



# TD-Toolkit

## A Web-Based Knowledge Repository on Authoring Tools for Creating Technology Based Training

Randall Spain  
U.S. Army Research Institute  
Orlando Research Unit



# Disclaimer



- The tools presented in this presentation and on TD-Toolkit are NOT endorsed by ARI, the U.S. Army, or the Department of Defense.
- Vender citations and authoring tool descriptions are for illustrative purposes only.
- The tools in this presentation and on TD-Toolkit are NOT a comprehensive list of available authoring tools.
- TD-Toolkit does NOT contain a comparative rating of authoring tools and should not be interpreted as such a resource.



# Agenda

---



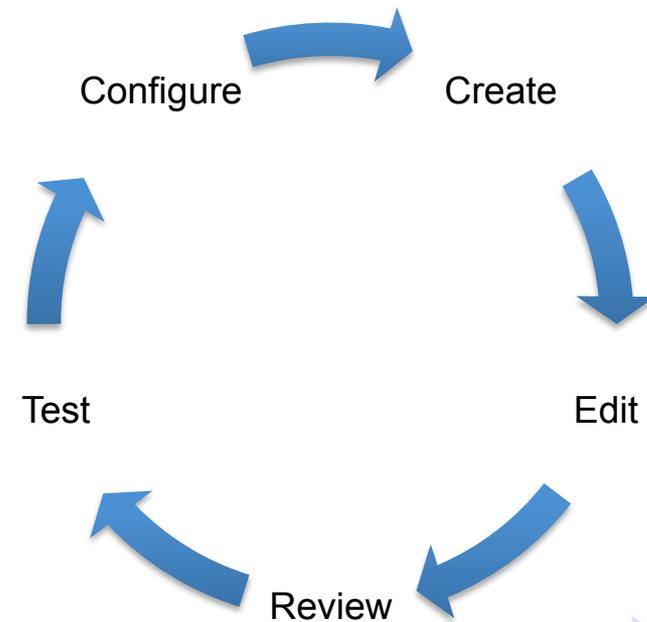
- What are authoring tools?
- Why use authoring tools?
- Why is the Army interested in authoring tools?
- What is TD-Toolkit?
- Site Preview
- Summary of features
- Future directions
- Conclusions



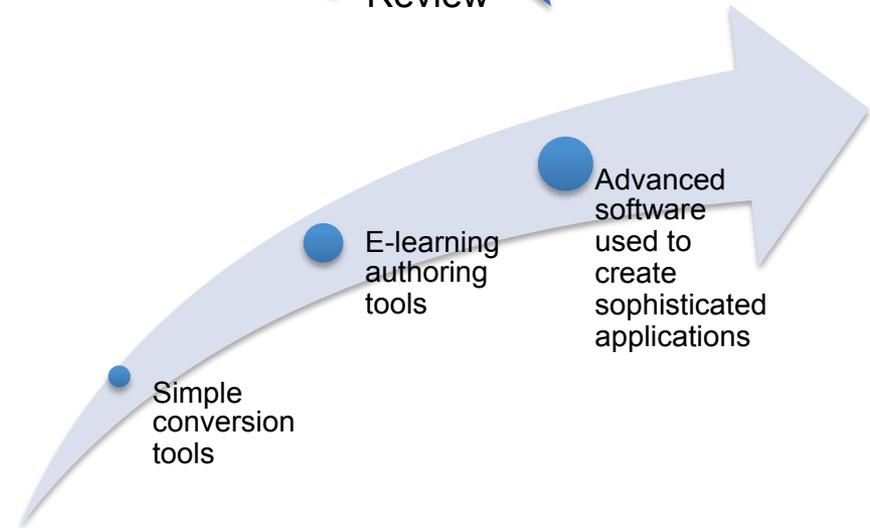
# What are authoring tools?



- Software used to **create, edit, review, test, and configure** e-learning products or other applications (Berking, 2012)



- Authoring tools vary in **complexity** and **functionality**

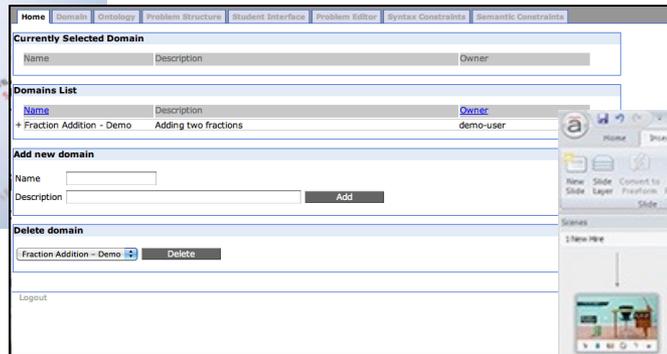




# Why use authoring tools?



- Allow **instructors** and **non-IT** folks to easily develop e-learning products



Scripting and coding in computer language



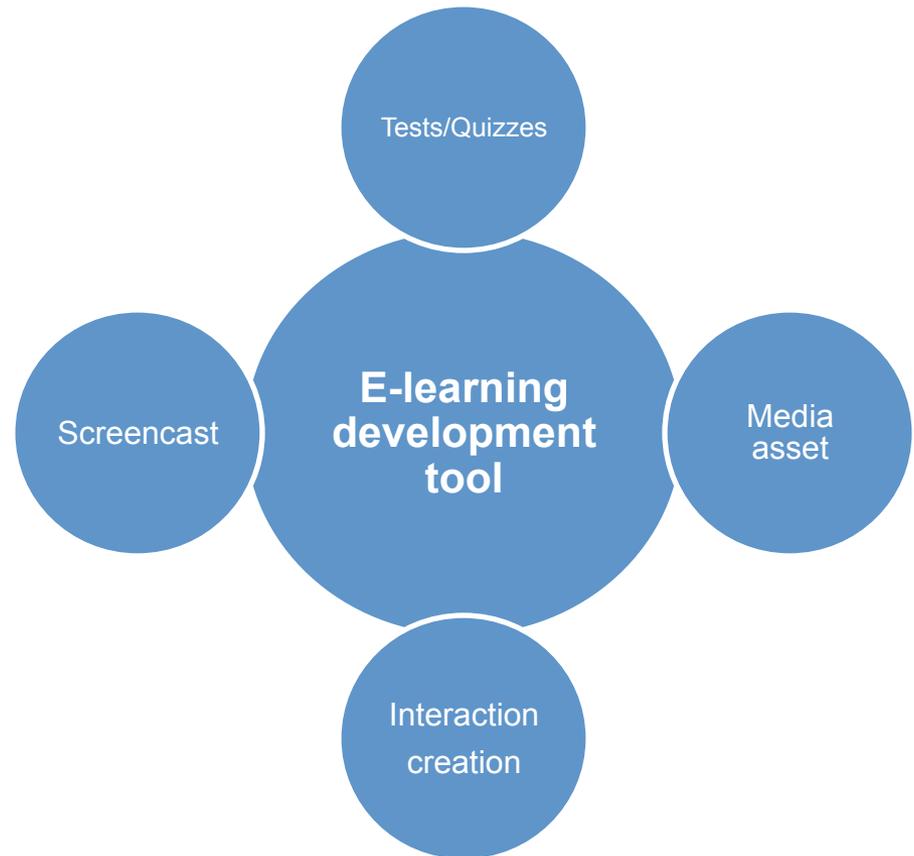
WYSIWYG



# What are authoring tools?



- Most developers use anywhere from **2 - 6 authoring tools** to create their training products
- 76% use more than one tool (eLearning Guild, 2008)
- 39% use 4 or more tools (eLearning Guild, 2008)





# What are authoring tools?



- Example of Tool Categories

- Rapid application tools
  - Adobe Flash, Air, Dreamweaver, Microsoft expression studio
- Web-based eLearning development tools
  - Authoring Instructional Material (AIM), ROCCE, SmartBuilder
- Desktop-based eLearning development tools
  - Adobe eLearning suite, Captivate, Articulate Studio, Storyline
- Mobile learning development tools
  - Hot Lava Mobile, Ready go mobile, Raptivity
- Screencasting tools
  - Camtasia, Captivate
- Simulation (2D & 3D modeling) development tools
  - Thinking worlds, Task Guide, SimVente
- Game development tools
  - GameStudio, VBSWorlds, Torque Game Engine
- ITS (Intelligent Tutoring System) development tools
  - CTAT, GiFT, Task Tutor Toolkit
- Interaction object creation tools
  - Raptivity, Flypaper
- Media asset production tools
  - Camtasia, Final Cut Studio, Photoshop

These categories are not mutually exclusive

Categories modified from Berking, P. (2012). Choosing Authoring Tools.



