



ALT-C 2008: Learning Object Competition

The Annual Learning Object Competition is again to be held in conjunction with this year's ALT conference in Leeds in September. The panel of judges will be looking for exciting, innovative learning objects to showcase at the conference, and the overall winners will be presented with their prize at the ALT-C 2008 Conference Dinner on Wednesday 10th September. The competition is sponsored by Intrallect Ltd.

If you create Learning Objects, either individually or as a team, you are eligible to enter. The criteria on which the Learning Objects will be judged, and how to enter are detailed below. Closing date for entries is 31st May 2008. Prizes are £300 for the winner, with £200 and £100 for the second and third place entries.

Work your way through the ten tricky situations on the right. You can tackle these in any order.

For each you are invited to rank different approaches to the situation with which you are confronted and then invited to answer a true/false question related to the relevant legal rules.

After you have worked through the situations, click on FINISH QUIZ to receive feedback on how different orientations are embedded in the approaches you selected.

Situation 1: Harassment during visits

Situation 2: The care package

Situation 3: Anti-social behaviour

Situation 4: Guardianship or hospital?

Situation 5: Family, lodgings or foster care?

Situation 6: Direct payments

Situation 7: A child in need?

Situation 8: The alleged assault

Situation 9: The contact dispute

Situation 10: The assessment

Finish quiz

reset quiz

Start page > 2. Tricky Situations

Text only Audio

Last year's winner was "All in a day's work" by Colin Paton of SCIE which was aimed at helping social work law practitioners assess their working knowledge. More details on this and the other five runners up can be found at <http://www.intrallect.com/> in the news and events section under ALT Learning Competition 2007.

JUDGING CRITERIA

The criteria against which learning objects will be judged are:

Appropriateness: What is the teaching/learning problem that your learning object was designed to solve and how does it achieve its objectives?

Engagement: What makes your learning object something that students want to use? Does it offer something that other media can't?

Effectiveness: Is your learning object an effective way for students to learn? How would you express that effectiveness?

Note that the criteria are all about education and not about technology. Sometimes the most appropriate, engaging and effective learning objects are technologically simple. However, sometimes technology allows approaches to teaching and learning that were previously unimagined.

However, since the competition is for learning objects it is important to be able to submit them in a way that allows them to be portable and usable independently of their development environment. For this reason all learning objects submitted should be in the form of Content Packages. For anyone unfamiliar with content packaging, please see the CETIS Briefing Paper "What is ... IMS Content Packaging?"¹.

JUDGING PANEL

The panel of judges is:

Charles Duncan, CEO, Intrallect. Before co-founding Intrallect Charles was a senior lecturer at the University of Edinburgh where his EuroMET project won a European Academic Software Award in 1998. He has many years experience in e-learning and particularly in reusable learning objects and their management.

Dawn Leeder, Reward and Development Manager RLO-CETL (Reusable Learning Object Centre for Excellence in Teaching and Learning) and Trustee and Central Executive Committee member of ALT. Dawn has been very involved in producing, sharing and evaluating high quality multimedia elearning resources in the form of reusable learning objects.

Rowin Young is coordinator of the Assessment special interest group within CETIS, the Centre for Educational Technology Interoperability Standards. She has managed and participated in a number of assessment-related projects, and has particular interests in metadata and item banking, online identities, and gaming.

Kevin Donovan is now an independent consultant after a long career teaching and managing in further education colleges, including secondments to the Council for Educational Technology (the predecessor to BECTA), and followed by 16 years with the Further Education Unit, which became the Further Education Development Agency, then the Learning and Skills Development Agency.

HOW TO ENTER

All entries must be submitted into the competition learning object repository and have appropriate metadata included with the entry.

Please see "Eligibility" below for full details.

PRIZES

A short list of commended objects will be selected to be showcased at a special session at ALT-C. From this short-list three winners will be selected which will be awarded the following prizes:

1st prize £300

¹ http://zope.cetis.ac.uk/lib/media/WhatIsCP1_1_web.pdf

2nd prize £200

3rd prize £100

The prizes will be awarded at the ALT-C 2008 Conference Dinner on 10th September. This competition is sponsored by Intrallect Ltd a leading provider of digital repository software to the Higher and Further education sector.

ELIGIBILITY

1. This competition is open to everyone. While it is expected that most entries will be from the UK Higher and Further education communities, entries from other education sectors and from any country are welcomed. There are no restrictions on any previous entrants and we would warmly welcome submissions from previous participants.
2. Learning objects may be submitted by individuals or teams (in which each member should be named). No individual may be named as the creator on more than three submitted learning objects.
3. All learning objects submitted to the competition should be uploaded into the competition repository and have appropriate metadata included to aid the judging process. Any learning object which cannot be moved from its existing location will have to have appropriate metadata inserted into the competition repository linking to the location of the learning object.
4. Submissions should be made online at <http://altc.intralibrary.com/registration>. Here you will be able to register for the competition. You will receive a password by e-mail, and information on how to log-in to the competition repository. After logging-in, on the left of the "Browse Library" page, click on "How To Enter" to view details on how to submit your entry.
5. Entries are nominally limited in size to no more than 250Mbytes.
6. All entries should be in English.
7. It is expected that for all short-listed entries a member of the creating team will attend ALT-C to demonstrate the learning object during the showcase event.
8. The judges' decision shall be final, and no correspondence will be entered into, other than queries relating to submission of entries. These should be directed in the first instance to enquiries@intrallect.com with ALT-C Competition 2008 as the subject line.

TIMETABLE

Closing date for entries	(31 st May 2008)
Shortlist of winners announced	(30 th June 2008)
Winner and runners up announced at ALT C	(10 th Sept 2008)