



ELU Enhanced Learning Unlimited

6th Framework Program





Motivation



Spread the benefits of e-learning to broader audience

- Barriers
 - availability of the technology
 - usability
 - personalization





Motivation 1/2



TV

- 98% households in EU
- Easy to use
- Suitable for informal learning
- Synchronous environment
- Limited interaction
- User is passive

DTV

Computer & Internet

- 49% households in EU
- Not so easy to use
- Suitable for formal and informal learning
- Asynchronous environment
- Heavy interaction
- User is active





Motivation 2/2



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DTV

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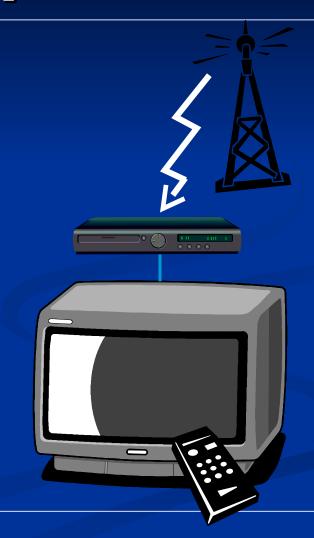




Interactive Digital TV



- End device
 - TV with set-top box
- Input device
 - Remote control
- One way delivery channel
 - From broadcaster to all viewers
 - E.g. over the air, cable, satellite





