

GRAPPLE. WP5

WP	WP5
Scenario title	Learning at the workplace
Scenario ID	SC-004
Author/s	Daniel Burgos
Date	20 May 2009
Version	1.1.
Status	Draft

General definition

Focus	Y
Interface	
Learning flow	X
Content	
Interac. problem solving support	
Adaptive evaluation	X
Changes on-the-fly	
Personalized learning itinerary	X
learning strategie	X

Roles	n
Learner	1
Set of different contextualized learning itinerary	4
System	1
Teacher	
Learning Designer	
Coordinator	
Admin staff	

Learning category	Y
Remembering	X
Understanding	X
Applying	
Analysing	
Evaluating	
Creating	

Learning strategies	Y
Cognitive Strategies	X
Rehearsal Strategies	
Elaboration Strategies	X
Organizational Strategies	X
Meta-cognitive Strategies	X
Planning Strategies	
Monitoring and Regulating Strategies	X
Resource Management Strategies	
Time Management	
Study-environment Management	
Effort Management	
Support from others	

IMS-LD elements	Y
Properties	X
Conditions	X
Global elements	
Calculations	X
Monitoring services	X
Notifications	

General description and link to related WP/s and SP5

A young paramedic who has to learn on the run at the workplace about new treatment for diseases. The course consist of a series of sections of relevant information for his/hes knowledge upgrade. The learner can choose the learning strategies that fits better with his/her behaviour and objectives, out of four different possibilities. Every choice deploys a contextualized learning itinerary. Related with the WP5.1. on learning strategies and related with the WP 5.2. on the psychological aspects of the learning for example auto regulation, metacognition about his learning strategies, self motivation in order to learn more about a specific subject.

General learning objectives

To learn on the run at the workplace about new treatment for diseases

General learning pre-requisites

None

General completed when

The learner has finished the questionaries and the general quiz

General learning feedback

The learner receives a feedback about his/her new knowledge when he/her checks the last appendix with answered questions .The learning process is finished when the learner is aware that his learning process finishes when he can apply his knowledge.

Learning flow. Step by step

1. The learner choose one itinerary (direction all)
2. The learner read the introduction about a topic
3. The learner study specific aspects of Candidas part II
4. The learner realizes the questionarie belonging to the second part
5. The learner study specific aspects of Candidas Part III
6. The learner realizes the questionarie belonging to part III
7. The learner study specific aspects of Candidas part IV
8. The learner needs more information about specific issues and he researchs using other resources (internet) in order to complete his knowledge
9. The learner realizes the questionarie belonging to part IV
10. The learner full a general quiz about the content
11. The learner check the answered question

Psychological remarks: The learner could possibly make use of attention strategies to focus his interest in a specific issue. He/she will codify and

strategies to focus his interest in a specific issue. He/she will copy and organize this information according with his/her needs and objectives. The learner's performance could improve through learning strategies such as time management and study-environment management. When the learner checks

GRAPPLE. WP5

WP	WP5	Learning flow. Step by step
Scenario title	Learning at the workplace	1. The learner choose one itinerary (direction all) 2. The learner read the introduction about a topic 3. The learner study specific aspects of Candidas part II 4. The learner realizes the questionnaire belonging to the second part 5. The learner study specific aspects of Candidas Part III 6. The learner realizes the questionnaire belonging to part III 7. The learner study specific aspects of Candidas part IV 8. The learner needs more information about specific issues and he researchs using other resources (internet) in order to complete his knowledge 9. The learner realizes the questionnaire belonging to part IV 10. The learner full a general quiz about the content 11. The learner check the answered question
Scenario ID	SC-004	
General description	A young paramedic who has to learn on the run at the workplace about new treatment for diseases. The course consist of a series of sections of relevant information for his/hes knowledge upgrade. The learner can	
General objectives	To learn on the run at the workplace about new treatment for diseases	
General pre-requisites	None	
General completed when	The learner has finished the questionnaires and the general quiz	
General feedback	The learner receives a feedback about his/her new knowledge when he/her checks the last appendix with answered questions .The learning process is finished when the learner is aware that his learning process	