# Comparison of Tools



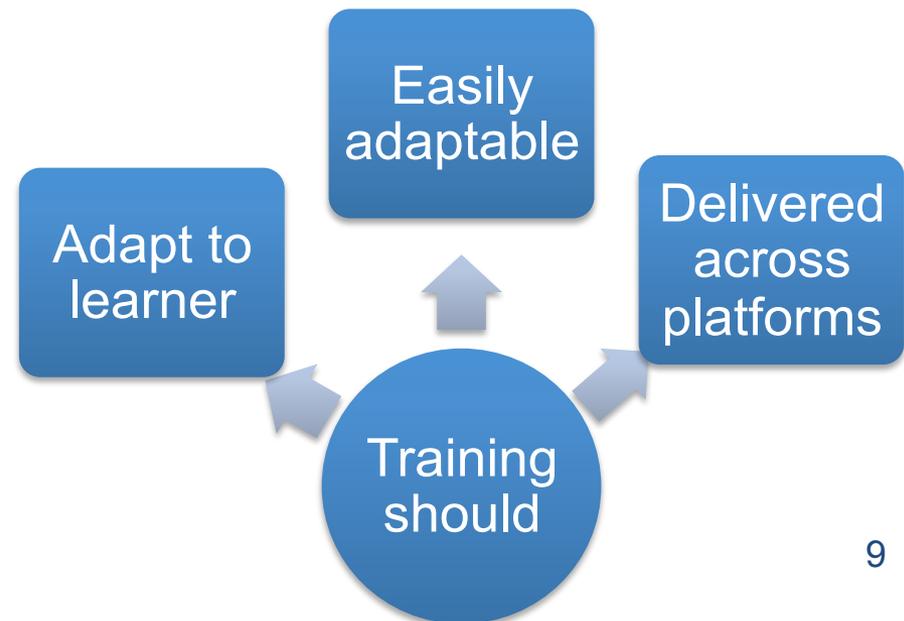
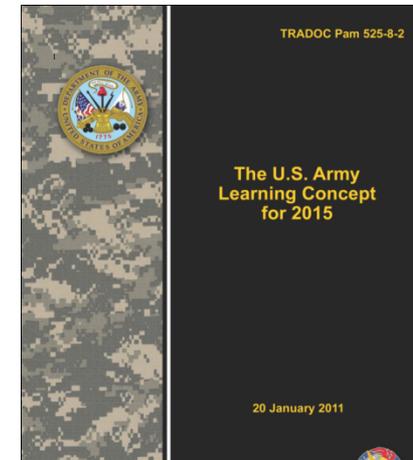
Categories modified from  
Berking, P. (2012).  
Choosing Authoring Tools.



# Why is the Army interested?



- Army Learner Model calls for engaging training that
  - **Adapts to** the needs of the learner
  - Easily **adaptable**
  - **Delivered across** a variety of platforms
  - **Accessible** anytime, anywhere
- Reduction in resources
  - Shift to **in-house development**
- Learner-centric training
  - **Active learning** process





# New Demands on Training Developers



What are the best tools for creating mLearning?

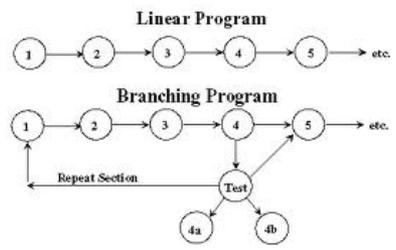
I'd love to make this training more interactive, but I need the right tools.

What tools are available for creating eLearning? Do these tools have any unique instructional features?

How can I make this training adaptive?

What tools are available for making 3D simulations?

How can I embed assessment activities into this training? What type of feedback should I give?





# Research Goal



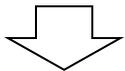
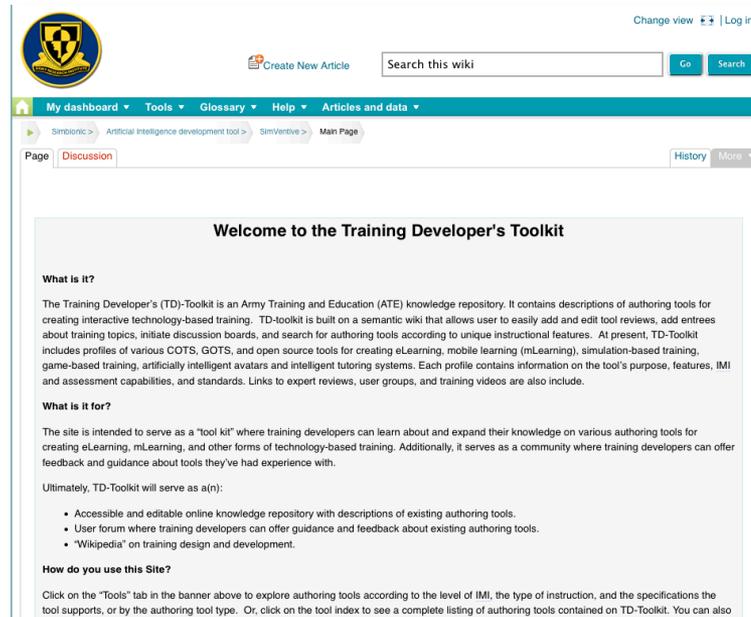
- Develop a **prototype capability** that **contains information** about **authoring tools** that Army training developers and instructors could use to meet the goals of the ALM
  - Interactive and engaging training, available any-time any-where (eLearning, distance learning, mLearning)
  - Assessment capability
  - Easily adaptable
  - Deliver across platform
- Capability should contain **authoring tool profiles** and other forms of information useful to training developers
- **Evergreen** online knowledge base



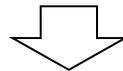
# What is TD-Toolkit?



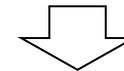
TD-Toolkit is an online repository that contains information on authoring tools for developing technology-based instruction (eLearning)



Profiles of COTS, GOTS, and open-source authoring tools.



Overview of tool including, level of IMI, pedagogical features, assessment capabilities, standards compliance, output



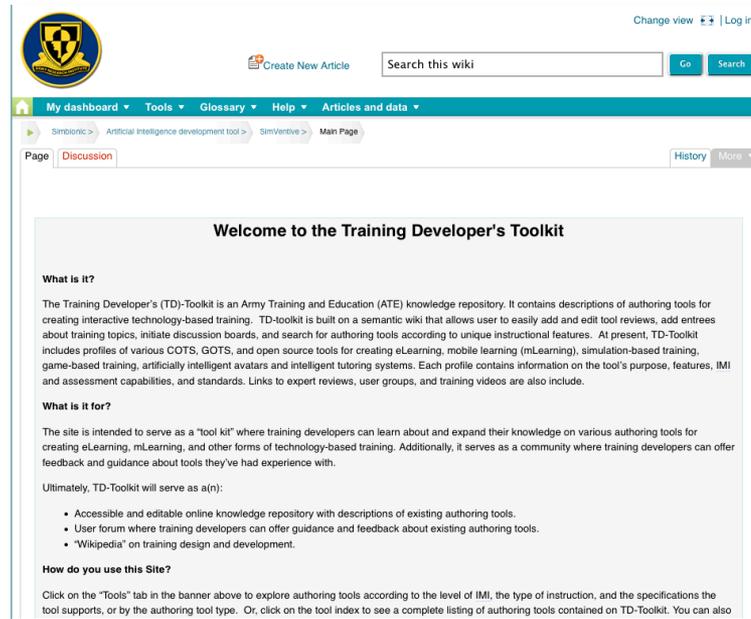
Links to expert reviews, user groups, & training videos



# What is TD-Toolkit?



TD-Toolkit is an online repository that contains information on authoring tools for developing technology-based instruction (eLearning)



Contents can be updated by user community.