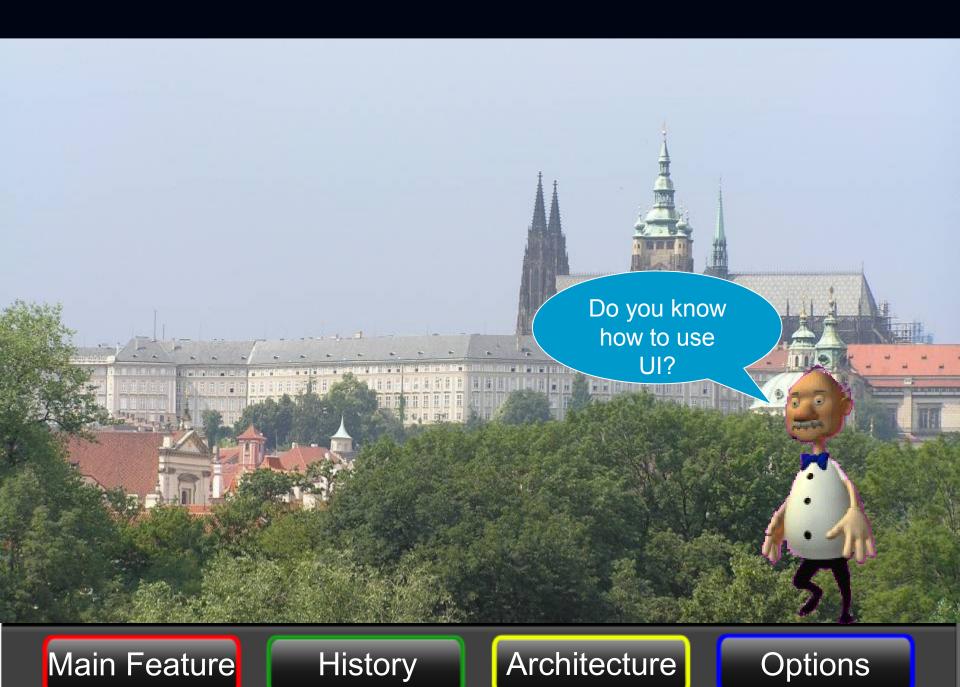


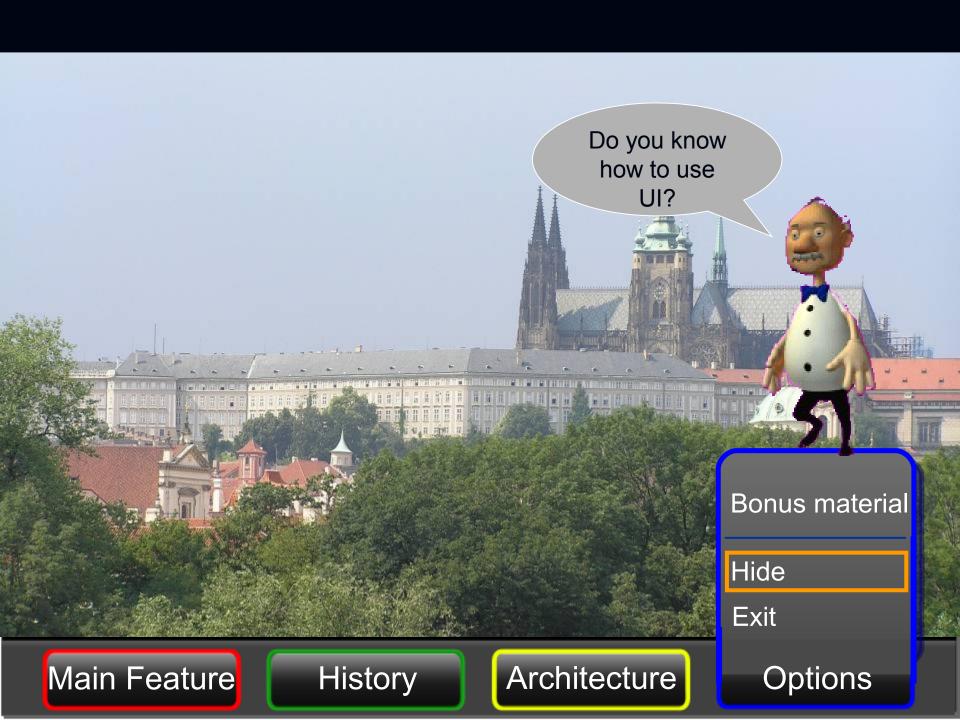


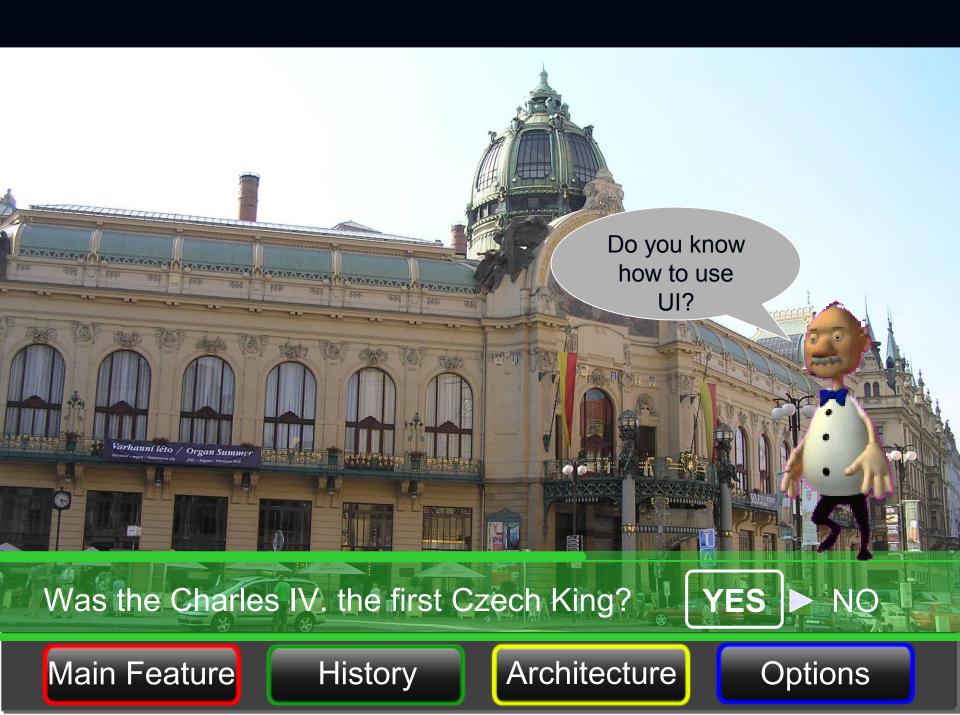