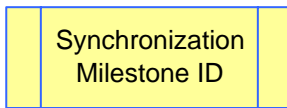
List of milestones

ID	Title	Type	Roles	Description	Objectives	Pre-requisites	Completed when	Feedback	Services	Content	Additional content
ML-01	To Choose a itinerary	Activity	Learner	The learner choose a contextualized learning itinerary	To choose the adecuated learning strategies according with his/her behaviour and objetives			The differents tasks will be included in a contextualized learning		link	link
ML-02	To read the introduction	Activity	Learner	The learner read a general introduction	To get a general view of the differents diseases						
ML-03	Access to the UoL 2	Activity	Learner	The learner access to the part II about a specific aspect of Candidas	To learn about a specific aspects of candidas	The learner has read the part I					
ML-04	To answer the questionnaire belonging to part II	Activity	Learner	The learner answers the first questionnaire	To evaluate the adquired knowledge about a specific aspect	The learner has read the part II	the learner fills the questionnaire				
ML-05	To check his answers	Activity	Learner	The learner acces to the last appendix	To evaluate his answers	the learner has filled the questionnaire					
ML-06	Validate reponses	Condition	System	The system shows the correct answer	To confirm the learner´s knowledge	The learner request the correct answers throug the last appendix	The learner receives the correct	The learner can confirm his progress			
ML-07	Access to the UoL 3	Activity	Learner	The learner access to the Part III about other aspect of Candidas	To learn about a specific aspects of candidas						
ML-08	To answer the questionnaire belonging to part III	Activity	Learner	The learner answers the second questionnaire	To evaluate the adquired knowledge about a specific aspect	The learner has read the part III	the learner fills the questionnaire				
ML-09	To check his answers	Activity	Learner	The learner acces to the last appendix	To evaluate his answers	the learner has filled the questionnaire					
ML-10	Validate reponses	Condition	System	The system shows the correct answer	To confirm the learner´s knowledge	The learner request the correct answers throug the last appendix	The learner receives the correct	The learner can confirm his progress			
ML-11	Access to the UoL 4	Activity	Learner	The learner access to the part IV about a specific aspect of Candidas	To learn about a specific aspects of candidas						
ML-12	To answer the questionnaire belonging to part IV	Activity	Learner	The learner answers the third questionnaire	To evaluate the adquired knowledge about a specific aspect	The learner has read the part IV	the learner fills the questionnaire				
ML-13	To check his answers	Activity	Learner	The learner acces to the last appendix	To evaluate his answers	the learner has filled the questionnaire					
ML-14	Validate reponses	Condition	System	The system shows the correct answer	To confirm the learner´s knowledge	The learner request the correct answers throug the last appendix	The learner receives the correct	The learner can confirm his progress			

ML-15	To research in internet	Activity	Learner	The learner researchs in internet in order to complete his knowledge	To get more information about a specific issue		The learner receives the requested		Internet		
ML-16	To answer the quiz	Activity	Learner	The learner answers the general quiz	To evaluate the general knowledge of the learner about the course	The learner has read the differents parts of the course	the learner fills the questionnaire	The learner can confirm his progress			
ML-16	To check his answers in the quiz	Activity	Learner	The learner access to the appendix	To evualate his answers	the learner has filled the quiestionarie					

GRAPPLE. WP5

WP	WP5
Scenario title	Learning at the workplace
Scenario ID	SC-004



Learning flow

Step	Streamline 1	Streamline 2	Streamline 3	Streamline 4
	Learner	System	Set of itineraries	Role X
1	Activity Milestone 1		Condition Milestone 1	
2	Activity Milestone 2			
3	Activity Milestone 3			
4	Activity Milestone 4			
5	Activity Milestone 5			
6		Condition Milestone 6		
7	Activity Milestone 7			
8	Activity Milestone 8			
9	Activity Milestone 9			
10		Condition Milestone 10		
11	Activity Milestone 11			
12	Activity Milestone 12			
13	Activity Milestone 13			
14		Condition Milestone 14		

