

WP4

D4.3 Report describing the content definition and the carrying out of the course.

Content will be assessed on a peer-review basis by competent authorities in the field. Considering the multidisciplinary content approach, a group of reviewers should be assembled. Methodological review of the e-learning scenario should be provided.

The course will be carried out in three steps: firstly, a screen simulation will be made with a general layout of all the elements that will be recurrent throughout the course. They must include elements such as logo, colour scheme and related images.

Secondly, a working prototype will be developed including all types of slides/screens to be used in the course, as well as all file formats and course interactions intended to be used. The prototype needs to be fully functional, including test questions that send SCORM parameters to the LMS.

Finally, once the prototype has been approved, production of the modules/lessons will start.

Carrying out of the course.

The course will be divided into modules –subdivided into units— with the following structure in the SCORM format.

Each of the points is a slide in the SCORM package:

CHAPTER (SCORM)

- Introduction and objectives of the Chapter.
- Concept map of the Chapter.
- Content (pdf).
- Summary.
- Practice activity of the Chapter.
- Additional resources.
- Bibliography.

The screenshot displays a web browser window with a SCORM player interface. The browser address bar shows the URL: `tecino-project.eu/elearning/mod/scorm/player.php?a=1¤torg=eXeCreativity5404b3fe211f274836182&scoid=281&sesskey=TZ7h4zDrsg&display=popup&mode=...`. The page title is "Formative content". On the left, a navigation pane shows a tree structure for "Chapter 01 - Recognizing Creativity", including sections for "Introduction", "Objective", "Conceptual map", "Practice Exercises" (with a list of 15 numbered items), "Resources to expand knowledge on these topics", and "Bibliography References". The main content area features a "Navigation" bar with arrows, a header "Chapter 01 - Recognizing Creativity", and a descriptive paragraph: "Defines the conceptual framework, including definitions of the main concepts related to creativity, as well as the main theoretical approaches used for explaining the creativity." Below this text is a smaller version of the "TECRINO" logo and project information: "Teaching creativity in engineering", "LEONARDO DA VINCI Multilateral Projects for Development of Innovation", and the ID "538710-LLP-1-2013-1-CY-LEONARDO-LMP". The Windows taskbar at the bottom shows the date and time as 10:48 on 17/03/2015.

DOCUMENTATION TO BE GIVEN TO THE PARTNERS.

CHAPTER.

For the completion of every slide, the following documents must be provided.

CHAPTER

Documentation to be delivered in each chapter	Format	Structure	Multimedia
Theoretical contents of the chapter	pdf		
Theoretical contents of the chapter	Word document		
Theory contents of the chapter translated into the language of the partner	Word document		
Chapter's glossary	Word document		Multimedia files (If supported) Image: jpg Video: link or embedded code External URL: url
Bibliographical references	Word document		Multimedia files (If supported) Image: jpg Video: link or embedded code External URL: url
Chapter's concept map	jpg		Multimedia files (If supported) Image: jpg

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			Video: link or embedded code External URL: url
Practice activity of the Chapter	Word document		Multimedia files (if supported) Image: jpg Video: link or embedded code External URL: url
Bibliography	Word document		Multimedia files (if supported) Image: jpg Video: link or embedded code External URL: url