

The Avallain Basic Skills System

Practical experience with an integrated e-learning solution

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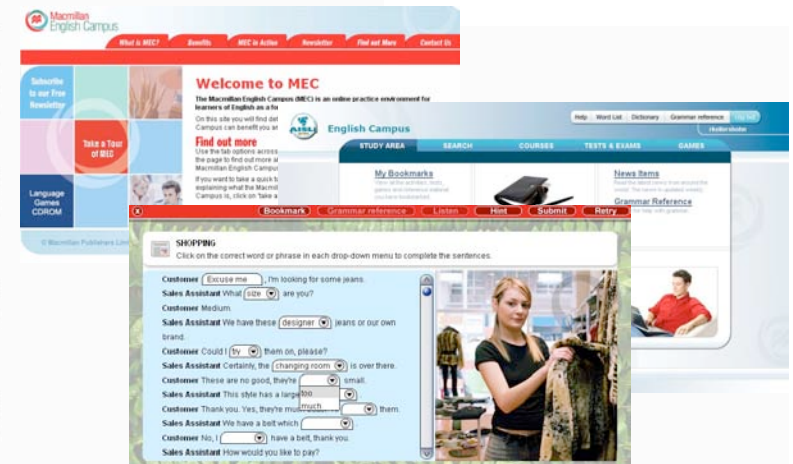


Clients

A wide range of international public and private clients from the field of publishing to the education sector count on e-learning made by Avallain.



Example: language learning



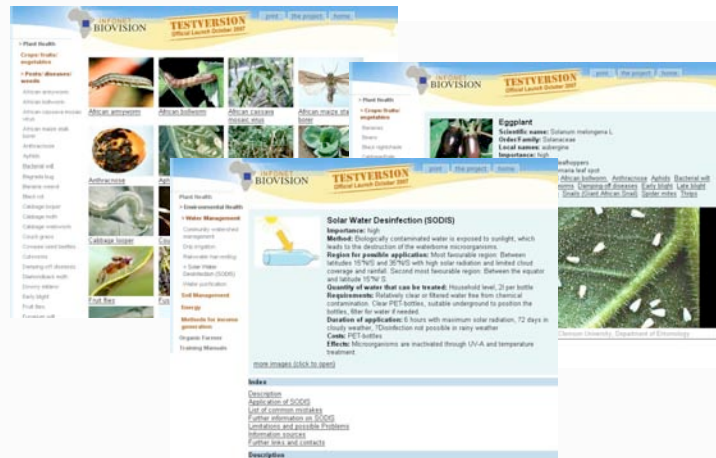
Example: language learning



Example: children's university



Example: agricultural knowledge for African farmers



Example: market information for African farmers

An internet and sms-based knowledge-management and communication tool to provide small scale farmers and fishermen in rural areas with:

- information on sound, sustainable and environmentally safe agro-ecosystem management (focusing on tropical fruits and fish)
- information on marketing (processing, value addition, presentation, storage, transportation, etc.)
- a communication platform to mediate market demands with supplier resources, offer information on prices, etc.



Example: market information for African farmers

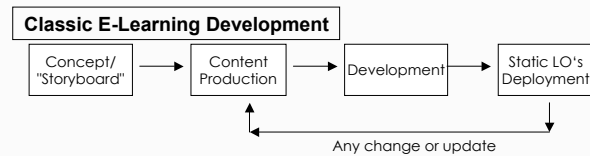
Context related learning material for literacy and numeracy: Creating simple budgets, calculating and comparing prices, writing orders or reading instructions and much more.



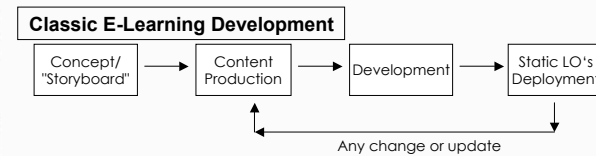
Basic skills training online – anything but basic



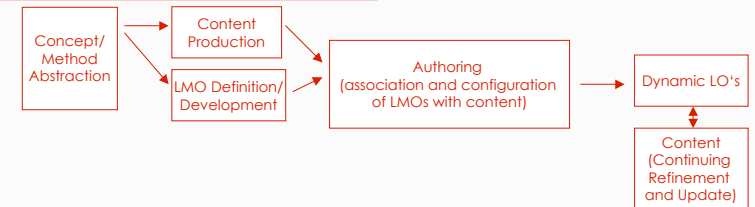
Separating code from content



Separating code from content



LMO E-Learning Development Process



The Avallain Basic Skills System process

1. Requirements gathering

At first, we jointly determine the requirements regarding your target audience, infrastructure and content and develop a customisation specification based on our existing system.