15	Activity Milestone15			
16	Activity Milestone16			
17	Activity Milestone17			

GRAPPLE. WP5

WP	WP5
Scenario title	Making a project proposal
Scenario ID	SC-001
Author/s	Daniel Burgos
Date	04 March 2009
Version	1.1
Status	Draft

General definition

Focus	Y	General description and link to related WP/s and SP5
Interface		A group of Junior Consultants in an international company has been tasked to make of a new proposal for a EU FPVII project. It is a training simulation. They will work on peer basis with an Area Manager who will lead them on the right process of redaction
Learning flow		
Content		
Interac. problem solving support		
Adaptive evaluation	X	
Changes on-the-fly		
Adaptive mentoring	X	

Roles	n	General learning objectives
Junior Consultant (JC)	n	
Area Manager	1	

Learning category	Y	General learning pre-requisites
Remembering		None
Understanding	X	
Applying		
Analysing	X	
Evaluating	X	
Creating	X	

Learning strategies	Y	General completed when
Cognitive Strategies		The Area Manager closes the round-trip training
Rehearsal Strategies		
Elaboration Strategies	X	

Learning strategies	Y	General learning feedback
Organizational Strategies		None
Meta-cognitive Strategies		
Planning Strategies		
Monitoring and Regulating Strategies	X	

Learning strategies	Y	Learning flow. Step by step
Time Management		<ol style="list-style-type: none"> 1. Every Junior Consultant has to create a report following some guidelines 2. Every Junior Consultant submits his/her personal info and his first proposal to the tutor 3. The Area Manager checks the submission of all the Junior Consultants and close this first round 4. The Area Manager grades the assessment and provides his own remarks back 5. Every Junior Consultant reads the first remarks and can provide some feedback to make a second round. The Area Manager closes this second round 6. The Area Manager provides some feedback on the second round, taking into account the Junior Consultant's remarks, and assigns a qualification and a numerical mark, useful to evaluate the performance of the Juniors. The Area Manager closes this activity 7. Every Junior Consultant reads his dossier and can also have a look to the others' results
Study-environment Management	X	
Effort Management		
Support from others	X	

IMS-LD elements	Y	Psychological remarks:
Properties	X	STEP 1) The subject is codifying, synthesing information from the guidelines. STEP 2) The Junior consultant is transferring information from the guidelines to his/her
Conditions	X	
Global elements	X	
Calculations		
Monitoring services	X	
Notifications		

STEP 2) The Junior consultant is transferring information from the guidelines to his/her report.
STEP 5) the junior consultant is sharing information with the Area manger so both (hence, I

GRAPPLE. WP5

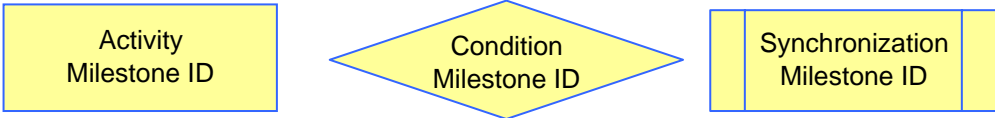
WP	WP5	Learning flow. Step by step
Scenario title	Making a project proposal	1. Every Junior Consultant has to create a report following some guidelines
Scenario ID	SC-001	2. Every Junior Consultant submits his/her personal info and his first proposal to the tutor
General description	A group of Junior Consultants in an international company has been tasked to make of a new proposal for a EU FPVII project. It is a training simulation. They will work on peer basis with an Area Manager who will lead	3. The Area Manager checks the submission of all the Junior Consultants and close this first round
General objectives	0	4. The Area Manager grades the assessment and provides his own remarks back
General pre-requisites	None	5. Every Junior Consultant reads the first remarks and can provide some feedback to make a second round. The Area Manager closes this second round
General completed when	The Area Manager closes the round-trip training	6. The Area Manager provides some feedback on the second round, taking into account the Junior Consultant's remarks, and assigns a qualification and a numerical mark, useful to evaluate the performance of the Juniors. The Area Manager closes this activity
General feedback	None	7. Every Junior Consultant reads his dossier and can also have a look to the others' results
		Psychological remarks: STEP 1) The subject is codifying, synthesizing information from the guidelines

