Adapt Learning: Adapt Framework Concept and Vision

# Document control

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| --- | --- | --- | --- |
| **Abstract:** | Describes the concept of the Adapt Framework | | |
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| **Summary of Changes:** | **Versions** | **Date** | **Description** |
| --- | --- | --- | --- |
| 0.1 | 12 / 11 / 2013 | Initial draft for review. |
| 0.2 | 25 / 11 / 2013 | Updated concept diagram and added descriptions up to Glossary node. |

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# Purpose of document

The purpose of this document is to outline the vision and concept of the Adapt Learning Framework. It contains a concept diagram, similar of a mind map of the key functionality, components and elements of the underlying code framework, which make up the programming logic of the e-learning course.

This document is not a specification document. It is intended to help the project team and wider community understand the full product we are aiming for. As such, the document will therefore set the context in discussions about requirements, system architecture, specification etc.

The document is also intended to help newcomers to the project to get an overview.

# What is the Adapt Framework?

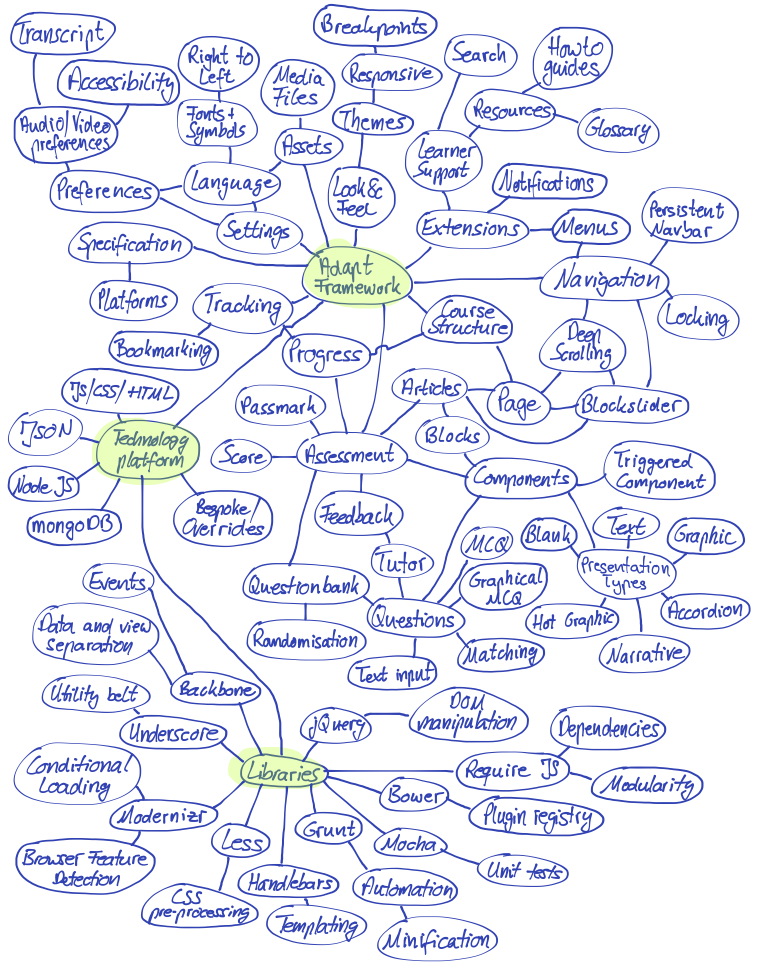
What is it?

How does it relate to the authoring tool?

Who uses it?

How can / should it be used?

