USDLA

World-wide Call for Case Studies on the use of Advanced Distributed Learning (ADL) and Blended Learning Technologies

"Supporting and developing the application of distance learning"

Opens: November 3, 2006
Submission Deadline: January 12, 2007

UNITED STATES DISTANCE LEARNING ASSOCIATION

www.usdla.org
800.275.5162

World-wide Call for Case Studies on the use of Advanced Distributed Learning (ADL) and Blended Learning Technologies

Case studies should be submitted by <u>Friday, January 12, 2007</u>.

The United States Distance Learning Association (USDLA®), the nation's premier distance learning association and the Advanced Distributed Learning (ADL) Initiative through a new, related virtual community called "adlCommunity.net" is issuing a call for case studies **beginning November 3, 2006,** covering Advanced Distributed Learning (ADL), Sharable Content Object Reference Model (SCORM®), Content Object Repository Discovery and Registration Architecture (CORDRA™), and Blended Learning. ADL is a collaborative effort between government, industry and academia to establish a new distributed learning environment that permits the interoperability of learning tools and course content in the estimated $2 trillion (US) global education and training market space.

These case studies will be published in an upcoming special issue of USDLA's *Distance Learning...A Magazine for Leaders.* The magazine is a high quality print publication for those who practice the growing field of distance education and training. The emphasis for *Distance Learning* is on current issues and trends in the field, with special consideration given to practical applications of distance learning. *Distance Learning* is not a research publication but rather, is a practitioner's publication containing well thought-out and practical ideas for the field.

Download a copy of USDLA's *Distance Learning...A Magazine for Leaders today!*
http://www.usdla.org/html/resources/3._USDLA_Distance_Learning.pdf

ADL technologies help those who support the ADL Initiative expand new markets for training materials, reduce the cost of development and increase the potential return on investment. Platforms conforming to SCORM and content reusability are considered essential for the sustained investments necessary to create the dynamic ADL environment.

The following are several technology areas the USDLA seeks case studies in:

Sharable Content Object Reference Model (SCORM®)
SCORM is a collection of specifications adapted from multiple sources to provide a comprehensive suite of e-learning capabilities that enable interoperability, accessibility and reusability of Web-based learning content.

CORDRA™
Content Object Repository Discovery and Registration Architecture (CORDRA) is an open, standards-based model for how to design and implement software systems for the purposes of discovery, sharing and reuse of learning content through the establishment of interoperable federations of learning content repositories.

ADL Registry (ADL-R)

The ADL-R is a searchable index of content metadata that can be resolved to content located in distributed repositories. Initially the ADL-R will provide basic search functions, and services will be added as policy issues are addressed. The ADL-R is not a content repository. Searching the ADL-R is unrestricted. The primary purpose of the ADL-R is to provide a DoD-wide means and infrastructure to search, discover, and expose learning content. The learning content will be managed as content objects, each with a unique identifier. The ADL-R is designed to provide an agile knowledge base for all content contributors. In addition, this infrastructure is expected to be a useful and authoritative life-cycle management tool for knowledge management DoD-wide.

Performance Aiding

Performance Aiding (also called Performance Support) is one of the approaches being used to support transformation. This includes improved human user-centered design of equipment and even the replacement of the human role through automation as well as new technologies for job performance as examples of the transformational tools that are under investigation to bridge gap between training, skills and performance.

Gaming / Game-based Learning

Games for distributed learning are complex systems with three major components: 1. Activities with formal rules in which players engage in artificial conflict with variable and quantifiable outcomes and both game play and learning objectives 2. A narrative which provides cues, context and relevance for the activities and 3. A simulation which represents the learning space necessary to support the activities and narrative.

Simulations

A simulation is a representation of a system presented over time. Simulations have advantages over real operational systems in training, including: elimination of catastrophic consequences of error; reduction of physical danger; cost containment; elimination of non-salient attributes; "re-play" possibilities; compression or expansion of time; iterative manipulation of variables for evolving design and data collection.

Intelligent Tutoring

Intelligent tutoring systems (ITSs) are computer software systems that seek to mimic the methods and dialog of natural human tutors, to generate instructional interactions in real time and on demand--as required by individual students. Implementations of ITSs incorporate computational mechanisms and knowledge representations in the fields of artificial intelligence, computational linguistics, and cognitive science.