List of milestones

ID	Title	Type	Roles	Description	Objectives	Pre-requisites	Completed when	Feedback	Services	Content	Additional content
ML-01	Create report	Activity	Junior Consultant (JC)	A group of Junior Consultants in an international company has been tasked to make of a new proposal for a EU FPVII					Forum	link	link
ML-02	Submit report to teacher	Activity	Junior Consultant	Submit his/her personal info and his first proposal to the tutor							
ML-03	Check and close 1st round	Synchronize	Area Manager	Checking the submission of all the Junior Consultants and close this first round			Area Manager closes	First round closed	Monitoring		
ML-04	Grade assessment and provide feedback	Activity	Area Manager	Grades the assessment and provides his own remarks back	Evaluate the Juniors' first input				Monitoring, Forum		
ML-05	Read first remarks. Provide feedback	Activity	Junior Consultant	Read the first remarks and provide some feedback to make a second round	Compare first input with the Area Manager's input and improve the input				Forum		
ML-06	Close second round	Synchronize	Area Manager	Close the second round			Area Manager closes	Second round closed			
ML-07	Feedback on 2nd round. Scoring	Activity	Area Manager	See Juniors' comments, provides feedback on 2nd round, assigns a qualification and a numerical mark	Check progress, categorize JC based on their performance				Monitoring		
ML-08	Close round-trip	Synchronize	Area Manager	Close the round-trip training			Area Manager closes	Round-trip training closed			
ML-09	Read final result/s	Activity	Junior Consultant	Read his/her own dossier. Can also have a look to the others' results	Learn from the others' input. Encourage self-progress				Monitoring, Forum		

GRAPPLE. WP5

WP	WP5
Scenario title	Making a project proposal
Scenario ID	SC-001



Learning flow

Step	Streamline 1	Streamline 2	Streamline 3	Streamline 4
	Role Junior Consultant	Role Area Manager	-	-
1	Activity ML-01			
2	Activity ML-02			
3		Synchronization ML-03		
4		Activity ML-04		
5	Activity ML-05			
6		Synchronization ML-06		
7		Activity ML-07		
8		Synchronization ML-08		
9	Activity ML-09			

GRAPPLE. WP5

WP	WP5
Scenario title	A new skill
Scenario ID	SC-002
Author/s	Daniel Burgos
Date	13 april 2009
Version	1.2
Status	Draft

