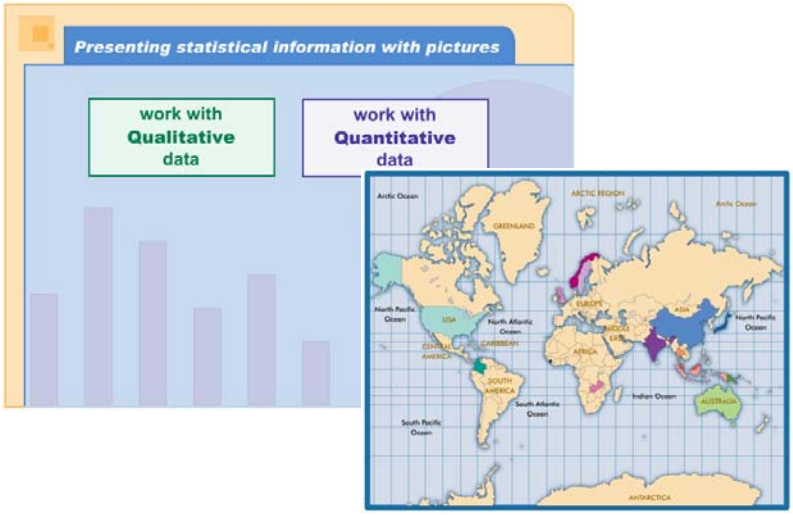
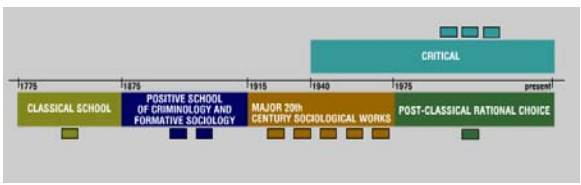
Learning Objects in Learning@Griffith

What is a Learning Object?

A learning object is an aggregation of one or more digital assets, incorporating metadata. They are used to support learning and represent an educationally meaningful, self-contained, stand-alone unit. Learning objects vary in size, scope and level of granularity, ranging from a small chunk of instruction to a series of resources combined to provide a more complex learning experience.

A Learning Objects Repository is to be part of the Learning@Griffith upgrade for Semester 1, 2007

For 2007 Learning@Griffith will include a **Content Collection** and a **Learning Object Repository**. The Content Collection allows users to manage learning content and digital assets in an integrated environment with the Learning@Griffith system. The **Content Collection** allows users to store, share and publish content within folders, and is basically the holding area for digital content. Instructors can submit items to the Learning Objects Repository, which then places the object into a QA workflow to enable descriptions of objects to be enhanced by metadata experts.

The **Learning Objects Repository** is a repository the instructors and academics may browse or search for entries that have been submitted. Users may nominate items for inclusion into the repository for learning objects and assets. The Learning Objects Repository is a presentation layer that fits over the content system, enabling searching and browsing capabilities.