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**Lectura – Programación 4**

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| IDEAS PRINCIPALES DEL ARTÍCULO (No es copiar el abstract o resumen)   1. Design patterns are reusable solutions to recurring problems 2. Reusable Learning Objects (RLO) facilitate digital teaching 3. Generative Learning Objects (GLO) enable personalization 4. The CETL project promotes the development and use of RLO and GLO in the United Kingdom 5. Pattern languages and formats help document and replicate educational solutions 6. A specific design pattern is proposed to create GLOs from RLOs |
| MAPA - CONCEPTUAL |
| APORTE A SU FORMACIÓN  The reading helped me understand how **GLOs (Generative Learning Objects)** apply principles of the **object-oriented paradigm**, such as **modularity and reusability**, to the design of digital educational resources. Just like in OOP, GLOs allow the creation of adaptable templates for different contexts, which strengthens my ability to develop scalable and customizable solutions. This connection between education and software development broadens my perspective on how to apply systems engineering in the e-learning field. |