General definition

Focus	Y	General description and link to related WP/s and SP5
Interface		An officer of the Postal Office needs to learn how to use a new digital system that replaces the old analogical one. (S)he will use a set of quizzes to check his/her knowledge, based on previous information. Depending on the performance the learning path will be adapted to support the best study progress...
Learning flow	X	
Content		
Interac. problem solving support		
Adaptive evaluation	X	
Changes on-the-fly		
Roles	n	General learning objectives
Post officer (learner)	1	Learning a new digital system replacing the old analogical one at the Post Office.
System	1	
Learning category	Y	General learning pre-requisites
Remembering		None
Understanding	X	
Applying		
Analysing		
Evaluating	X	
Creating		
Learning strategies	Y	General completed when
Cognitive Strategies		The learner has to answer the five questions with success.
Rehearsal Strategies	X	
Elaboration Strategies	X	
Organizational Strategies		General learning feedback
Meta-cognitive Strategies	X	Depending on the hit rate (percentage).
Planning Strategies		Learning flow. Step by step 1. User name requested to personalized the later feedback 2. Five questions with three possible answers. Depending on the answer one or another value is provided (0, 1 or 2) with a maximum of 10 to the full test 3. Only when the learner has answered the five questions (s)he can go ahead to see the results 4. A total, a simple average and a percentage of accuracy are calculated 5. An adaptive feedback is provided depending on the average (less than 50, between 50 and 75 and more than 75) 6. The next activity delivered depends also on the feedback.
Monitoring and Regulating Strategies		
Resource Management Strategies		
Time Management		
Study-environment Management		
Effort Management		
Support from others		
IMS-LD elements	Y	Psychological remarks: The learner makes use of self-efficacy strategies in order to improve his average. He should focus his attention to the most relevant and specific details, mainly because the analogical and digital system have different characteristics. The officer is learning how to use a new skill, so he will use learning strategies. The digital system is a new tool and the learner should be motivated to use it.
Properties	X	
Conditions	X	
Global elements		
Calculations	X	
Monitoring services		
Notifications		

GRAPPLE. WP5		
WP	WP5	Learning flow. Step by step
Scenario title	A new skill	1. User name requested to personalized the later feedback
Scenario ID	SC-002	2. Five questions with three possible answers. Depending on the answer one or another value is provided (0, 1 or 2) with a maximum of 10 to the full test
General description	An officer of the Postal Office needs to learn how to use a new digital system that replaces the old analogical one. (S)he will use a set of quizzes to check his/her knowledge, based on previous information. Depending on	3. Only when the learner has answered the five questions (s)he can go ahead to see the results
General objectives	Learning a new digital system replacing the old analogical one at the Post Office.	4. A total, a simple average and a percentage of accuracy are calculated
General pre-requisites	None	5. An adaptive feedback is provided depending on the average (less than 50, between 50 and 75 and more than 75)
General completed when	The learner has to answer the five questions with success.	6. The next activity delivered depends also on the feedback.
General feedback	Depending on the hit rate (percentage).	Psychological remarks: The learner makes use of self-efficacy strategies in order to improve his average. He should focus his attention to the most relevant and specific details, mainly because the analogical and digital system have different characteristics. The officer is learning how to use a new skill, so he will use learning strategies. The digital system is a new tool and the learner should be motivated to use it.

List of milestones											
ID	Title	Type	Roles	Description	Objectives	Pre-requisites	Completed when	Feedback	Services	Content	Additional content
ML-01	Submit name	Activity	Post officer	Submits his/her name for further personalized feedback.	To store the name of the learner so as to customize all the messages.					link	link
ML-02	Answer questions	Activity	Post officer	Submits responses to the questions of the test.	To teach the learner the contents of the UoL.						
ML-03	Validate responses	Condition	System	Until all the questions have been answered.	To control the flow in order no to allow the learner to continue without successful		Condition is fulfilled.				
ML-04	Show results	Activity	System	Grades the assessment and provides this information to the learner.	To show the results of the learner evaluation.	N correct answers.		Final results (after iteration has been completed).			
ML-05	Do the next activity	Activity	Post officer	The next activity in the learning flow (if any)		Enough qualification.					