2. Choice of learning methods and social forms (types of exercises)

We jointly specify and select the best learning methods and social forms for your project. Our pool of nearly 60 exercise types and various communication tools can be expanded to cover new, specific ideas.

The Avallain Basic Skills System process

3. Adjusting the platform

All the elements are implemented in a platform that provides the frame to link all levels together: learning, tutoring, authoring, administration.

4. Curriculum

After the "body" of the system has been developed, your SMEs enter the curriculum based on the learning outcomes and your own progression and taxonomy. It describes the path the learners follow in the system and provides the framework for all the content down to the exercises and learning units.

The Avallain Basic Skills System process

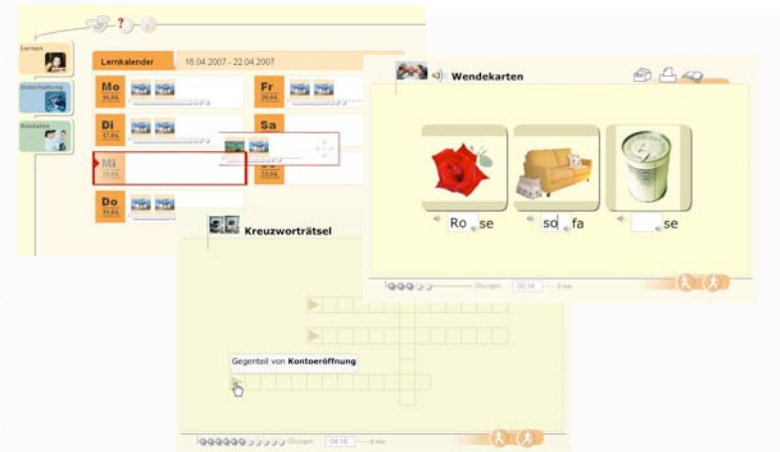
5. Authoring

Now, the interactive content is created using our integrated authoring system. It allows the quick creation of highly interactive and media-rich learning material, all without programming or scripting. Half a day of training has been sufficient to turn basic skills tutors into highly productive authors.

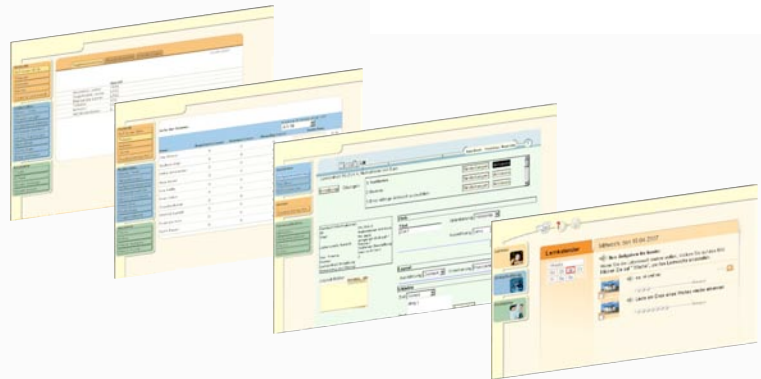
6. Launch, growth and maintenance

Learning can be launched while content is still being developed and any adjustment and change can be made instantly in the system.

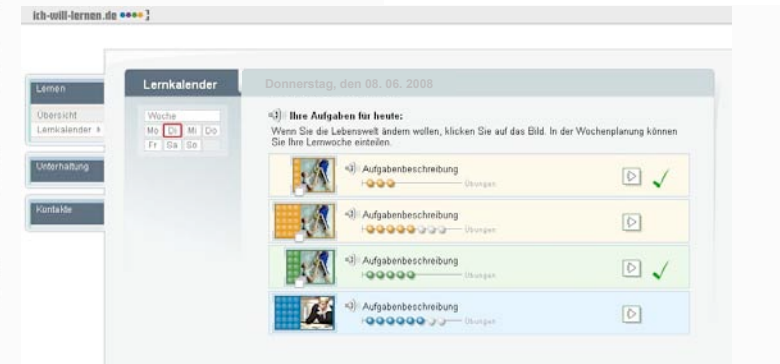
e-learning for literacy: case study Germany