# Concept overview diagram



# Explanation

|  |  |  |
| --- | --- | --- |
| **ID** | **Node title** | **Description** |
|  | Adapt Framework | The Adapt Framework is the program logic of a published e-learning course, which runs in the browser. It is the generic code, which makes up the output of the authoring tool. |
|  |  |  |
|  | Look & Feel | The appearance of the e-learning course, which includes branding, art direction themes etc. |
|  | Themes | A theme is the generic look and feel. It captures display settings, which apply throughout the course. This includes CSS styles, icons, base colours and background images. Components and extensions inherit the base colours and generic icons but have to define their own layouts. |
|  | Responsive | Responsive design is at the heart of the Adapt Framework and enables single version output, which adapts according to the device resolution and capabilities. We have implemented responsiveness is by defining pixel-width breakpoints (*see below*). The Adapt Framework is fully responsive, meaning that as the window width increases or decreases, the content adjusts automatically. If the width (in pixels) goes beyond a breakpoint, different styles and classes are applied to the content. |
|  | Breakpoints | Breakpoints are defined in numbers of pixels. They determine points in the width of the screen, at which different styles are applied to the on-screen content. There are three major breakpoints, which roughly reflect the three m main device types (smartphone, tablet and laptop/desktop). |
|  |  |  |
|  | Settings | Settings reflect the configuration options of the generic codebase. |
|  | Language | The language is one of the main configuration settings. Courses can be packaged to contain multiple languages within a single course package. The language setting determines the default language to be used and whether to display the option of choosing the language to the end learner. |
|  | Fonts & symbols | Fonts and symbols are a consideration as special characters or particular fonts are not ‘websafe’ and may have to be shipped with course. This node is in the concept diagram to remind us of particular requirements when working with languages other than English. |
|  | Right-to-left | Depending on the language, the reading order may be right to left, e.g. in the case of Hebrew. This node is in the concept diagram to remind us of particular requirements when working with languages other than English. |
|  |  |  |
|  | Assets | ‘Assets’ refers mainly to content images or animations used in the course. In most cases, the assets will be language independent. However, on occasion there may be differences in the imagery used for different languages, e.g. where a graphic contains text or where different graphics are used when localizing (as opposed to simply translating) a course. |
|  | Media files | Media files are also assets but refer more specifically to audio / video files, which are used in the course. Media files are more likely to be language dependent, especially when they contain an audio track. |
|  |  |  |
|  | Preferences | Preferences refer to settings the learner can change in order to adjust the display and behavior of the course. This includes audio/video and accessibility related preferences (such as high contrast look & feel) in particular. |
|  | Audio / video preferences | Audio/video preferences enable learners to change the default behavior of audio / video assets for a course. This includes enabling/disabling audio, setting the volume and deciding whether a written transcript for audio should be displayed alongside (or instead of) the media file. |
|  | Accessibility | Accessibility settings/preferences are intended to help users with visual or motor impairments access the course. |
|  | Transcript | A transcript is the content of the audio track (in particular) expressed as on-screen text. It enables delivery of the content to learners who are not able to play back or hear / understand the audio track. |
|  |  |  |
|  | Extensions | Extensions are a type of plug-in. The purpose of extensions is to enable developers to extend the functionality of the course without having to modify core code. Extensions contain functionality, which is not directly embedded in the article / block / component structure. For example, a course glossary and the ‘Tutor’ to deliver feedback. |
|  | Learner Support | Learner support is functionality that provides additional information, outside of the core content presented within the Adapt pages. Examples might be glossary, resources, page level progress and a search feature. |
|  | Search | The search functionality enables learners to search the course for specific content. |
|  | Resources | Resources are additional and related content items, such as reference materials and background reading. They may exist as part of the course or in downloadable format (e.g. as PDF documents). |
|  | How-to guides |  |
|  | Glossary | Reference section showing terms used in the course and their descriptions. |
|  |  |  |
|  | Notifications |  |
|  | Menus |  |
|  | Navigation |  |
|  | Persistent Nav bar |  |
|  | Locking |  |
|  |  |  |
|  | Deep scrolling |  |
|  | Blockslider |  |
|  |  |  |
|  | Course structure |  |
|  | Page |  |
|  | Articles |  |
|  | Blocks |  |
|  | Compontents |  |
|  | Triggered component |  |
|  |  |  |
|  | Presentation types |  |
|  | Blank |  |
|  | Text |  |
|  | Graphic |  |
|  | Accordion |  |
|  | Narrative |  |
|  | Hot Graphic |  |
|  |  |  |
|  | Questions |  |
|  | MCQ |  |
|  | Graphical MCQ |  |
|  | Matching |  |
|  | Text Input |  |
|  |  |  |
|  | Assessment |  |
|  | Score |  |
|  | Feedback |  |
|  | Tutor |  |
|  | Questionbank |  |
|  | Randomisation |  |
|  |  |  |
|  | Tracking |  |
|  | Bookmarking |  |
|  |  |  |
|  | Technology platform |  |
|  | JS/CSS/HTML |  |
|  | JSON |  |
|  | Node JS |  |
|  | Mongo db |  |
|  | Bespoke / overrides |  |
|  |  |  |
|  | Libraries |  |
|  | Backbone |  |
|  | Events |  |
|  | Data and view separation |  |
|  | Underscore |  |
|  | Utility belt |  |
|  | Modernizr |  |
|  | Conditional loading |  |
|  | Browser feature detection |  |
|  | Less |  |
|  | CSS pre-processing |  |
|  | Handlebars |  |
|  | Templating |  |
|  | Grunt |  |
|  | Automation |  |
|  | Minification |  |
|  | Mocha |  |
|  | Unit tests |  |
|  | Bower |  |
|  | Plugin-registry |  |
|  | Require JS |  |
|  | Modularity |  |
|  | Dependencies |  |
|  | jQuery |  |
|  | DOM manipulation |  |