

REUSABLE LEARNING OBJECTS



WHAT ARE REUSABLE LEARNING OBJECTS

FACILITATING HIGHER EDUCATION OPPORTUNITIES AT SCALE

Digital Innovation

Reusable learning objects (RLO's) are defined as digital educational resources which are self-contained and reusable (Onofrei & Ferry, 2020). They are modifiable, and the content and learning activities are specified to meet the learning outcomes. The aim of RLO's is to deliver smaller units of learning that can be accessed at any time, in any location via the internet (Khan et al, 2019). Reusable learning objects can provide students with authentic learning materials that can supplement and promote autonomous learning.

BUILDING AN RLO

Designing an effective reusable learning object is a process, commencing with the formulating of an idea, storyboarding your idea, a media development stage, and ensuring content and quality are reviewed.

Image 1.1 outlines the phases of development of reusable learning objects.

Phase 1: Scoping workshop

These are integral to establishing the characteristics and potential use of RLO's. Workshops include subject matter experts and may include students whose aim is to establish learning units required to meet the desired learning outcomes.

Phase 2: Developing your idea

In this phase reusable learning objects are storyboarded by the subject matter experts using powerpoint. During this stage the content can undergo peer review by members in the team.

Phase 3: Media development stage

Steps included are scripting, filming and editing a series of short procedural videos and/or creating computer generated infographics and images. Once you have developed your content, now its time to choose your tool. Instructional designers can assist you with this process. Amalgamating all the components into a shared content reference model software package (SCORM) using e-authoring tools like articulate may be an option. Another is to produce a short video with quiz questions embedded to consolidate learning.

Phase 4: Content and quality review

In this stage all content is peer reviewed by an external expert. You may want to ask a student to test the functionality of the reusable learning object.

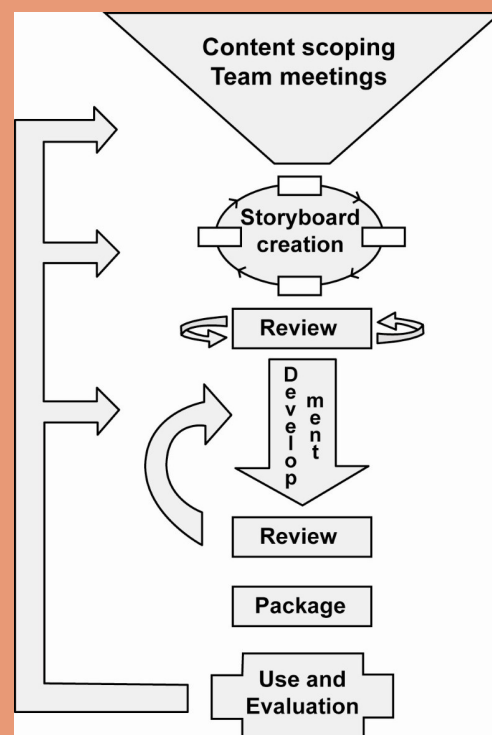


Figure 1: Outlines the process involved in developing a reusable learning object. Click on the image to take you to the resource pages

BUILDING AN RLO

Phase 5: Implementation

Upload your Reusable learning object to allow open access in the VLE. You may also consider uploading your content to MERLOT, which allows the owner to upload items for open source and distribution.

Phase 6: Evaluation and Dissemination

Evaluate the effectiveness of the reusable learning object. Use a validated tool to collect your data. [An evaluation toolkit is available for use to assist with this phase.](#) Publish your results and share best practice

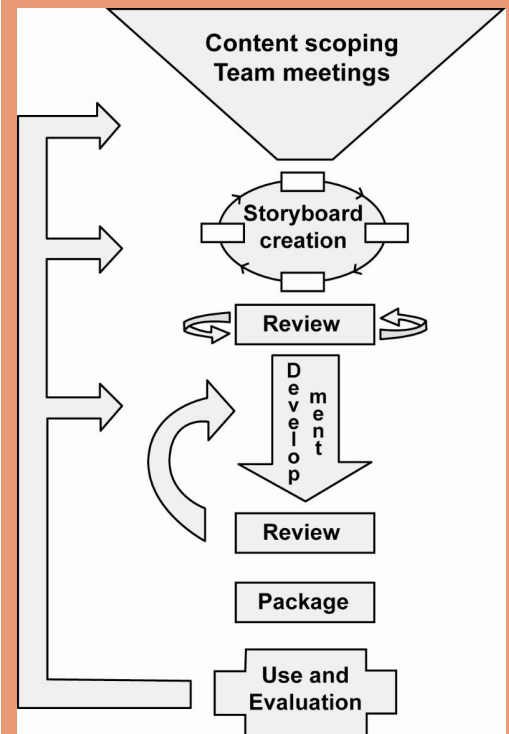


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