e-learning for literacy: case study Germany



e-learning for basic skills: case study Germany



e-learning for basic skills: case study Germany

The screenshot shows the 'Ich-will-lernen.de' interface. At the top, there's a progress bar with levels 7, 8, 9, and 10. A 'ZIEL' (Goal) icon is on the right. On the left, there's a sidebar with 'Lernen', 'Übersicht', 'Lernkalender', 'Unterhaltung', and 'Kontakte'. The main content area features a lesson window titled '1' showing a shop scene. A text box on the right says: 'Hol Ihre Lernkarte. Ein ein Kasten mit Lern- und Spielkarten liegt bei Mathematik, der 20 und der blaue Kasten sind die einzigen im Spielfeld von- oder in eine entsprechende sein.' A speech bubble from a character says: 'Oh, das ist für mich für mich interessant, wie diese Bestellungen gemacht werden.' Below the scene, it says 'Im Shop...'. At the bottom, there's a 'RECHNEN' button.

e-learning for basic skills: case study Germany

The screenshot shows the 'Ich-will-lernen.de' interface. The title is 'Mengen markieren'. The instruction says: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam.' There are two tasks: '4 Kugelschreiber markieren' (4 ballpoint pens) and '4 Äpfel markieren' (4 apples). The bottom shows 'Übungen: 00:00' and '15 min Lernzeit'.

e-learning for basic skills: case study Germany

The screenshot shows the 'Ich-will-lernen.de' interface. The title is 'Zahlenstrahl'. The instruction says: 'Geben Sie eine Zahl von 1 bis 100 in das Textfeld ein und beobachten Sie, wor die Zahl auf dem Zahlenstrahl liegt. **MouseOver bei der Markierung.**' The number line shows 0, 12, 39, 54, and 100. There are three markers: a yellow one at 12, a green one at 39, and a red one at 54. The bottom shows 'Übungen: 00:00' and '15 min Lernzeit'.

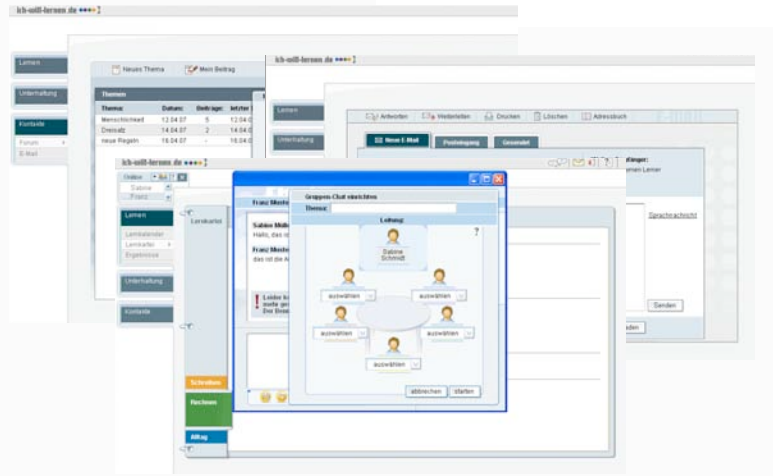
e-learning for basic skills: case study Germany

The screenshot shows the 'Ich-will-lernen.de' interface. The title is 'Headline'. The instruction says: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam.' The main content is a 'MILLIONEN-FRAGE' game. It has a 'Reizzeit' of 50 sec. The question is 'Hier steht eine Frage.' There are four answer options: A, B, C, and D, each labeled 'Antwortmöglichkeit'. On the right, there's a score table:

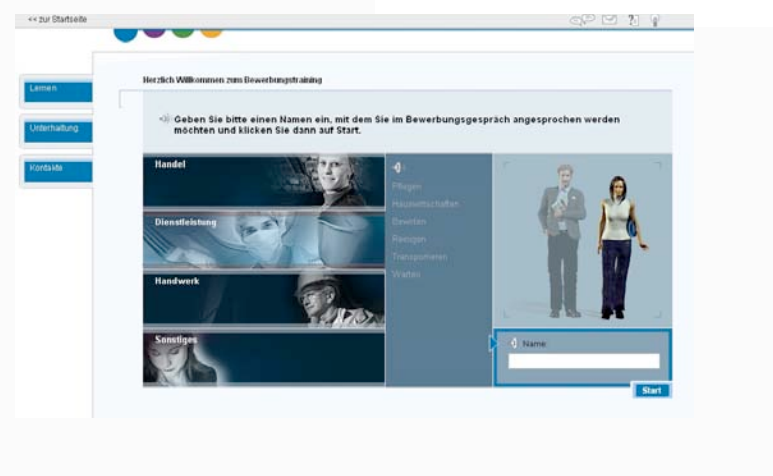
12	1.000.000 Punkte
11	500.000 Punkte
10	250.000 Punkte
9	125.000 Punkte
8	62.500 Punkte
7	31.250 Punkte
6	15.625 Punkte
5	7.812 Punkte
4	3.906 Punkte
3	1.953 Punkte
2	976 Punkte
1	488 Punkte

