

Pearson Education



Project: KnowledgeBox Learning Objects

Duration: 1.5 months

Need

Pearson Education is the global leader in integrated education publishing and provides quality content, assessment tools, and educational services in all available media. KnowledgeBox is part of Pearson Education, the world's leading educational publisher. The need was to develop highly interactive Learning Objects for the KnowledgeBox curriculum.

Challenges

These learning objects were extremely interactive with animations, learning activities, simulations, assessments, audio etc. that required a great deal of creative instinct. Firstly, to understand the storyboard provided by the client and secondly to visualize various screens that were meant to be bright and colorful. The learning activities were required to be in the form of superior quality animations and activities that involved unique programming skills and technical expertise.

Solution

The result was high quality learning content for young minds with meaningful organization that would enable clear and quick understanding. The learning objects were an interesting combination of technical and creative skills. They were based on mathematics and English learning and covered a variety of teaching and learning styles.

Technologies Used

Programming languages: Flash ActionScript

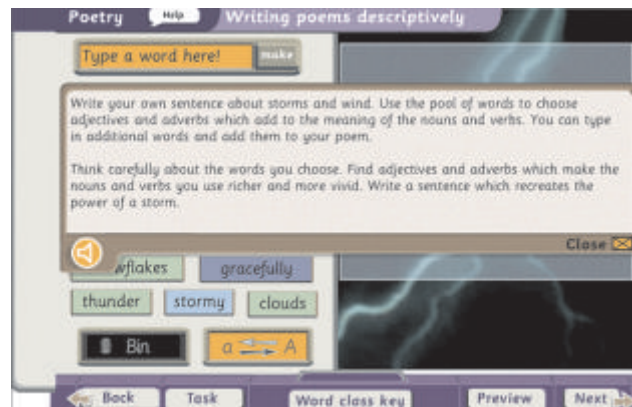
- Platform: Windows 98/2000/XP

- IDE: Macromedia Flash, Adobe Photoshop, Sound Forge
- Documentation: Microsoft Word, Microsoft Excel, Microsoft Powerpoint

Benefits

The interactive learning objects and games were of high quality and were aimed at making learning and teaching a fun experience. The concepts explained were easy to understand and very gripping.

Learning Objects created in the project



Poetry Maker: A drag and drop sentence maker where the child writes a sentence on a theme. The child then goes to a second screen where they are encouraged to scrutinize the sentence.

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Storms and Wind Game: Child has a tile pool (adjectives, nouns etc are color coded) on the left side and a picture to drag onto, on the right side.



Recounts: The child is given a few sentences that are part of a story and he is required to arrange them in order. The child is given a number of chances and hints if he goes wrong.