

From classroom desks to computer desktops



Courseware developed for Boston University

Boston College is a coeducational university with an enrollment of 8,900 undergraduate and 4,700 graduate students representing every state and more than 99 countries. The University is committed to spread academic excellence, through the office of Distance Education at Boston University, which was established in 2000. It provides university-wide support for the development of online content for students and corporations. Distance Education supports programs that help working professionals and adults continue their education through a variety of technologies. The Office of Distance Education is a support service to faculty and students involved in their programs.

THE NEED FOR E-LEARNING

The students at Boston University were expected to read and understand the relevant study material before going through the e-learning modules, which would supplement their study. The audience for this e-learning courseware consisted of graduates with or without experience in business administration. Boston University approached Tata Interactive Systems with the requirement to develop e-learning courseware.

HOW OUR SOLUTION HELPED

The program that was developed was a Web-based training consisting of approximately three hours of learning content covering one course, *The Social and Emotional Elements of Business Disruption*. This primarily summarized the concepts covered in the class lectures. The e-learning modules focused on enhancing the concepts by providing examples and interactive exercises, at the same time not attempting to teach the concepts from the basics.



The program is one of the projects where e-learning has been effectively used to revamp the classroom lectures, and enhance the learning procedure by adding features, like interactive exercises and simulations, to keep the learners engaged.

The course was spread across six weeks and the content for each week was based on lecture notes provided by Boston University for the corresponding week. The content of the lecture notes was chunked into discrete Learning Objects (LOs). A single Learning Object focused on a single learning outcome provided in the course map. The lectures for a week, therefore, were chunked into several Learning Objects.

Simulation

The course ended with a simulation exercise that required the learner to apply the concepts learned during the course. The context of the application was a well-defined scenario that involved the learner in a decision-making role.

TECHNOLOGY USED

The course was developed using Flash 7.0, HTML, and PhotoShop.

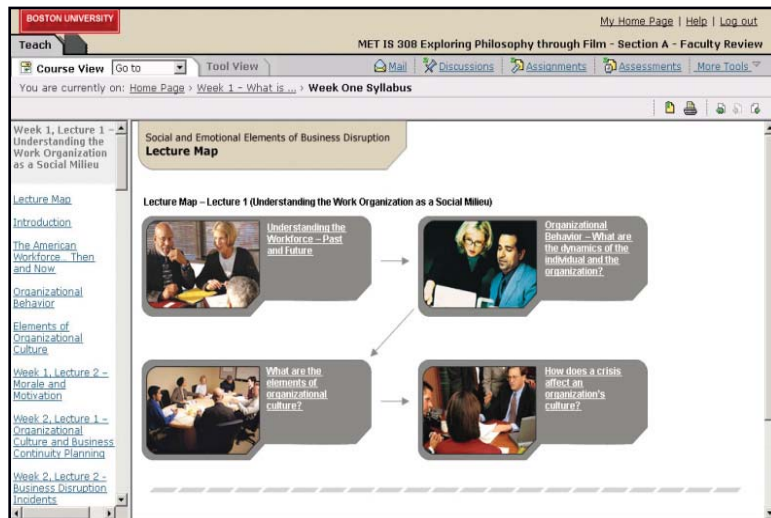
SOME SAMPLE SCREENSHOTS

The screenshots offer a brief glimpse of the courseware, designed for Boston University. To experience our products at work, you may view our demos by registering online at www.tatainteractive.com.

Screenshot showing the course introduction.



Screenshot depicting a lecture map.



'Quick Summary' used interesting pop-ups.