Example: King's Road

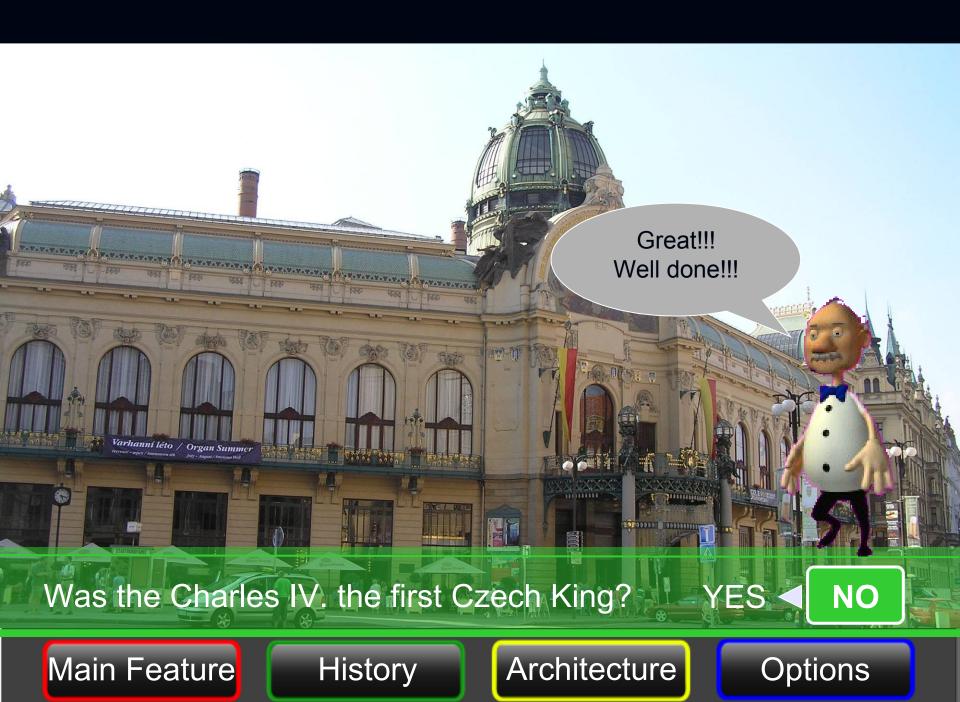
Cultural Heritage course for elderly people

