



*Rapid Development in
e-Learning and other Web
Environments*

What is Rapid Development Anyway?

- Educators embraced the Web as an appropriate forum and educational content delivery method relatively early on, and with that came an increase in the need for individuals (instructors, teachers, facilitators) to be able to develop quality digital resources quickly (sometimes on-the-fly)
- As such, many software development companies as well as open source programming communities have developed solutions that make it a lot easier for non-programmers, and non designers to develop and deliver and manage digital resources over the Web

Did I say Rapid
Development? I should say
“As rapid as is possible”

Types of e-Learning output

- Rich Multimedia Flash (with/without interaction)
- Screen Casting: digital recordings of screen activity
- Web sites and Web 2.0 Community sites LMS
- Collaborative Software: on the Web (text, chat, wikis, blogs)
- Audio/Video: (mp3/mpeg4/Flash) PDA/ Podcasting

• Pros

- short learning curve for new technology
- “more” intuitive -- built in development tools
- relatively inexpensive (caveat) less technological back end knowledge necessary
- puts content management in the hands of the content developers

• Cons

- overall design limitations (do not underestimate the power of a good design) Pre-built templates often do not fit specific needs. In other words One-size-does-not-fit all
- Some products have Navigation and design limitations (Bb, Articulate)
- May have to retrofit your needs to fit the built in enduser management tools and UID

Misperceptions

- “this is bad, they make it so easy”

(anonymous quote from a Flash developer on Captivate)

Misperceptions

- My product will be good and polished now that I have this rapid development tool
- I can do everything I need to do now
- We don't need a programmer
- We don't need a designer
- This will cut costs significantly (maybe in some cases)

Key points

- Development will be more rapid once the project has been planned
- A good UID is still the key to a good end result
- Programmers and designers should be utilized as expert consultants and to build on functionality

A look at some common rapid development tools

- **Multimedia (video, audio, interactivity)**
 - Adobe Captivate (Interactive Flash)
 - Camtasia Studio (Interactive Flash)
 - Articulate Presenter/Studio
 - Garage Band (Podcasting)

Common rapid development tools cont.

- **Learning/Content Management Systems (LMS) (CMS)**
 - Blackboard
 - WebCT
 - Moodle
 - Joomla
 - Sakai Project

Common rapid development tools cont.

- **Web Design HTML (first generation rapid development tools)**
 - Dreamweaver (first widely adopted tool)
 - MS Front page (now Microsoft Expression)
 - Contribute
- **Programming dynamic Web sites**
 - Joomla (CMS)
 - Blackboard (LMS)

Resources

- Adobe Captivate (Proprietary Multimedia Development) <http://www.adobe.com>
- Articulate (Proprietary Multimedia Development) <http://www.articulate.com/>
- Blackboard Academic Suite (Proprietary Learning Management) <http://www.blackboard.com/>
- Joomla (Open Source Content Management) <http://www.joomla.org>
- Moodle (Open Source Learning management) <http://moodle.org>

Questions?

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