

Managing Repurposed Content



Daniela Giordano

Catania University
Italy

Eleni Kaldoudi

Democritus University of Thrace
Greece

**2nd International Workshop on Multitype Content
Repurposing and Sharing in Medical Education**

working team



AUTH

S. Konstantinidis, P.D. Bamidis

DUTH

N. Dovrolis, K. Zigeridou, D. Delicosta, E. Kaldoudi

UNICT

D. Giordano, A. Faro, F. Maiorana, C. Pino, C. Spampinato

medical education “content”



refers to educational material
linked with a specific educational context

ideally,

- with defined educational objectives, expected learning outcomes and assessment methods
- recommended with certain teaching methods
- with a registered history of creation and evolution

learning content in medical education



- produced by a variety of sources:
 - basic research outcome
 - accepted scientific knowledge
 - clinical practice
- addresses a variety of learning/teaching approaches, e.g.
 - conventional teaching
 - active learning experiences:
case/problem/role/inquiry/... based learning
 - ...

content repurposing and reuse



considering the state-of-the-art nature of medical educational content, and the cost to create it, it is imperative that such content can be:

- enriched
- repurposed
- re-used

so as to be embedded effectively in medical curricula, continuing medical education and public awareness

content repurposing



changing a learning object
initially created and used for a specific
educational purpose in a specific
educational context, in order to fit a
different purpose in the same or different
educational context

managing repurposed content



crucial, in order to find and retrieve educational content and repurposed content

requires:

- an environment to organize and interact with content and repurposed content
- search mechanisms to retrieve relevant content based (among else) on repurposing history

a social network of content



basically 2 social networks intertwined

- one formed by actual people (authors, teachers, students, other interested parties)
- one formed by content items

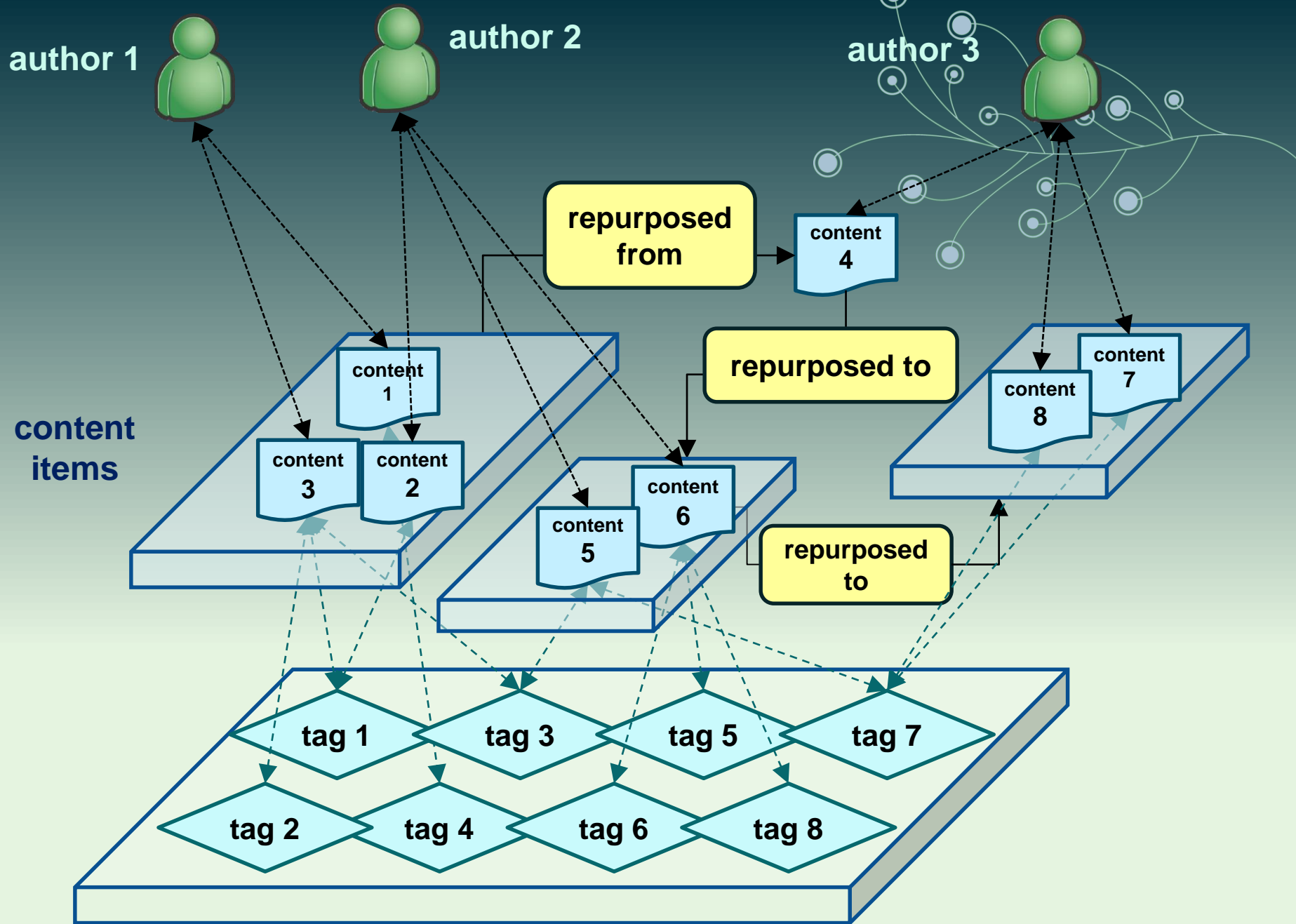
with rich interactions within each network and across the two networks