Add new tools, edit current entries, start discussion boards, add topic entries



Add terms to glossary, link to other resources



# Development Timeline



- Aug 2011 - July 2012
  - Stage 1: Identify authoring tools and develop taxonomy
    - ARI has identified +150 authoring tools (eLearning, mobile Learning, simulation and game development, intelligent tutoring systems, auxiliary tools, etc.)
  - Stage 2: Review tool functionality from available documentation
    - ARI has developed facts sheets / profiles for a representative sample of authoring tools (+45)
  - Stage 3: Populate beta site, usability evaluation, refine site
    - ARI / IST populated the wiki with content
  - Stage 4: Site goes “live” to limited audience
    - After going live, will evolve with participation of user community
- Aug 2012 - Aug 2013
  - Stage 5: Work with sponsor to identify added functionality
    - Improvements to website based on user needs
  - Stage 6: Transition
    - Transition site to ATE sponsor (Summer 2013)
- Contractor: UCF-IST



---

# Site Preview



# Site Preview



Change view | Log in

Create New Article

Search this wiki

Go

Search

My dashboard ▾ Tools ▾ Glossary ▾ Help ▾ Articles and data ▾

Main Page

Page **Discussion**

Semantic  
wiki

## Welcome to the Training Developer's Toolkit

### What is it?

The Training Developer's (TD)-Toolkit is an Army Training and Education (ATE) knowledge repository. It contains descriptions of authoring tools for creating interactive technology-based training. TD-toolkit is built on a semantic wiki that allows user to easily add and edit tool reviews, add entrees about training topics, initiate discussion boards, and search for authoring tools according to unique instructional features. At present, TD-Toolkit includes profiles of various COTS, GOTS, and open source tools for creating eLearning, mobile learning (mLearning), simulation-based training, game-based training, artificially intelligent avatars and intelligent tutoring systems. Each profile contains information on the tool's purpose, features, IMI and assessment capabilities, and standards. Links to expert reviews, user groups, and training videos are also include.

### What is it for?

The site is intended to serve as a "tool kit" where training developers can learn about and expand their knowledge on various authoring tools for creating eLearning, mLearning, and other forms of technology-based training. Additionally, it serves as a community where training developers can offer feedback and guidance about tools they've had experience with.

Ultimately, TD-Toolkit will serve as a(n):

- Accessible and editable online knowledge repository with descriptions of existing authoring tools.
- User forum where training developers can offer guidance and feedback about existing authoring tools.
- "Wikipedia" on training design and development.

### How do you use this Site?

Click on the "Tools" tab in the banner above to explore authoring tools according to the level of IMI, the type of instruction, and the specifications the tool supports, or by the authoring tool type. Or, click on the tool index to see a complete listing of authoring tools contained on TD-Toolkit. You can also search for tools using the search bar.

### Who would benefit from this site?

UNCLASSIFIED



# Site Preview

The screenshot displays the TD-Toolkit website interface. At the top right, there are links for "Change view" and "Log in". Below the header is a navigation bar with "My dashboard", "Tools", "Glossary", "Help", and "Articles and data". A search bar is located to the right of the navigation bar. The main content area is titled "Tool Classifications" and lists various categories of tools, including "Tools by Specifications", "Tools by Interactive Multimedia Instruction (IMI) Level", and "Tools by Instructional Approach". A callout bubble points to the "Tools" menu item with the text "Tools categories".

**Tools categories**

**Tool Classifications**

- Tool Index
- Tools by Specifications**
  - Certificate of Networthiness (CoN)
  - SCORM Compliant
- Tools by Interactive Multimedia Instruction (IMI) Level**
  - IMI Level 1: Passive
  - IMI Level 2: Limited Participation
  - IMI Level 3: Complex Participation
  - IMI Level 4: Real-time Participation
- Tools by Instructional Approach**
  - Direct Instruction
  - Demonstration
  - Drill and Practice
  - Problem Solving & Decision Making I
  - Problem Solving & Decision Making II
  - Analysis
  - Indirect Instruction
- Type of Tool**

Rapid Application Development (RAD)	Simulation Development
Screencasting	Rapid eLearning/Doc Converter
Web-based eLearning	Game Development
Desktop-based eLearning	Media Asset Production
ITS Development	Tests, Quizzes, & Assessment Tools
Mobile Learning Development Tools	Virtual Classroom Systems
Interaction object creation tool	Artificial Intelligence development tool

**Toolkit**

contains descriptions of authoring tools for... sily add and edit tool reviews, add entrees... tional features. At present, TD-Toolkit... nLearning), simulation-based training, game-... tion on the tool's purpose, features, IMI and... o include.

nowledge on various authoring tools for... ommunity where training developers can

Click on the "Tools" menu item to view the tool supports, or by... also search for tool

**Who would benefit from this site:**

UNCLASSIFIED



# Site Preview



Change view | Log in

Create New Article

Search this wiki

Go

Search

My dashboard ▾ Tools ▾ **Glossary** Help ▾ Articles and data ▾

Main Page

Page Discussion

Terms and Definitions

Glossary

Glossary of terms

## Welcome to the Training Developer's Toolkit

### What is it?

The Training Developer's (TD)-Toolkit is an Army Training and Education (ATE) knowledge repository. It contains descriptions of authoring tools for creating interactive technology-based training. TD-toolkit is built on a semantic wiki that allows user to easily add and edit tool reviews, add entries about training topics, initiate discussion boards, and search for authoring tools according to unique instructional features. At present, TD-Toolkit includes profiles of various COTS, GOTS, and open source tools for creating eLearning, mobile learning (mLearning), simulation-based training, game-based training, artificially intelligent avatars and intelligent tutoring systems. Each profile contains information on the tool's purpose, features, IMI and assessment capabilities, and standards. Links to expert reviews, user groups, and training videos are also include.

### What is it for?

The site is intended to serve as a "tool kit" where training developers can learn about and expand their knowledge on various authoring tools for creating eLearning, mLearning, and other forms of technology-based training. Additionally, it serves as a community where training developers can offer feedback and guidance about tools they've had experience with.

Ultimately, TD-Toolkit will serve as a(n):

- Accessible and editable online knowledge repository with descriptions of existing authoring tools.
- User forum where training developers can offer guidance and feedback about existing authoring tools.
- "Wikipedia" on training design and development.

### How do you use this Site?

Click on the "Tools" tab in the banner above to explore authoring tools according to the level of IMI, the type of instruction, and the specifications the tool supports, or by the authoring tool type. Or, click on the tool index to see a complete listing of authoring tools contained on TD-Toolkit. You can also search for tools using the search bar.

### Who would benefit from this site?



# Site Preview



Change view | Log in

Create New Article

Search this wiki

Go

Search

My dashboard ▾
 Tools ▾
 Glossary ▾
 Help
 Articles and data ▾

Main Page

Page Discussion



TD Toolkit Help

Toolkit Help Contents

Beginner's Corner

Beyond the Basics

Expert Zone



SMW+ Community

SMW+ User Manual



Tutorial

## Welcome to the Training Developer's Toolkit

### What is it?

The Training Developer's (TD)-Toolkit is an Army Training and Education (ATE) knowledge repository. It contains descriptions of authoring tools for creating interactive technology-based training. TD-toolkit is built on a semantic wiki that allows user to easily add and edit tool reviews, add entrees about training topics, initiate discussion boards, and search for authoring tools according to unique instructional features. At present, TD-Toolkit includes profiles of various COTS, GOTS, and open source tools for creating eLearning, mobile learning (mLearning), simulation-based training, game-based training, artificially intelligent avatars and intelligent tutoring systems. Each profile contains information on the tool's purpose, features, IMI and assessment capabilities, and standards. Links to expert reviews, user groups, and training videos are also include.

### What is it for?

The site is intended to serve as a "tool kit" where training developers can learn about and expand their knowledge on various authoring tools for creating eLearning, mLearning, and other forms of technology-based training. Additionally, it serves as a community where training developers can offer feedback and guidance about tools they've had experience with.