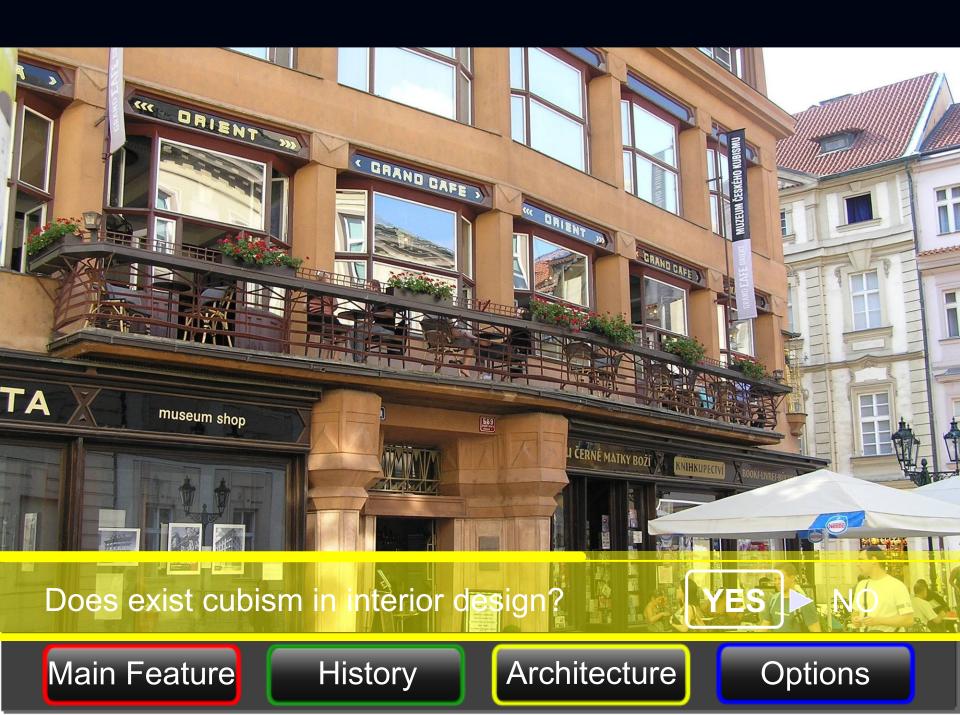




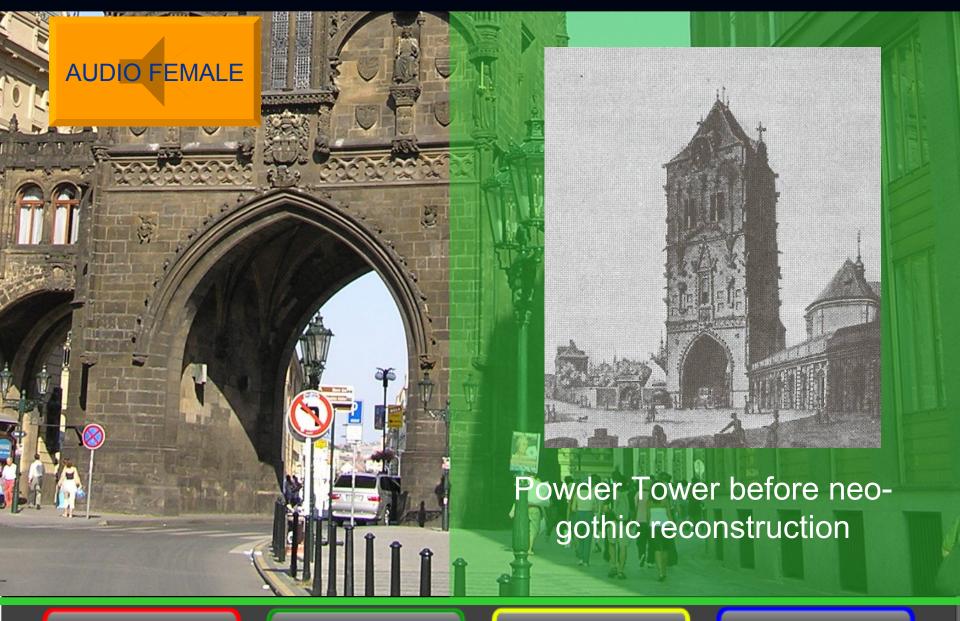










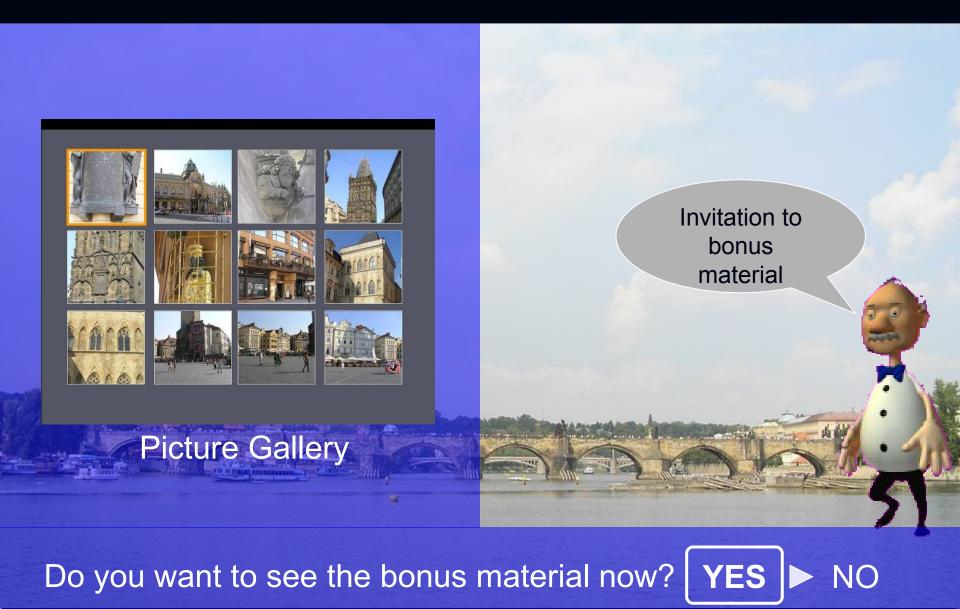


Main Feature

History

Architecture

Options



Main Feature

History

Architecture

Options



Bonus material



Main menu

Picture galery

The King's Road

About

Schedule

Galleries

Quiz

Game

exit course

options

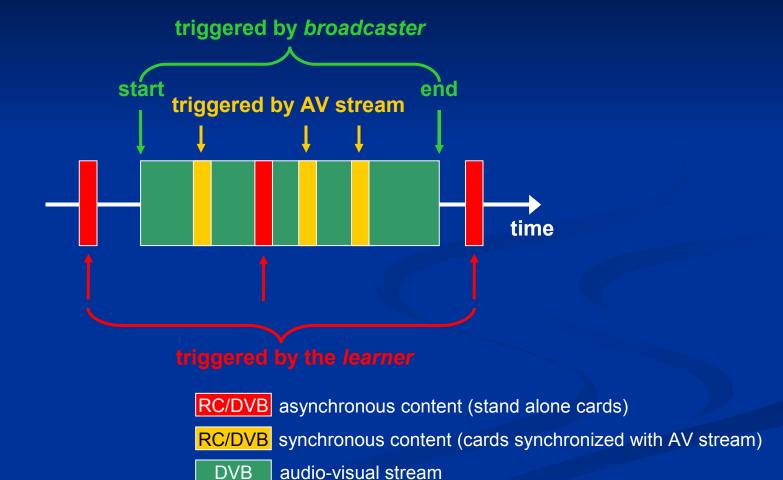






CH course life-cycle





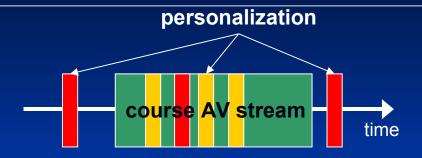




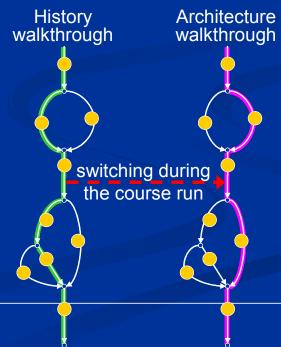
Learning process support



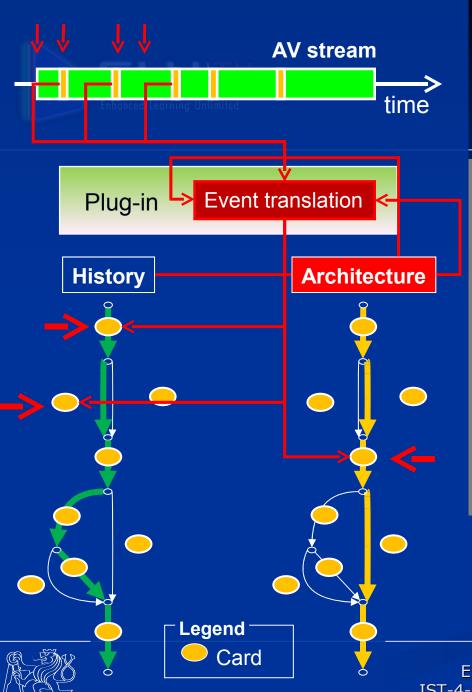
- personalization
 - content
 - architecture or history walkthrough
 - user's interaction
 - subtitles (for people with hearing disabilities)
 - layout (full-screen mode)



Course content personalization













Learning process support



- personalization
 - content
 - architecture or history walkthrough
 - user's interaction
 - subtitles (for people with hearing disabilities)
 - layout (full-screen mode)
- virtual teacher
 - guiding the learner (help)
