

X Media Object Development (XMOD)

in Research Based Teaching (RBT)

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Technische Universität Wien im Wintersemester 2004/05
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Abstract: Text, audio, image, video on Desktop, Tablet PC, TV, iTV, PDA, mobile – each and every medium and terminal has individual pro and cons. During this course X Media Objects (xMO) - also known as Cross Media Objects (CMOs) - will be created using Research Based Teaching (RBT) and experimentally examined.

Background: The term Learning Object (LO) follows the software technology paradigm of Object-Oriented Programming (OOP). A learning object must fulfill the requirements for interoperability and reusability. A central approach is the modularity, which is also a paradigm of computer science. However, a good LO must fulfill more than just technical characteristics. It must be accurately adjusted to the needs and requirements of the end users: It must correspond to a solid model of psychological learning and motivation and to the insights of media psychology. Human-Computer Interaction (HCI) as an interdisciplinary subject, which brings together Informatics & Psychology achieves important insights, which will be practically implemented by Usability Engineering (UE).

Preliminary Skills: Java2ME, Basics in Multimedia and Usability Engineering

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