Ultimately, TD-Toolkit will serve as a(n):

- Accessible and editable online knowledge repository with descriptions of existing authoring tools.
- User forum where training developers can offer guidance and feedback about existing authoring tools.
- "Wikipedia" on training design and development.

### How do you use this Site?

Click on the "Tools" tab in the banner above to explore authoring tools according to the level of IMI, the type of instruction, and the specifications the tool supports, or by the authoring tool type. Or, click on the tool index to see a complete listing of authoring tools contained on TD-Toolkit. You can also search for tools using the search bar.

### Who would benefit from this site?



# Searching for Tools



# Site Preview



Change view | Log in

Create New Article

Search this wiki

Go

Search

My dashboard ▾ Tools ▾ Glossary ▾ Help ▾ Articles and data ▾

Main Page

Page **Discussion**

Use search box

## Welcome to the Training Developer's Toolkit

### What is it?

The Training Developer's (TD)-Toolkit is an Army Training and Education (ATE) knowledge repository. It contains descriptions of authoring tools for creating interactive technology-based training. TD-toolkit is built on a semantic wiki that allows user to easily add and edit tool reviews, add entrees about training topics, initiate discussion boards, and search for authoring tools according to unique instructional features. At present, TD-Toolkit includes profiles of various COTS, GOTS, and open source tools for creating eLearning, mobile learning (mLearning), simulation-based training, game-based training, artificially intelligent avatars and intelligent tutoring systems. Each profile contains information on the tool's purpose, features, IMI and assessment capabilities, and standards. Links to expert reviews, user groups, and training videos are also include.

### What is it for?

The site is intended to serve as a "tool kit" where training developers can learn about and expand their knowledge on various authoring tools for creating eLearning, mLearning, and other forms of technology-based training. Additionally, it serves as a community where training developers can offer feedback and guidance about tools they've had experience with.

Ultimately, TD-Toolkit will serve as a(n):

- Accessible and editable online knowledge repository with descriptions of existing authoring tools.
- User forum where training developers can offer guidance and feedback about existing authoring tools.
- "Wikipedia" on training design and development.

### How do you use this Site?

Click on the "Tools" tab in the banner above to explore authoring tools according to the level of IMI, the type of instruction, and the specifications the tool supports, or by the authoring tool type. Or, click on the tool index to see a complete listing of authoring tools contained on TD-Toolkit. You can also search for tools using the search bar.

Who would benefit from this site?

UNCLASSIFIED



# Site Preview

The screenshot shows the TD-Toolkit website interface. At the top right, there are links for "Change view" and "Log in". Below the header is a navigation bar with "My dashboard", "Tools", "Glossary", "Help", and "Articles and data". A search bar is located in the top right, with a "Go" button and a "Search" button. The main content area is titled "Tool Classifications" and lists various tool categories and levels. A callout bubble points to the "Tool Classifications" section with the text "Or search tools by category".

**Tool Classifications**

- Tool Index
- Tools by Specifications**
  - Certificate of Networthiness (CoN)
  - SCORM Compliant
- Tools by Interactive Multimedia Instruction (IMI) Level**
  - IMI Level 1: Passive
  - IMI Level 2: Limited Participation
  - IMI Level 3: Complex Participation
  - IMI Level 4: Real-time Participation
- Tools by Instructional Approach**
  - Direct Instruction
  - Demonstration
  - Drill and Practice
  - Problem Solving & Decision Making I
  - Problem Solving & Decision Making II
  - Analysis
  - Indirect Instruction
- Type of Tool**

Rapid Application Development (RAD)	Simulation Development
Screenrecasting	Rapid eLearning/Doc Converter
Web-based eLearning	Game Development
Desktop-based eLearning	Media Asset Production
ITS Development	Tests, Quizzes, & Assessment Tools
Mobile Learning Development Tools	Virtual Classroom Systems
Interaction object creation tool	Artificial Intelligence development tool

Or search tools by category



# Site Preview

The screenshot shows the TD-Toolkit website interface. At the top left is the Army Research Institute logo. To its right is a search bar with the text "Search this wiki" and "Go" and "Search" buttons. Below the search bar is a navigation menu with items: "My dashboard", "Tools", "Glossary", "Help", and "Articles and data". Under the "Tools" menu, there is a sub-menu with "Main Page", "Page", and "Discussion". The main content area is titled "Tool Classifications" and contains several sections: "Tool Index" (highlighted with a red box and a callout bubble), "Tools by Specifications" (including Certificate of Networthiness (CoN) and SCORM Compliant), "Tools by Interactive Multimedia Instruction (IMI) Level" (including IMI Level 1: Passive, IMI Level 2: Limited Participation, IMI Level 3: Complex Participation, and IMI Level 4: Real-time Participation), "Tools by Instructional Approach" (including Direct Instruction, Demonstration, Drill and Practice, Problem Solving & Decision Making I, Problem Solving & Decision Making II, Analysis, and Indirect Instruction), and "Type of Tool" (including Rapid Application Development (RAD), Simulation Development, Screencasting, Rapid eLearning/Doc Converter, Web-based eLearning, Game Development, Desktop-based eLearning, Media Asset Production, ITS Development, Tests, Quizzes, & Assessment Tools, Mobile Learning Development Tools, Virtual Classroom Systems, and Interaction object creation tool, Artificial Intelligence development tool).





# Site Preview



## Tool Index

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

### A

- [Adobe Dreamweaver CS 6](#)
- [Adobe eLearning Suite 2.5](#)
- [Articulate](#)
- [ASSISTments](#)
- [Authoring Instructional Materials \(AIM\)](#)

### B

- [Blackboard](#)

### C

- [CamStudio](#)
- [Camtasia Studio](#)
- [CAPE](#)
- [Captive 5.5](#)
- [Cognitive tutor authoring tool \(CTAT\)](#)

### D

- [Demo Builder 8.2](#)

### E

### F

- [FlexiTrainer](#)
- [Flypaper](#)

### G

- [GameStudio](#)

### H

- [Hot Lava](#)



# Site Preview



My dashboard ▾ Tools Glossary ▾ Help ▾ Articles and data ▾

Simblonic > Artificial Intelligence

Page Discussion

**Tool Classifications**

Tool Index

**Tools by Specifications**

Certificate of Networkiness (CoN)  
SCORM Compliant

**Tools by Interactive Multimedia Instruction (IMI) Level**

IMI Level 1: Passive  
IMI Level 2: Limited Participation  
IMI Level 3: Complex Participation  
IMI Level 4: Real-time Participation

**Tools by Instructional Approach**

Direct Instruction  
Demonstration  
Drill and Practice  
Problem Solving & Decision Making I  
Problem Solving & Decision Making II  
Analysis  
Indirect Instruction

**Type of Tool**

Rapid Application Development (RAD)	Simulation Development
Screencasting	Rapid eLearning/Doc Converter
Web-based eLearning	Game Development
Desktop-based eLearning	Media Asset Production
ITS Development	Tests, Quizzes, & Assessment Tools
Mobile Learning Development Tools	Virtual Classroom Systems
Interaction object creation tool	Artificial Intelligence development tool

History More

**What is it?**  
The Training Development Toolkit (TD-Toolkit) is a web-based tool for creating interactive eLearning content about training topics. The site includes profiles of training topics, game-based training, and assessment capabilities.

**What is it for?**  
The site is intended for training developers creating eLearning, providing feedback and guidance. Ultimately, TD-Toolkit aims to be a comprehensive resource for training developers.

- Accessible and user-friendly
- User forum and "Wikipedia" style content

**How do you use the site?**  
Click on the "Tools" menu to view a list of tools supported, or by using the search function to search for tools using keywords.

**Who would benefit from this site?**

ins descriptions of authoring tools for...  
add and edit tool reviews, add entrees...  
al features. At present, TD-Toolkit...  
(arning), simulation-based training,  
ation on the tool's purpose, features, IMI...  
o include.

dge on various authoring tools for...  
munity where training developers can offer

instruction, and the specifications the...  
ols contained on TD-Toolkit. You can also

**Search tools by compliance standards**



# Site Preview



## Category: Certificate of Networthiness



Category *Certificate of Networthiness*

last modified by [Smilliard](#) (4 May 2012 19:04:09)

### Pages in category "Certificate of Networthiness"

The following 15 pages are in this category, out of 15 total.