online social networking



online grouping of individuals in specific groups

- via social web sites
 - individuals can see others' profile, share interests, communicate, interact
 - individuals interconnect via common interests and declared relationships
- dynamic evolution of the community
- emergent, user generated organization, as opposed to predefined structure
- examples: facebook, delicious, biomedexperts ...

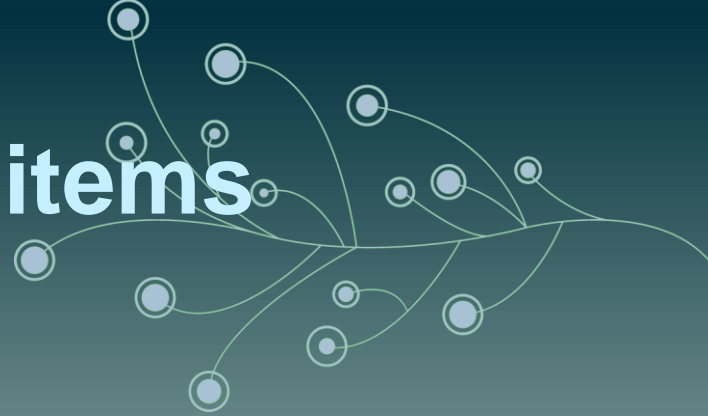


interactivity for humans



- declaration of “friends”
- personal blogs
- personal content libraries
- creation of groups
- private and group messaging
- ...

interactivity for content items



- via (author defined) tags
- via comments and blogging
- via repurposing history

use the

“I am a friend of” and “my friend is”

relationships of a social network to describe


“repurposed from” and “repurposed to”

the implementation

based on the ELGG open source social network platform modified for the incorporation of the second network of learning objects