GRAPPLE. WP5

WP	WP5
Scenario title	A new skill
Scenario ID	SC-002

Activity
Milestone ID

Condition
Milestone ID

Synchronization
Milestone ID

Learning flow

Step	Streamline 1	Streamline 2	Streamline 3	Streamline 4
	Role Post Officer	Role System (automatic)	Role X	Role X
1	Activity ML-01			
2	Activity ML-02			
3		Condition ML-03		
4		Activity ML-04		
5	Activity ML-05			

GRAPPLE. WP5

WP	WP5
Scenario title	Human resources live
Scenario ID	SC-003
Author/s	Daniel Burgos
Date	10 May 2009
Version	1.1
Status	Draft

General definition

Focus	Y
Interface	
Learning flow	X
Content	
Interac. problem solving support	X
Adaptive evaluation	X
Changes on-the-fly	X

Roles	n
Learner	n
Set of rules	1
Tutor	1

Learning category	Y
Remembering	
Understanding	
Applying	
Analysing	
Evaluating	X
Creating	X

Learning strategies	Y
Cognitive Strategies	X
Rehearsal Strategies	
Elaboration Strategies	
Organizational Strategies	
Meta-cognitive Strategies	
Planning Strategies	X
Monitoring and Regulating Strategies	
Resource Management Strategies	
Time Management	
Study-environment Management	
Effort Management	X
Support from others	X

IMS-LD elements	Y
Properties	X
Conditions	
Global elements	
Calculations	X
Monitoring services	X
Notifications	

General description and link to related WP/s and SP5

A human resources woman who has to create a quiz for a course and has to adapt it as long as the course takes place (in the runtime). This system allows for a better adaptation to the users' needs along the learning flow. Since there is almost no distinction between design time and run time, learning goals, objectives and content can be easily adapted on the run.

General learning objectives

...

General learning pre-requisites

None

General completed when

The tutor consider that the learners have successfully completed the questionnaires.

General learning feedback

Adaptive feedback and new activities.

Learning flow. Step by step

1. Setting-up of the unit of learning with full personalization of questions, answers, right answers, ranges, points earned, messages of feedback and welcome, title, that can be adapted and re-published in runtime
2. Questions and related properties are local (loc-property) and keep the same value for all the users in the same run, but personal answers and calculations are private and linked to every participant (loppers-property)
3. Five questions with three possible answers. If the answer is right earns the amount of points defined in the set-up
4. Only when you have answered the five questions you can go ahead to see the results
5. There are 2 roles, teacher and participant, and the learning flow swaps between them:
 - a. First, the teacher sets-up the questionnaire and the participant waits for the opening of the course. The teacher can have a preview of the questionnaire before publishing
 - b. Second, the teacher publishes the quiz and the participant answers the questions. The teacher monitors his/her progress
 - c. Third, the participant finishes the quiz and receives two inputs: an adaptive feedback and

6. The logo and the next activities (Level 1, 2 and 3) can be easily changed in the ZIP file to

Psychological remarks: The teacher must evaluate the learner's results in order to change a

GRAPPLE. WP5

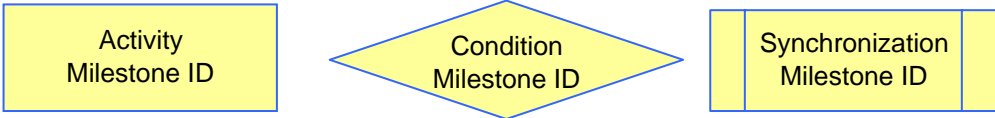
WP	WP5	Learning flow. Step by step
Scenario title	Human resources live	1. Setting-up of the unit of learning with full personalization of questions, answers, right answers, ranges, points earned, messages of feedback and welcome, title, that can be adapted and re-published in runtime 2. Questions and related properties are local (loc-property) and keep the same value for all the users in the same run, but personal answers and calculations are private and linked to every participant (locpers-property) 3. Five questions with three possible answers. If the answer is right earns the amount of points defined in the set-up 4. Only when you have answered the five questions you can go ahead to see the results 5. There are 2 roles, teacher and participant, and the learning flow swaps between them: a. First, the teacher sets-up the questionnaire and the participant waits for the opening of the course. The teacher can have a preview of the questionnaire before publishing b. Second, the teacher publishes the quiz and the participant answers the questions. The teacher monitors his/her progress c. Third, the participant finishes the quiz and receives two inputs: an adaptive feedback and a new activity, both based on the results of the quiz.
Scenario ID	SC-003	
General description	A human resources woman who has to create a quiz for a course and has to adapt it as long as the course takes place (in the runtime). This system allows for a better adaptation to the users' needs along the learning	
General objectives	...	
General pre-requisites	None	
General completed when	The tutor consider that the learners have successfully completed the questionnaires.	
General feedback	Adaptive feedback and new activities.	