#### C

- [MRDS \(Manscen Rapid Development Suite\)](#)
- [Articulate](#)
- [Camtasia Review](#)
- [Snagit](#)
- [Authoring Instructional Materials \(AIM\)](#)

#### C cont.

- [Virtual Battlespace 2 \(VBS2\)](#)
- [Rapid Online Content Creation Environment \(ROCCE\)](#)
- [Raptivity](#)
- [Captivate 5.5](#)
- [Lectora Inspire](#)

#### C cont.

- [Adobe eLearning Suite 2.5](#)
- [SimWriter](#)
- [STT Trainer](#)
- [Adobe Dreamweaver CS 6](#)
- [Blackboard](#)

Static facts

Derived facts



# Site Preview



My dashboard ▾ Tools Glossary ▾ Help ▾ Articles and data ▾

Simblonic > Artificial

Page Discussion

**Tool Classifications**

Tool Index

**Tools by Specifications**

Certificate of Networthiness (CoN)

SCORM Compliant

**Tools by Interactive Multimedia Instruction (IMI) Level**

IMI Level 1: Passive

IMI Level 2: Limited Participation

IMI Level 3: Complex Participation

IMI Level 4: Real-time Participation

**Tools by Instructional Approach**

Direct Instruction

Demonstration

Drill and Practice

Problem Solving & Decision Making I

Problem Solving & Decision Making II

Analysis

Indirect Instruction

**Type of Tool**

Rapid Application Development (RAD)	Simulation Development
Screencasting	Rapid eLearning/Doc Converter
Web-based eLearning	Game Development
Desktop-based eLearning	Media Asset Production
ITS Development	Tests, Quizzes, & Assessment Tools
Mobile Learning Development Tools	Virtual Classroom Systems
Interaction object creation tool	Artificial Intelligence development tool

History More

**Search tools by IMI**

kit

ins descriptions of authoring tools for  
add and edit tool reviews, add entrees  
al features. At present, TD-Toolkit  
arning), simulation-based training,  
nation on the tool's purpose, features, IMI  
o include.

dge on various authoring tools for  
munity where training developers can offer

instruction, and the specifications the  
ols contained on TD-Toolkit. You can also

**What is it?**

The Training Develop  
creating interactive  
about training topics  
includes profiles of  
game-based training  
and assessment ca

**What is it for?**

The site is intended  
creating eLearning,  
feedback and guida

Ultimately, TD-Toolk

- Accessible a
- User forum v
- "Wikipedia" c

**How do you use th**

Click on the "Tools"  
tool supports, or by  
search for tools usir

**Who would benefi**



# Site Preview



## Category: IMI Level 2: Limited Participation

**IMI Level 2 - Limited Participation:** The student recalls information and responds to instructional cues. This level is used to introduce simple operational and maintenance guidelines and procedures. Moderate interactivity is incorporated in the form of learner-initiated animations, interactive graphics, activities, scenarios, and assessments (practices, knowledge checks, and tests). Interactions force learners to make decisions related to material.

This level has the capability of providing drill and practice, providing feedback on learner responses, emulating simple psychomotor performance, and emulating simple equipment operation in response to learner action. This level can be used for computer evaluation of intellectual skills using computer-based predictive and performance test items. Immediate or delayed fixed feedback guides the learner to see the consequences and components of his performance.

KEYWORDS: Interactive animations, activities, and assessments

Reference: Army Training Support Center (2012). Levels of Interactivity. Retrived from: <http://www.atsc.army.mil/tadlp/contractors/capdl/guidance/index.asp>

### Pages in category "IMI Level 2: Limited Participation"

The following 27 pages are in this category, out of 27 total.

- |   |   |  |
|---|---|--|
| <b>I</b> <ul style="list-style-type: none"><li>• CAPE</li><li>• Cognitive tutor authoring tool (CTAT)</li><li>• MRDS (Manscen Rapid Development Suite)</li><li>• Sim Core (Stimulate, Coach, Review)</li><li>• Articulate</li><li>• JeLSIM Review</li><li>• Task Guide</li><li>• Authoring Instructional Materials (AIM)</li><li>• SmartBuilder</li></ul> | <b>I cont.</b> <ul style="list-style-type: none"><li>• SoftChalk</li><li>• ASSISTments</li><li>• Rapid Online Content Creation Environment (ROCCE)</li><li>• Raptivity</li><li>• Captivate 5.5</li><li>• Demo Builder 8.2</li><li>• Flypaper</li><li>• Lectora Inspire</li><li>• Luminosity Lightshow</li></ul> | <b>I cont.</b> <ul style="list-style-type: none"><li>• Adobe eLearning Suite 2.5</li><li>• Luminosity Studio</li><li>• Podium</li><li>• Hot Lava</li><li>• SimWriter</li><li>• STT Trainer</li><li>• Zenler Studio</li><li>• Adobe Dreamweaver CS 6</li><li>• SimVentive</li></ul> |
|---|---|--|

Category: IMI Level 2: Simple Interactions



# Site Preview

[Home](#)
[My dashboard](#)
[Tools](#)
[Glossary](#)
[Help](#)
[Articles and data](#)

[Main Page](#) >
 [Tool Index](#) >
 Rapid Online Content Creation Environment (ROCCE)

[Page](#)
[Discussion](#)
[History](#)
[More](#)

## Rapid Online Content Creation Environment (ROCCE)

General overview of tool

The Rapid Online Content Creation Environment (ROCCE) is a web-based e-Learning development tool offered by the Joint Knowledge Development & Distribution Capability (JKDDC) that enables content development teams who are relevant stakeholders within the JKDDC community or other government organization members/contractors (including those who are geographically distributed) to develop or manage online courses. ROCCE is intended to support development teams or individuals involved in joint or integrated operations including military service components, intergovernmental agencies, interagency components, combatant commands, combat support agencies, as well as multinational partners. ROCCE uses quick links and gadget technology to facilitate the course development process. Through ROCCE, government or partnering course authors are able to collaborate on and develop course content for distribution in the Atlas Pro 2 Joint Learning Management System and track student progress through the Army Training Requirements and Resources System (ATRRS). Atlas Pro 2, in conjunction with ROCCE, comprises the Joint Knowledge Online (JKO) Learning Content Management System (LCMS). ROCCE aggregates content developed in other applications (i.e., Flash or Fireworks) and has the ability to implement a variety of assessments including pretests, posttests, and learning checks. Furthermore, metadata (including learning objects) from courses created using ROCCE are catalogued and indexed within the Advanced Distributed Learning Registry (ADL-R). ROCCE enables training content developers to streamline the creation of distance learning products while also facilitating online collaboration and work as virtual teams.

### Contents

[hide]

1. Using the tool
2. Assessment and Pedagogical Capabilities
  - 2.1 Student assessment

### Rapid Online Content Creation Environment (ROCCE)



<b>Website</b>	<a href="https://jko.harmonieweb.org/Pages/rocce.aspx">https://jko.harmonieweb.org/Pages/rocce.aspx</a>
<b>Type</b>	E-Learning development (Web-based)
<b>Availability</b>	GOTS
<b>Certificate of Networthiness</b>	Yes
<b>Standards Support</b>	SCORM 2004 versions 2 & 3
<b>Publishing Options</b>	HTML
<b>IMI Level Supported</b>	I, II, III
<b>Instructional Features</b>	Sequencing, assessment, feedback, mastery and remediation, assessment data
<b>Similar Tools</b>	Authoring Instructional Materials (AIM)

Info box for quick overview of features



# Site Preview



## Contents

[hide]

1. Using the tool
2. Assessment and Pedagogical Capabilities
  - 2.1 Student assessment
  - 2.2 Feedback
  - 2.3 Sequencing
  - 2.4 Mastery and Remediation
  - 2.5 Exporting assessment data
3. Standards Compliance
4. Installation and Configuration
  - 4.1 Installing the authoring tool
  - 4.2 Hardware and software requirements
5. Ease of Use
  - 5.1 Developer Aids
  - 5.2 KSAs (Knowledge, Skills, and Abilities)
6. Keywords
7. Links
  - 7.1 User Community or Forums
8. Reference
  - 8.1 Collaboration extension warning