mEducator
Educational Content Repurposing

Home Sign Up About



Profile
Repurposed From
Repurposed To
Blog
Files
Pages

0066: System Security

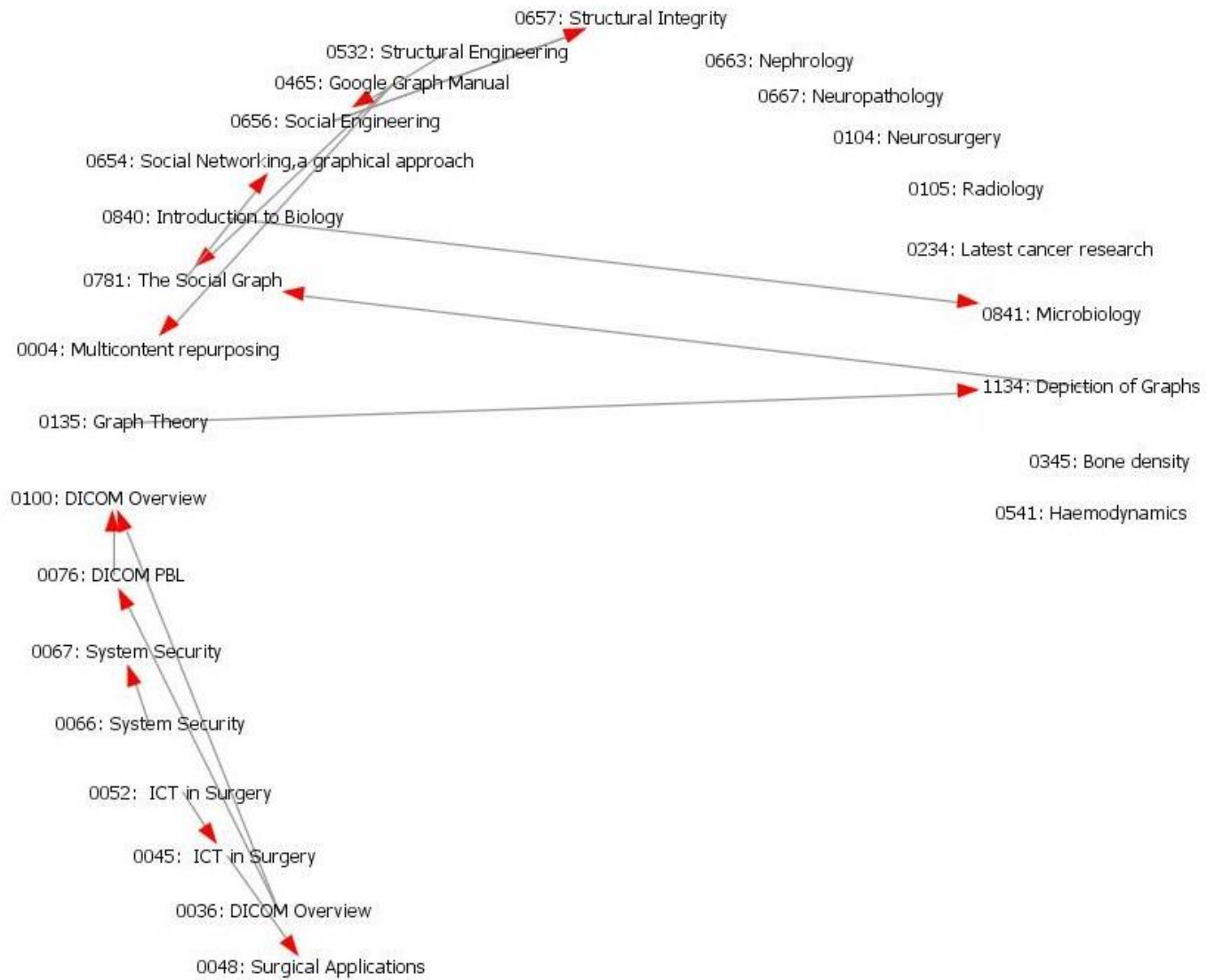
Identifier: L00066
Author Surname: Dovrolis
Author Name: Nikolas
Email: ndovroli@alex.duth.gr
Institute: School of Medicine, Democritus University of Thrace
Country: Greece
Object Title: Ασφάλεια Συστημάτων
Date: 03-06-2008
Keywords: Computer Systems, Security, Firewalls, Virii, Computer Threats
Language: greek
Description:
These are the notes used to teach a course on Computer System Security.
Type: lecture
User Role: Teacher, author, learner
Audience Level: undergraduate, postgraduate
Audience Profession: information scientist, computer technician, general public
Audience Culture: n/a
Copyright: free for educational purposes