 - pointing out interesting things







Learning process support



- personalization
 - content
 - architecture or history walkthrough
 - user's interaction
 - subtitles (for people with hearing disabilities)
 - layout (full-screen mode)
- virtual teacher
 - guiding the learner (help)
 - pointing out interesting things
- gaming technologies
 - synchronous mini-quizzes
 - asynchronous quiz (Phantom of Prague)

mini-quiz related to the content currently shown to the learner







Overview



- STREP, 1/2006 9/2008
- Topic: interactive learning courses on TV
 - CTU: elderly people
- Current state
 - creation of final version of t-learning course (scenario, AV recording, MHP application creation)
 - development of iDTV playout system
 - development of AT for creation of MHP application
- People
 - core team: Pavel S., Zdeněk M., Ladislav Č., Božena M., Tomáš P., Martin K.
 - others:Tomáš Klimčuk, Jiří Kratochvíl, (Tomáš Kundrát)
- Project partners: FR,IL,LUX,LAT,LIT,HU,I,GR





Objectives



- Study the Pedagogical and Technological aspects of using iDTV as the medium for t-learning
- Develop new tools for creating content for t-learning to be used on iDTV
- Develop enhancements to MHP to meet the t-learning needs





CTU issues



- Usability issues
- Creation of UI guidelines
- MAINLY: investigation of interaction in iDTV specific environment:
 - limited interaction
 - rich multimedia, AV broadcast
 - suitability for elderly people (relation to technology, impairments etc.)







THANK YOU



ELUITO HW based input/output restrictions



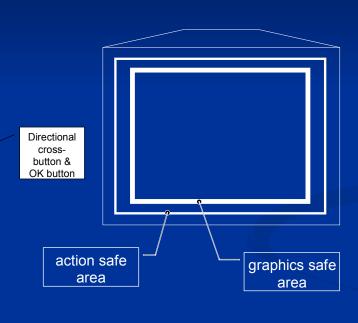
Remote control

The red, green, vellow, blue buttons

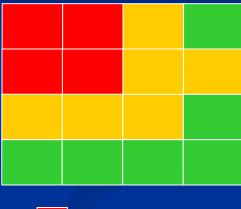
Numeric pad

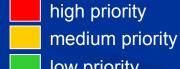


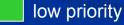
TV screen



Reading text on TV screen









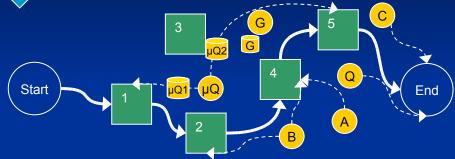


WP5 Content Development





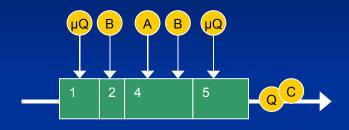
raw content preparation



- preparing AV content
- preparing MHP applications

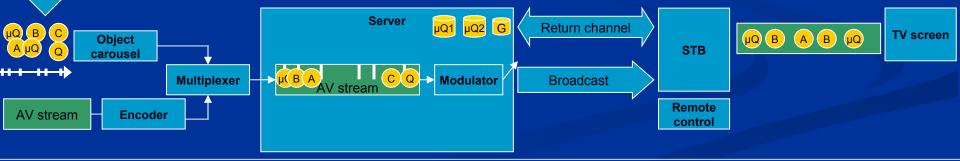
2.