Blended Learning Solutions

Blended learning is instruction using multiple media. Although appearing somewhat all-encompassing, this definition includes the integration of instructional media into a traditional classroom or into a distance learning environment. Blended learning can include any combination of media that supports instruction, regardless of the mix of synchronous or asynchronous media. The economy of scale and power of blended learning is derived from its "elasticity": the ability to integrate a variety of synchronous and asynchronous media allowing the instructional designer to attain the most appropriate blended learning solution.

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MANUSCRIPT PREPARATION GUIDELINES

Opens: November 3, 2006
Submission Deadline: January 12, 2007

To ensure uniformity of the printed proceedings, authors should follow these guidelines when preparing manuscripts for submission.

- **Word Processor Format**
  Manuscripts should be written in Microsoft Word for Windows.

- **Length**
  The maximum length of the body of the paper should be about 3000 words.

- **Layout**
  Top and bottom margins: 1.0"
  Left and right margins: 1.0"

- **Text**
  Regular text: 12 point TNR, left justified
  Paper title: 14 point TNR, centered
  Author listing: 12 point TNR, centered
  Section headings: 12 point TNR, centered
  Section sub-heading: 12 point TNR, left justified

- Do not type section headings or titles in all-caps, only capitalize the first letter in each word. All type should be single-spaced. Allow one line of space before and after each heading. Indent, 0.5", the first sentence of each paragraph.

- **Figures and Tables**
  Figures and tables should fit width 6 1⁄2 " and be incorporated into the document.

- **Page Numbering**
  Do not include or refer to any page numbers in your manuscript. The Proceedings will be page enumerated when it is processed for printing.

- **Graphics**
  We encourage you to use visuals - pictures, graphics, and charts - to help explain your article. Graphics images (.jpg) should be included at the end of your paper.

- Single space the entire manuscript.

- Do not use any subheadings, page numbers, or embedded commands. Documents that have embedded commands will be returned to the author.

In addition to the technology areas noted these case studies should be categorized by one or more learning, education and training communities:

- Corporate
- K-12
- Higher Education
- Continuing Education
- Home Schooling
- Military
- Civilian/Government
- Telehealth

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MANUSCRIPT SUBMISSION GUIDELINES

Stories are written by practitioners for practitioners with the intent of providing usable information and ideas. Articles are accepted from authors with interesting and important information about the effective practice of distance teaching and learning. No page costs are charged authors, nor are stipends paid. Two copies of the issue with the author's article will be provided. Reprints will also be available.

Note: The selection of case studies will be performed by USDLA. ADL and adlCommunity.net are officially neutral regarding products and solutions. USDLA does not endorse any particular technology, manufacturer or product.

For submission:

• Your manuscript should be written in Microsoft Word for Windows. Save it as a .doc file and also as a .rtf file. Send both versions via e-mail to **casestudies@usdla.org** and on CD to the address below.

• Laser print your paper.

• **Include a cover sheet with the paper's title, names, affiliations, addresses, phone numbers and e-mail addresses of all authors. Also please let us know if we can follow-up with you via survey as well.**

• DO NOT EMBED INFORMATION. YOUR PAPER WILL BE RETURNED IF IT CONTAINS EMBEDDED COMMANDS OR UNUSUAL FORMATTING INFORMATION.

• Submit the paper to **casestudies@usdla.org**. The name of the manuscript file should reference the author. In addition, submit two paper copies. Send the CD and paper copies to:

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For further information on this call for case studies, or to discuss alternative ways of disseminating your institution's practice in this area, please contact USDLA at 1.800.275.5162.

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Third Page Horizontal	6	2.5	$500

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"Distance Learning Today" will be a 20-page supplement in USA TODAY dedicated entirely to distance learning and education with an eye on how it is transforming the learning landscape, through on-line technology, video conferencing systems, satellite delivery and other media forms. Its robust editorial will provide critical information to millions potential on- line learners, providers and, as important, deepen the national understanding of the distance learning, education and training revolution that is underway. This is the first of what will be quarterly supplements to USA TODAY.

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