



DLO to Go: Fostering Instructional Use of New Media

Wayne State University Libraries talk about creating the Digital Learning and Development Environment, a tool bridging digital collections and instruction.

The Tool: A replicable web environment where faculty and students can use accessible tools to easily create Digital Learning Objects (DLOs) from collections of digital images. The project features the Wayne State University Library System's (WSULS) digital collections, including the *Virtual Motor City* and *Digital Dress*, but could be applied to almost any digital collection with a web service.

The Need: To foster digital collection use in instruction and learning. Hit-and-miss technological literacy among faculty, uncoordinated support structures, and an ad-hoc knowledge base are all barriers to digital collection use in teaching and learning, and result nationally in widespread underuse. WSULS found the same trend reflected locally, and tried to think creatively about how to address these problems and encourage use of these valuable collections.

The Approach: The design challenge addressed a major barrier to greater use of the collections: there existed no bridge between digital collections and the learning object in the classroom. To overcome widely varied levels of technical sophistication among users, the team needed to create an intuitive bridge that would make it easy to choose items from a digital collection and use them in a learning environment. The team developed a tool which uses PHP/MySQL to identify and harvest images and metadata through an OAI broker, and then builds either a PowerPoint object as described in the PresentationML standard, or an HTML archive. Either object can then be easily downloaded and modified by the user. The tool is embedded in a website that provides instruction, context, resources for creating and describing digital learning objects, and an opportunity to share and collaborate with other object creators in a Teaching and Learning Archive.

The Implementation: The tool has been through two rounds of user testing: the first involved faculty and student use and feedback, and resulted in refinements to the design of both the tool and the digital collections. Results from the second round are incorporated in Wayne State University's presentation at CNI in Baltimore.

Presenters: Dr. Sandra Yee, Dr. Nardina Mein, Jonathan McGlone, Joshua Neds-Fox.

Wayne State University Library System Digital Learning & Development Environment BETA
Export Images, Build Digital Learning Objects, Share your Work

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Create a Digital Learning Object from an Image Portfolio

- 1 If you haven't already, create a digital image portfolio using *Virtual Motor City*, *Digital Dress* or any of the following *DigitalCollections@WSU*.
How do I create a digital image portfolio?
- 2 Choose your digital image portfolio and select the desired format
15 Images
 Download as HTML
 Download as PowerPoint
Create Digital Learning Object

About the Project

The Digital Learning and Development Environment (DLDE) centers on a web-based creative workspace where you can construct a presentation called a Digital Learning Object (DLO) that can combine text, video, and even audio materials.

The purpose of this workspace is to promote wider use of the *Digital Collections* of the Wayne State University Library System (WSULS) for teaching and learning. The DLDE bridges the Collections and your DLO in the following ways. It:

- Introduces users to WSULS Digital Collections
- Demonstrates creating portfolios of images
- Provides a bridge tool for moving portfolios into templates for building multimedia presentations in PowerPoint or HTML, called digital learning objects (DLO)
- Provides examples of DLOs and strategies for building effective DLOs
- Offers research strategies through the Teaching & Learning Archive to develop materials to accompany the images.

Read more about the Project...

Teaching & Learning Archive

The *Teaching & Learning Archive* is a dynamic environment filled with cultivated resources to guide users in creating, using, and assessing Digital Learning Objects (DLOs). In addition to library and online resources for incorporating research materials into DLOs, the Teaching & Learning Archive features example DLOs—we encourage you to contribute their own DLOs and other resources created with the DLDE bridge tool.

How-To...

Engage with videos and guides that will help you maximize your use of the Digital Learning and Development Environment, including tutorials on searching WSU Digital Collections, building Digital Learning Objects, and using the bridge tool for moving digital image portfolios to DLOs.

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THE PROJECT

The Digital Learning and Development Environment is a web-based creative workspace where you can construct a presentation called a Digital Learning Object (DLO) that can combine text, video, and even audio materials.

Learn more...

DO YOU NEED HELP?

You can check the *How-To...* menu for direct information about using the *Digital Collections* and building Digital Learning Objects. For more general information, see the *Teaching and Learning Archive*.

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<http://dlxs.lib.wayne.edu/dlde>



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Dr. Sandra G. Yee

Dean, Wayne State University Library System & School of Library and Information Science

Sandra Yee is Dean of the Wayne State University Libraries and the School of Library and Information Science. She has held this position since May 2001. Dean Yee is an active member of professional organizations and is currently serving on the Board of the Association of Research Libraries and the Board of Trustees of OCLC, Inc. Dean Yee also serves as President of the Detroit Area Library Network, a multi-type consortium of libraries in Southeastern Michigan. Dean Yee received her B.A. and her Masters in Library Science from Western Michigan University, and her Ed.D. from the University of Michigan.

Dr. Nardina N. Mein

Director of New Media and Information Technology & Interim Director of the Office for Teaching and Learning, Wayne State University Library System

Dr. Mein is the Director of New Media and Information Technology at Wayne State University Library System, and is the overall manager for a large portfolio of digital projects, with multiple roles of design, development, implementation, and collection management, preservation and access on the web. She also plays a leadership role in the Digital Partnerships for Engaged Learning, an innovative portfolio of teaching and learning focused digital projects managed within the Technology Resource Center which seeks to foster the use of digital technologies in teaching and learning through faculty collaboration.

Joshua Neds-Fox

Web Librarian, Wayne State University Library System

Joshua Neds-Fox oversees the libraries' various websites -- designing, managing and maintaining the libraries' online presence, and working with the larger library system to bring new ideas online. He is responsible, in collaboration with the Digital Library Initiatives Team, for designing and developing the most recent incarnation of the WSU Library website, and led that project from inception to evaluation. Joshua received his BFA in Theater from Wayne State University (1996) and his MLIS from Kent State University (2003).

Jonathan McGlone

Digital Projects Librarian, Wayne State University Library System

Jonathan McGlone manages WSU's digital collections and institutional repository. Since joining Wayne State University Library System in 2008, his research and work interests have focused on developing services for digital collections, usability studies, open access, and scholarly communications. Prior to working at WSU, Jonathan was a web-designer and videographer in the Detroit-area while completing his MLIS at Wayne State University (2008). He received his BA in Communications and Film Studies from Calvin College (2005).