List of milestones

ID	Title	Type	Roles	Description	Objectives	Pre-requisites	Completed when	Feedback	Services	Content	Additional content
ML-01	UoL set-up.	Activity	Tutor	Setting-up of the questions, answers, personalization, points earned and so on (described in the steps 1-4).	To create a custom learning environment.					link	link
ML-02	Open the course and publish questionnaires.	Activity	Tutor	The tutor opens the quiz and makes it available for the students.	To start the learning experience.						
ML-03	Fill in questionnaire	Activity	Learner	Learners fill in the questionnaire	To check what learners know			Positive formative feedback			
ML-04	Questionnaire finished?	Condition	Set of rules	While the learners don't finish the questionnaire.	To stop the flow until the questions have been finished.		Learners finish all questions.	Adaptive feedback and a new activity.	Monitoring, forum, notifications.		
ML-05	Assessment and monitoring	Synchronize	Tutor, Set of rules	The tutor and the set of rules evaluate the learners while they send their answers.	To evaluate the learner's performance						
ML-06	Results for the learner	Activity	Tutor	Adaptive feedback	To provide adaptive evaluation	The previous milestone is finished.			Forum, notifications...		
ML-07	Next activity	Activity	Learner	A new activity.	To go on the learning itinerary						

GRAPPLE. WP5

WP	WP5
Scenario title	Human resources live
Scenario ID	SC-003



Learning flow

Step	Streamline 1	Streamline 2	Streamline 3	Streamline 4
	Tutor	Learner	Set of rules	Role X
1	Activity ML-01			
2	Activity ML-02			
3		Activity ML-03		
4			Condition ML-04	
5	Synchronization ML-05			
6	Activity ML-06		Activity ML-06	
7		Activity ML-06		

GRAPPLE. WP5

WP	WP5
Scenario title	Getting some expertise
Scenario ID	SC-005
Author/s	Daniel Burgos/José Luis Santos
Date	21 June 2009
Version	1.1.
Status	Draft

General definition

Focus	Y	General description and link to related WP/s and SP5
Interface		A librarian needs to get some knowledge on jazz style when he/she is appointed to another position in the music section. A rich course with requested information to get some important expertise on this topic is provided to the librarian. He can adapt the learning itinerary according with his/her learning style and preferences. Related to every itinerary there is a set of self-evaluations that provide some information and summative feedback.
Learning flow	X	
Content		
Interac. problem solving support		
Adaptive evaluation	X	
Changes on-the-fly		
personalized learning itinerary	X	
Roles	n	General learning objectives
Learner	1	To get more knowledge about jazz style
Set of rules	1	
Teacher		
System	1	
Learning Designer	1	
Coordinator		
Admin staff		
Learning category	Y	General learning pre-requisites
Remembering	X	
Understanding	X	
Applying	X	
Analysing	X	
Evaluating	X	
Creating		
Learning strategies	Y	General completed when
Cognitive Strategies	X	The get more knowledge about jazz style
Rehearsal Strategies		
Elaboration Strategies		
Organizational Strategies	X	General learning feedback
Meta-cognitive Strategies	X	The learner receives feed back from the set of self-evaluation
Planning Strategies		
Monitoring and Regulating Strategies		
Resource Management Strategies		
Time Management		Learning flow. Step by step
Study-environment Management	x	1. The user can choose the learning itinerary out of two possibles paths: Historic an thematic 2. the user can swap between both and three diffrents points in the learning flow 3. The activities already done on one path remain in the same state when the user moves to the alternative path 4. Therefore there are the same activities but with two different ways of study. In this case the adaption come from the user, based on a pre- design of the course by the author/tutor.
Effort Management		
Support from others		
IMS-LD elements	Y	Psychological remarks: Each itinerary allows the learner to evaluate his/her self-efficacy. The learner will codify the information about jazz style according with his/her knowledge about other issues related with the library operation and management. The learner will use imaginary elaboration, the jazz style will be associated with other styles that the learner
Properties		
Conditions	X	
Global elements		
Calculations		
Monitoring services	X	