## Overview of Contents

**Features** remediation, assessment data

**Similar Tools** [Authoring Instructional Materials \(AIM\)](#)

## Using the tool

As content development through ROCCE was intended to be a team-based effort, the developer experience using the authoring tool is contingent upon the assigned roles of its users. ROCCE enables the team leader to assign various roles to the team members including "content owner," "content developer," "media producer," and "reviewer." Depending upon the role specifications, "gadgets" appear on-screen through a visual authoring interface to assist the user in performing his/her role. The screen consists of the "course tree" (sequencing template containing the modules, lessons, pages, and tests) and the current item working area for each user. The content owner can perform any task within the range of ROCCE's functionality. The content developer can perform any development task but is unable to create new courses, assign roles, outline the sequencing template, or publish the course to the LMS. The course owner or content developer, as they are designing the course, can make "media requests" by asset (Flash, graphics, video, etc.). The media producers can then respond to these requests by uploading media via the media gadget. The media producer role is limited to media asset incorporation, including uploading media, entering comments, and viewing the storyboard. Lastly, the Reviewers are assigned as Subject Matter Experts (SMEs) who are only permitted to review the course.

Working in collaboration with one another, the process of creating and developing training content begins with the content owner's creation and outlining of the course structure. Content Layout Templates (CLTs) are available to the content owner and developers, enabling support for the rapid visual and structural design of the e-Learning course through a drag and drop interface. Beyond this stage, the developer and owner add text-based content and knowledge-based questions. Lessons from other courses may also be imported into the current course. The media producer incorporates media objects created outside of ROCCE where needed. After these steps are completed, the reviewers ensure quality assurance of the content through their reviews.



# Site Preview



## Rapid Online Content Creation Environment (ROCCE)

The Rapid Online Content Creation Environment (ROCCE) is a web-based e-Learning development tool offered by the Joint Knowledge Development & Distribution Capability (JKDDC) that enables content development teams who are relevant stakeholders within the JKDDC community or other government organization members/contractors (including those who are geographically distributed) to develop or manage online courses. ROCCE is intended to support development teams or individuals involved in joint or integrated operations including military service components, intergovernmental agencies, interagency components, combatant commands, combat support agencies, as well as multinational partners. ROCCE uses quick links and gadget technology to facilitate the course development process. Through ROCCE, government or partnering course authors are able to collaborate on and develop course content for distribution in the Atlas Pro 2 Joint Learning Management System and track student progress through the Army Training Requirements and Resources System (ATRRS). Atlas Pro 2, in conjunction with ROCCE, comprises the Joint Knowledge Online (JKO) Learning Content Management System (LCMS). ROCCE aggregates content developed in other applications (i.e., Flash or Fireworks) and has the ability to implement a variety of assessments including pretests, posttests, and learning checks. Furthermore, metadata (including learning objects) from courses created using ROCCE are catalogued and indexed within the Advanced Distributed Learning Registry (ADL-R). ROCCE enables training content developers to streamline the creation of distance learning products while also facilitating online collaboration and work as virtual teams.

### Contents

[hide]

1. Using the tool
2. Assessment and Pedagogical Capabilities
  - 2.1 Student assessment

### Rapid Online Content Creation Environment (ROCCE)



<b>Website</b>	<a href="https://jko.harmonieweb.org/Pages/rocce.aspx">https://jko.harmonieweb.org/Pages/rocce.aspx</a>
<b>Type</b>	E-Learning development (Web-based)
<b>Availability</b>	GOTS
<b>Certificate of Networthiness</b>	Yes
<b>Standards Support</b>	SCORM 2004 versions 2 & 3
<b>Publishing Options</b>	HTML
<b>IMI Level Supported</b>	I, II, III
<b>Instructional Features</b>	Sequencing, assessment, feedback, mastery and remediation, assessment data
<b>Similar Tools</b>	Authoring Instructional Materials (AIM)



# Site Preview



Home My dashboard Tools Glossary Help Articles and data

Certificate of Networkiness > Rapid Online Content Creation Environment (ROCCE) > Category > E-Learning development tool (Desktop-based) > E-Learning development tool (Web-based)

Category Discussion History More

## Category: E-Learning development tool (Web-based)

**C** Category *E-Learning development tool (Web-based)* last modified by [Randy.spain](#) (24 July 2012 20:03:08)

**Web-based E-Learning:** These are web-based tools specifically designed to produce e-Learning. They are web-based in terms of the authoring tool itself, not just the output files. The system architecture relies heavily on templates and skins to maximize production efficiencies. These server-based applications have the advantage of enabling collaborative authoring and permission/role-based production workflows. Examples include:

### Pages in category "E-Learning development tool (Web-based)"

The following 7 pages are in this category, out of 7 total.

E	E cont.	E cont.
<ul style="list-style-type: none"><li>• <a href="#">CAPE</a></li><li>• <a href="#">Authoring Instructional Materials (AIM)</a></li><li>• <a href="#">SmartBuilder</a></li></ul>	<ul style="list-style-type: none"><li>• <a href="#">ASSISTments</a></li><li>• <a href="#">Rapid Online Content Creation Environment (ROCCE)</a></li><li>• <a href="#">Luminosity Studio</a></li></ul>	<ul style="list-style-type: none"><li>• <a href="#">Podium</a></li></ul>

Static facts Derived facts





# Site Preview



## Category: Direct instruction



### Category *Direct instruction*

last modified by [Randy.spain](#) (24 July 2012 15:26:48)

**Direct Instruction:** An approach is used to teach facts, rules, definitions, ideas, concepts, and other forms of declarative knowledge. It is typically used for well-defined domains, but it can be used to introduce ill-defined concepts. With direct instruction information is usually presented in a linear format via a multimedia presentation, ePub, or lecture.

IMI level: 1 - 2

Example: ePub or multimedia presentation that introduces students to the symbols, colors, terrain features, and grid coordinates on a Military Map.

Level of Bloom's Taxonomy: Knowledge Level

**The authoring tools listed below support the creation of Direct Instruction for eLearning.**

### Pages in category "Direct instruction"

The following 30 pages are in this category, out of 30 total.

#### D

- [CAPE](#)
- [Cognitive tutor authoring tool \(CTAT\)](#)
- [MRDS \(Manscen Rapid Development Suite\)](#)
- [Articulate](#)
- [Camtasia Review](#)
- [Task Guide](#)
- [Snagit](#)
- [Authoring Instructional Materials \(AIM\)](#)
- [SmartBuilder](#)
- [SoftChalk](#)

#### D cont.

- [ASSISTments](#)
- [Rapid Online Content Creation Environment \(ROCCE\)](#)
- [Raptivity](#)
- [Captivate 5.5](#)
- [Demo Builder 8.2](#)
- [CamStudio](#)
- [Flypaper](#)
- [Lectora Inspire](#)
- [Luminosity Lightshow](#)
- [Adobe eLearning Suite 2.5](#)

#### D cont.

- [Luminosity Studio](#)
- [FlexiTrainer](#)
- [Podium](#)
- [Hot Lava](#)
- [SimWriter](#)
- [STT Trainer](#)
- [SIMbox](#)
- [Zenler Studio](#)
- [Adobe Dreamweaver CS 6](#)
- [Blackboard](#)





# Site Preview



## Category: Problem solving and decision making I



### Category *Problem solving and decision making I*

last modified by [Randy.spain](#) (24 July 2012 15:24:57)

**Problem solving and decision making I:** Requires student to demonstrate comprehension by applying knowledge in new concrete situations, in order to solve problems or accomplish an objective. Potential courses of action selected from a specified set of options. Can be used for well-defined or ill-defined domains.

IMI level: 2 - 3.

Well-defined example: Choosing the best launch site for a UAV from among 4 possibilities given.

Ill-defined example: Choosing how to respond in a negotiation, from among 10 possibilities given.