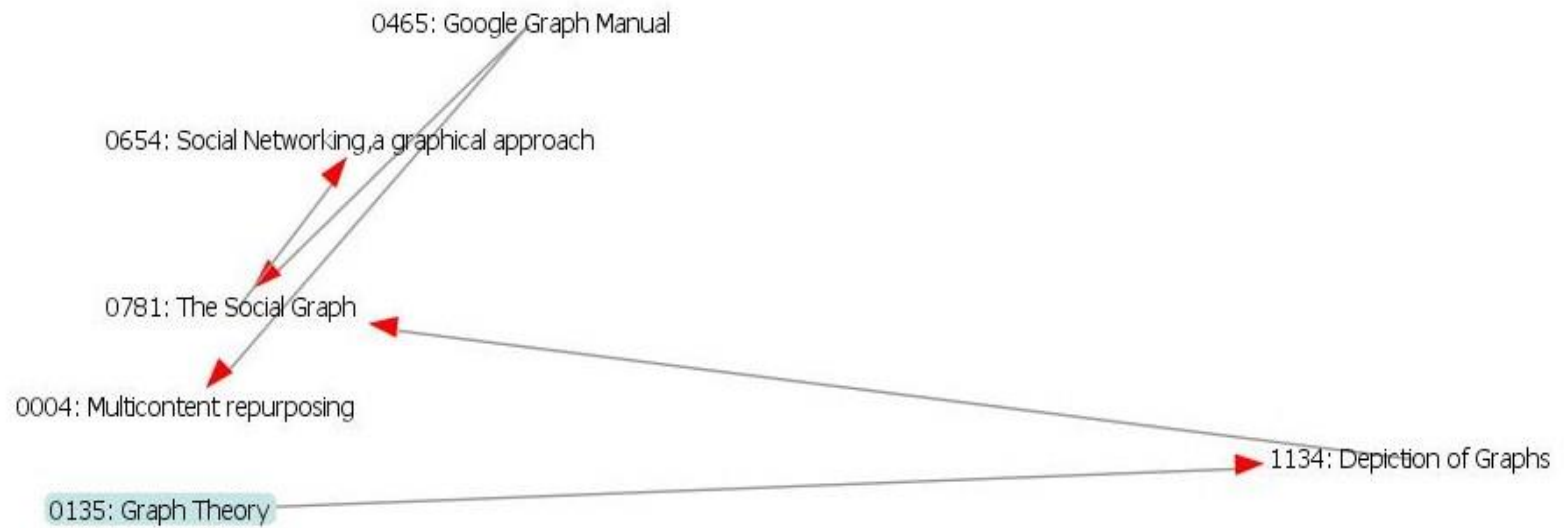
the “Social Graph”



the social network can be represented with graphs

- graphs depict both the entities of a network in the form of nodes and the relationships between those entities in the form of edges.
- graph metrics can be applied to this visual representation: e.g. centrality, density, radiality, ...





next steps

- populate the network
 - enrich social interactivity of educational content items
 - study the double network dynamics
- and incorporate suitable search mechanisms



work done partly within mEducator

project title: mEducator: Multi-type Content Repurposing and Sharing in Medical Education

project type: Best Practice Network

programme: eContentplus
Information Society & Media Directorate
General, European Commission

contract: ECP 2008 EDU 418006

duration: 2009-2012

consortium: 14 partners from 9 EU countries, lead by AUTH (GR)

budget: ~4.500.000 €

website: <http://www.meducator.net/>





cite as

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