Notifications

already knew of. The learner will use learning strategies according with his preferences, the memory strategies should help him/her to remember information about music.

GRAPPLE. WP5

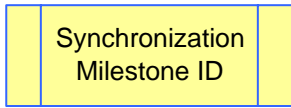
WP	WP5	Learning flow. Step by step
Scenario title	Getting some expertise	<p>1. The user can choose the learning itinerary out of two possible paths: Historic and thematic</p> <p>2. The user can swap between both and three different points in the learning flow</p> <p>3. The activities already done on one path remain in the same state when the user moves to the alternative path</p> <p>4. Therefore there are the same activities but with two different ways of study. In this case the adaptation comes from the user, based on a pre-design of the course by the author/tutor.</p> <p>Psychological remarks: Each itinerary allows the learner to evaluate his/her self-efficacy. The learner will codify the information about jazz style according with his/her knowledge about other issues related with the library operation and management. The learner will use imaginary elaboration, the jazz style will be associated with other styles that the learner already knew of. The learner will use learning strategies according with his preferences, the memory strategies should help him/her to remember information about music.</p>
Scenario ID	SC-005	
General description	A librarian needs to get some knowledge on jazz style when he/she is appointed to another position in the music section. A rich course with requested information to get some important expertise on this topic is	
General objectives	To get more knowledge about jazz style	
General pre-requisites	0	
General completed when	The get more knowledge about jazz style	
General feedback	The learner receives feedback from the set of self-evaluation	

List of milestones

ID	Title	Type	Roles	Description	Objectives	Pre-requisites	Completed when	Feedback	Services	Content	Additional content
ML-01	To choose the learning itinerary	Activity	Learner, Set of rules	The learner can choose between two possible paths	To get knowledge according with his learning style and preferences		The learner has chosen between			link	link
ML-02	To choose a way of study	Activity	Learner, set of study way	The learner can choose between two study ways	To learn according with his study way		the learner has chosen his study				
ML-03	To realize the activities	Activity	Learner	To realize three activities belonging to the chosen itinerary							
ML-04	To realize the set of self-evaluation	Activity	Learner	The learner fills the set of self-evaluation	To evaluate the acquired knowledge	The learner has realized the activities					
ML-05	Questionnaire finished?	Condition	Set of rules	While the learners don't finish the questionnaire.	To stop the flow until the questions have been finished.		Learners finish all questions.	Adaptive feedback and a new activity.	Monitoring		
ML-06	Show results	Activity	System	Grades the assessment and provides this information to the learner.	To show the results of the learner evaluation.	N correct answers.		Final results (after iteration has been completed).			
ML-07	Do the next activity	Activity	Learner, set of rules	The next activity in the learning flow							

GRAPPLE. WP5

WP	WP5
Scenario title	Getting some expertise
Scenario ID	SC-005



Learning flow

Step	Streamline 1	Streamline 2	Streamline 3	Streamline 4
	Learner	Set of rules	System	Learning designer
1	Activity Milestone 1			Condition Milestone 1
2	Activity Milestone 2	Condition Milestone 2		
3	Activity Milestone 3			
4	Activity Milestone 4			
5		Condition Milestone 5		
6			Activity Milestone 6	
7	Activity Milestone 7	Condition Milestone 7		