At the bottom, there are buttons for '50:50 JOCKER', '50:50 JOCKER', and 'Passen'. The bottom shows 'Übungen: 00:00' and '15 min Lernzeit'.

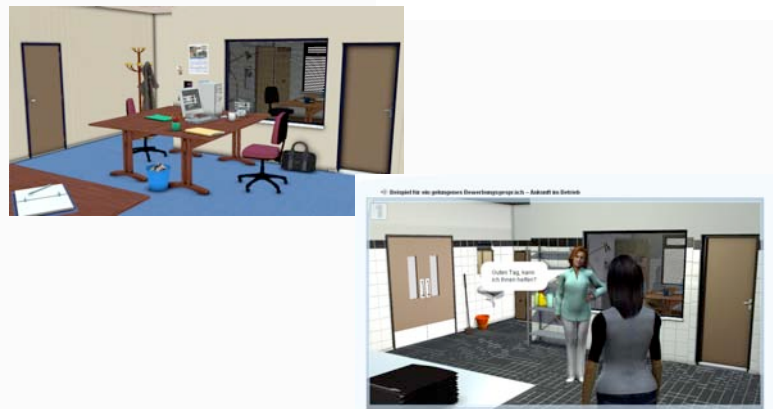
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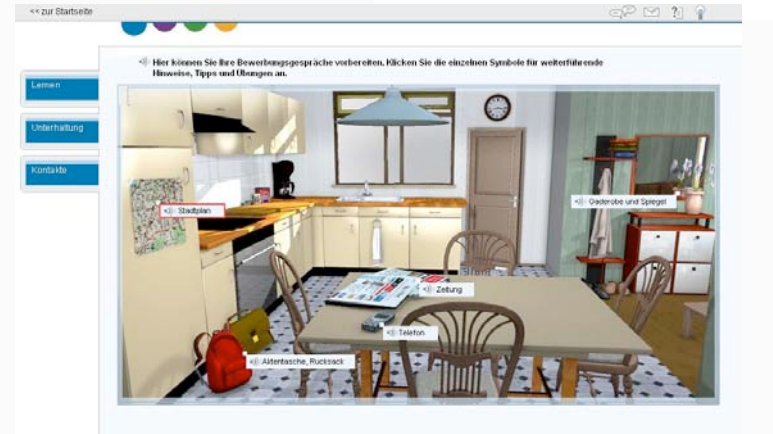
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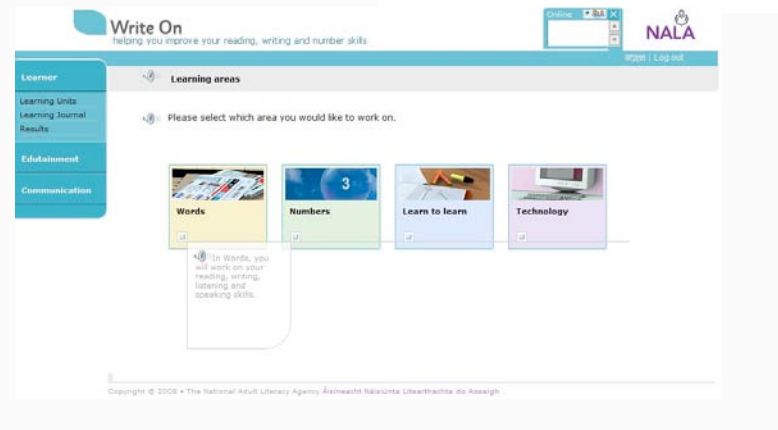
e-learning for basic skills: case study Germany



e-learning for basic skills: case study Germany



e-learning for literacy: case study Ireland



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