Level of Bloom's Taxonomy: Application, Analysis

**The authoring tools listed below support the development of Problem Solving and Decision Making I for eLearning.**

### Pages in category "Problem solving and decision making I"

The following 27 pages are in this category, out of 27 total.

#### P

- [CAPE](#)
- [Cognitive tutor authoring tool \(CTAT\)](#)
- [MRDS \(Manscen Rapid Development Suite\)](#)
- [Sim Core \(Stimulate, Coach, Review\)](#)
- [Articulate](#)
- [JeLSIM Review](#)
- [Task Guide](#)
- [SmartBuilder](#)
- [Rapid Online Content Creation Environment \(ROCCE\)](#)

#### P cont.

- [Raptivity](#)
- [Captivate 5.5](#)
- [Lectora Inspire](#)
- [Luminosity Lightshow](#)
- [Adobe eLearning Suite 2.5](#)
- [Luminosity Studio](#)
- [FlexiTrainer](#)
- [Symbionic](#)
- [Thinking Worlds](#)

#### P cont.

- [GameStudio](#)
- [Hot Lava](#)
- [SimWriter](#)
- [STT Trainer](#)
- [SIMbox](#)
- [Zenler Studio](#)
- [Adobe Dreamweaver CS 6](#)
- [Task Tutor Toolkit](#)
- [SimVentive](#)

Static facts

Derived facts

UNCLASSIFIED



# Site Preview



MRDS is a database-driven suite of authoring tools for courseware development. It allows developers the ability to create new courseware and to rapidly update and maintain legacy courseware that has already been developed using the tool. The tools include:

- DEEL (Database Editor for Enhanced Learning): tool for creating the course content, utilizing a drop-down menu to allow developers to choose things such as page layout or media type.
- PEL (Publisher for Enhanced Learning): tool that publishes the lesson as a SCORM-compliant output, CD, or web-based package.
- CVEL (Comment Viewer for Enhanced Learning): tool that allows reviewers to insert comments within the lesson screens, allowing for increased communication between collaborators.
- EEEL (Exam Editor for Enhanced Learning): tool that allows developers to insert individual exams and create test question banks for use within the courseware.
- PEEL (Publisher of Exams for Enhanced Learning): tool that allows the developer to publish test questions for use within the LMS.

The courseware presents content to the learners using various media—text, images, audio, animations. Hotspots can be programmed to allow the learner to rollover a certain area to receive more information.

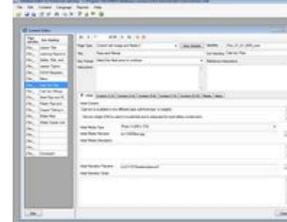
The learner can navigate at his/her own pace through the lesson(s) using a navigation bar to move forward and backward through the pages of lesson. Additional resources can be provided such as a glossary of terms and a help menu. Embedded assessment may be included using the exam editor tool.

## Contents

[hide]

1. Using the tool
2. Assessment and pedagogical Capilities
  - 2.1 Student assessment
  - 2.2 Feedback
  - 2.3 Sequencing
  - 2.4 Mastery and Remediation
  - 2.5 Embedding instructional support
  - 2.6 Exporting assessment data

## MRDS (Manscen Rapid Development Suite)



### Website

**Type** E-Learning Development

**Availability** GOTS

**Certificate of  
Networthiness** Yes

**Standards  
Support** SCORM CD, SCORM 1.2, SCORM 2004,  
Army Learning Management System  
(Blackboard, Saba)

**Publishing  
Options**

**IMI Level  
Supported** I, II, III

**Instructional  
Features** Sequencing, assessment, feedback, mastery  
and remediation, instructional support,  
assessment data

**Similar Tools** None



# Site Preview



My dashboard ▾ Tools Glossary ▾ Help ▾ Articles and data ▾

Simblonic > Artificial Intelligence

Page Discussion

**Tool Classifications**

Tool Index

**Tools by Specifications**

Certificate of Networkiness (CoN)  
SCORM Compliant

**Tools by Interactive Multimedia Instruction (IMI) Level**

IMI Level 1: Passive  
IMI Level 2: Limited Participation  
IMI Level 3: Complex Participation  
IMI Level 4: Real-time Participation

**Tools by Instructional Approach**

Direct Instruction  
Demonstration  
Drill and Practice  
Problem Solving & Decision Making I  
Problem Solving & Decision Making II  
Analysis  
Indirect Instruction

**Type of Tool**

Rapid Application Development (RAD)	Simulation Development
Screencasting	Rapid eLearning/Doc Converter
Web-based eLearning	Game Development
Desktop-based eLearning	Media Asset Production
ITS Development	Tests, Quizzes, & Assessment Tools
Mobile Learning Development Tools	Virtual Classroom Systems
Interaction object creation tool	Artificial Intelligence development tool

History More

**kit**

ins descriptions of authoring tools for  
add and edit tool reviews, add entrees  
al features. At present, TD-Toolkit  
(arning), simulation-based training,  
ation on the tool's purpose, features, IMI  
n offer

**Search by type**

Ultimately, TD-Toolkit  

- Accessible a
- User forum v
- "Wikipedia" c

**How do you use th**  
 Click on the "Tools"  
 tool supports, or by  
 search for tools usin  
**Who would benefi**



# Site Preview



[Home](#)
[My dashboard](#)
[Tools](#)
[Glossary](#)
[Help](#)
[Articles and data](#)

[Direct Instruction](#) >
 [Problem solving and decision making I](#) >
 [MRDS \(Manscen Rapid Development Suite\)](#) >
 [Certificate of Networthiness](#) >
 [Screencasting tools](#)

[Category](#)
[Discussion](#)
[History](#)
[More](#)

## Category: Screencasting tools


**Category *Screencasting tools***
last modified by [Randy.spain](#) (24 July 2012 19:49:19)

**Screencasting:** These tools are designed to produce essentially a recording of what is happening on a computer screen. They allow easy capture and captioning of interface features with voiceover narration, graphics, etc. Example include Adobe Captivate®, Camtasia®, Jing®, Screencast-O-matic®, Screenr®

### Pages in category "Screencasting tools"

The following 8 pages are in this category, out of 8 total.

<p><b>S</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Camtasia Review</a></li> <li>• <a href="#">Snagit</a></li> <li>• <a href="#">Captivate 5.5</a></li> </ul>	<p><b>S cont.</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Demo Builder 8.2</a></li> <li>• <a href="#">CamStudio</a></li> <li>• <a href="#">Lectora Inspire</a></li> </ul>	<p><b>S cont.</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Luminosity Lightshow</a></li> <li>• <a href="#">STT Trainer</a></li> </ul>
--	--	---

[Static facts](#)
[Derived facts](#)

**Facts about Screencasting tools**
[RDF feed](#)



# Glossary



# Site Preview



Change view | Log in

Create New Article

Search this wiki

Go Search

My dashboard ▾ Tools ▾ **Glossary** Help ▾ Articles and data ▾

Main Page

Page Discussion

Terms and Definitions

Glossary



## Welcome to the Training Developer's Toolkit

### What is it?

The Training Developer's (TD)-Toolkit is an Army Training and Education (ATE) knowledge repository. It contains descriptions of authoring tools for creating interactive technology-based training. TD-toolkit is built on a semantic wiki that allows user to easily add and edit tool reviews, add entries about training topics, initiate discussion boards, and search for authoring tools according to unique instructional features. At present, TD-Toolkit includes profiles of various COTS, GOTS, and open source tools for creating eLearning, mobile learning (mLearning), simulation-based training, game-based training, artificially intelligent avatars and intelligent tutoring systems. Each profile contains information on the tool's purpose, features, IMI and assessment capabilities, and standards. Links to expert reviews, user groups, and training videos are also include.

### What is it for?

The site is intended to serve as a "tool kit" where training developers can learn about and expand their knowledge on various authoring tools for creating eLearning, mLearning, and other forms of technology-based training. Additionally, it serves as a community where training developers can offer feedback and guidance about tools they've had experience with.

Ultimately, TD-Toolkit will serve as a(n):

- Accessible and editable online knowledge repository with descriptions of existing authoring tools.
- User forum where training developers can offer guidance and feedback about existing authoring tools.
- "Wikipedia" on training design and development.