course finalization



- creation of AV stream (cutting video)
- placing MHP application in the right place and time

Testing and evaluation

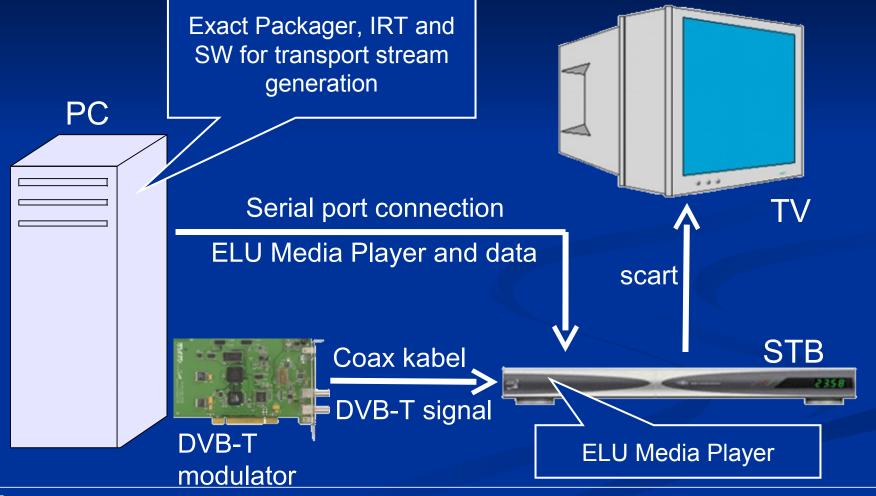






V Development environment



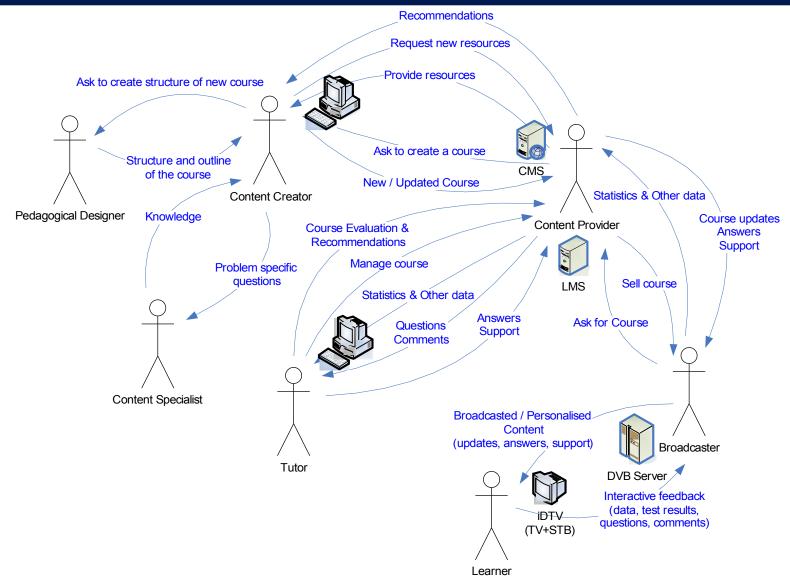






Communication & Services Model







Applications



- Statistics (MBA level)
- Basic mathematics (school children)
- Device Maintenance
- Management issues (university students)
- Cultural heritage (seniors lifelong learning)