### How do you use this Site?

Click on the "Tools" tab in the banner above to explore authoring tools according to the level of IMI, the type of instruction, and the specifications the tool supports, or by the authoring tool type. Or, click on the tool index to see a complete listing of authoring tools contained on TD-Toolkit. You can also search for tools using the search bar.

### Who would benefit from this site?



# Site Preview



## Glossary

ABCDEFGHIJKLMNOPQRSTUVWXYZ

### A

#### **Adaptive Hypermedia System**

An intelligent tutoring multimedia system in which related items of information are connected and can be presented together

#### **Adaptive Hypermedia**

A merge between Intelligent Tutoring Systems and Adaptive Hypermedia Systems that offer a selection of links or content most appropriate to the current user

#### **Adaptive Presentation**

The content of a page is adapted to fit the characteristics of the learner

#### **Advanced Distributed Learning Repository**

The Advanced Distributed Learning Repository is a repository of content developed for the web and stored as Shared Content Objects (SCOs). This content may be an asset such as a flash animation or a full lesson. All SCOs in the repository are independent of context and may be reused by all government entities. (Distributed Learning Repository, 2008)

Terms are  
linked to  
tool profiles

#### **Affective Tutoring Systems**

ITSs that are able to adapt to the affective state of students. (Sarrafzadeh, Alexander, Dadgostar, Fan, and Bigdeli, 2008)

#### **Animated pedagogical agents**

Lifelike autonomous computer-generated characters (i.e. avatars) that cohabit a computer learning environments with the student to create rich, face-to-face learning interactions; agents can demonstrate complex tasks, employ locomotion and gesture to focus students' attention on the most salient aspect of the task at hand, and convey emotional responses to the tutorial situation. (Johnson, Rickel, & Lester, 2000; Lester, Stone, and Stelling, 1999; Kosinowski, 2009)

#### **Aptitude-treatment interaction**

The concept that some instructional strategies (treatments) are more or less effective for particular individuals depending upon their specific abilities; suggest that optimal learning results when the instruction is exactly matched to the aptitudes of the learner. The aptitude-treatment interaction (ATI) model was first introduced by Lee Cronbach & Richard Snow. (Kearsley, Aptitude-Treatment Interaction (Cronbach and Snow), 2011)



# Site Preview

government organization members/contractors (including those who are geographically distributed) to develop or manage online courses. ROCCE is intended to support development teams or individuals involved in joint or integrated operations including military service components, intergovernmental agencies, interagency components, combatant commands, combat support agencies, as well as multinational partners. ROCCE uses quick links and gadget technology to facilitate the course development process. Through ROCCE, government or partnering course authors are able to collaborate on and develop course content for distribution in the Atlas Pro 2 Joint Learning Management System and track student progress through the Army Training Requirements and Resources System (ATRRS). Atlas Pro 2, in conjunction with ROCCE, comprises the Joint Knowledge Online (JKO) Learning Content Management System (LCMS). ROCCE aggregates content developed in other applications (i.e., Flash or Fireworks) and has the ability to implement a variety of assessments including pretests, posttests, and learning checks. Furthermore, metadata (including learning objects) from courses created using ROCCE are catalogued and indexed within the Advanced Distributed Learning Registry (ADL-R). ROCCE enables training content developers to streamline the creation of distance learning products while also facilitating online collaboration and work as virtual teams.



<b>Website</b>	<a href="https://jko.harmonieweb.org/Pages/rocce.aspx">https://jko.harmonieweb.org/Pages/rocce.aspx</a>
<b>Type</b>	E-Learning development (Web-based)
<b>Availability</b>	GOTS
<b>Certificate of Networthiness</b>	Yes
<b>Standards Support</b>	SCORM 2004 versions 2 & 3
<b>Publishing Options</b>	HTML
<b>IMI Level Supported</b>	I, II, III
<b>Instructional</b>	Sequencing, assessment, feedback,

**Term is linked to glossary**

## Contents

[hide]

1. Using the tool
2. Assessment and Pedagogical Capabilities
  - 2.1 Student assessment
  - 2.2 Feedback
  - 2.3 Sequencing
  - 2.4 Mastery and Remediation
  - 2.5 Exporting assessment data
3. Standards Compliance
4. Installation and Configuration
  - 4.1 Installing the authoring tool
  - 4.2 Hardware and software requirements
5. Ease of Use
  - 5.1 Developer Aids
  - 5.2 KSAs (Knowledge, Skills, and Abilities)
6. Keywords
7. Links
  - 7.1 User Community or Forums
8. Reference

A method for representing the intended behavior of an authored learning experience such that any learning technology system can sequence discrete learning activities in a consistent way. A learning designer or content developer declares the relative order in which elements of content are to be presented and the conditions under which a piece of content is selected or skipped during presentation. (IMS Global Learning Consortium, Inc., 2003)



# Tutorial



# Site Preview

[Home](#)
[My dashboard](#)
[Tools](#)
[Glossary](#)
[Help](#)
[Articles and data](#)

[Browse](#) > [Glossary](#) > [Search](#) > [Rapid Online Con](#)

[Help page](#)
[Discussion](#)

[TD Toolkit Help](#)
[SMW Help](#)

[Toolkit Help Contents](#)
[SMW+ Community](#)

[Beginner's Corner](#)
[SMW+ User Manual](#)

[Beyond the Basics](#)

[Expert Zone](#)

[History](#)

[Help:Help Contents](#)

## Welcome to Training Developer's Toolkit Help!

Welcome to the Help section of the Training Developer's Toolkit. Here you can find tips on how to use all of the functions of this wiki, including editing, formatting, adding new tools, adding advice, and adding reviews.

Beginner's  
Corner

For new Training Developer's Toolkit users

Beyond The  
Basics

Dig deeper in to wiki editing

Expert  
Zone

Help for  
different  
types of  
users



# Summary of Features



- Tool entries
  - Profiles of authoring tools that contains basic information about using the tool, pedagogical and assessment features.
  - Info-box that gives a quick fact check for tool
  - Discussion board
  - Links to additional resources and references
- Category driven tool taxonomy (not mutually exclusive)
  - Tool Type
  - Type of Army Instruction
  - Level of IMI
  - SCORM Compliant
  - CoN certified
- Tool index
- Glossary
- Tutorial (help site for adding content)



# Who should use TD-Toolkit?



- Target audience is Army training and education development community
- In-house development team (TCM-TADLP, 2011)
  - Team Leader (GS-1701)
  - Instructional designer (GS-1750)
  - Graphics designer (GS-1084)
  - Courseware developer/applications software specialist (GS-2210 or GS-1550)
  - At least one subject matter expert [SME]
- Tasked with converting powerpoint slides to meet vision of ALM.



# Why use TD-Toolkit?



- Compliments other resources produced by ATE community
  - Training and Educational Developer's Toolbox (TED-T)
    - Web-portal by the Army Training Network that provides information and pamphlets on Army Training and Education policy, procedures, and guidelines for developing Army training
  - TCM-TADLP website
    - Provides instructional designers with the necessary information to make sound instructional design decisions with regard to developing dL material
  - ADL-Choosing authoring tools
    - Guide for choosing authoring tools
  - TD-Toolkit
    - Contains information on authoring tools for creating eLearning training content





# Future directions



- Refine website based on sponsor needs
  - Expand existing database of tool entries
  - Add topic entries on training design
  - Refine tutorial
  - Add use cases for tools and products
- Expose website to target audience
  - Community of practice were instructors and designers go learn more about authoring tools, add tool reviews, and offer feedback on tools they have experience with.
- Populating the site with more tools
  - Adding a market research questionnaire to TD-Toolkit home page that vendors, government agencies and others download, complete, and email back to development team.



# Conclusions



- TD-toolkit is a prototype capability that contains information on authoring tools for developing eLearning.
- An effective and efficient means for discovering rapidly evolving world of authoring tools.
- Contains profiles / fact sheets on authoring tools and available features.
- Continuing to expand information and capabilities.



# Questions

---



Project POC  
[randy.spain@us.army.mil](mailto:randy.spain@us.army.mil)