

CompendiumLD

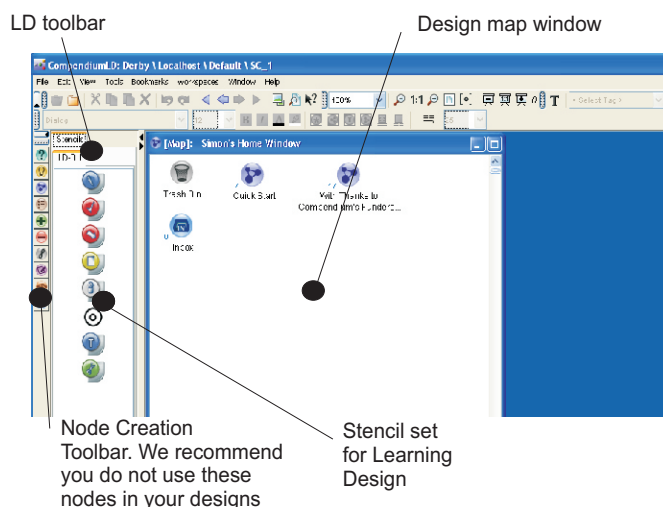
1. Starting an activity design

On loading, you will see a 'design map' window in the main part of the screen (titled 'home') and tool bars across the left and top. The design map is your primary working area where you use nodes and arrows to build a design. Nodes are listed in the LD toolbar under the 'Stencils' tab. Nodes represent key components a design may use.

One node, the 'Activity' node, has a different purpose to the others. It links the current window to another activity design window. If you add a new activity node to your design map, CLD automatically creates a blank design map ready for you (for more on this see 'Activity Node' in LD Nodes box).

The home design map will always load when you launch CLD and is always the top-level map. To start designing you must first add an activity node to this page (see 'Basic Node Editing below') and then open this activity (double click). In so doing, you open a new 'design map' window one level below your home.

CompendiumLD is a graphics based learning design tool for the creation and distribution of learning activities ranging from small collections individual tasks to complex course plans. It can also be used in a more traditional mind-mapping sense, for example, to brainstorm course requirements or record discussions in meetings.



2. Basic Node Editing

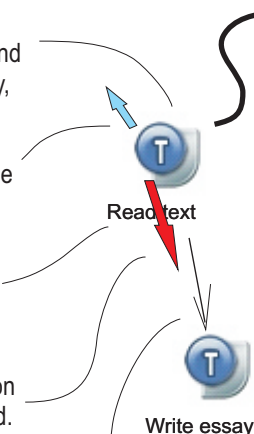
1. Add a node: left click an icon in the Stencil tab (LD toolbar) and drag into main window and then delete/edit the label caption. Alternatively, right click & select from popup menu (p2)

2. Move a node: left click and hold on the node icon/image. Drag to new location. All arrows joined to the node will move too.

3. Change node label: left click on the node label/caption and edit the text

4. Link nodes: move pointer over the node icon you want to connect from. Right click and hold. Drag the arrow line to the node you want to link to.

5. Arrow properties: right click over the centre of the arrow line to change colour/direction/delete. Left click centre of arrow line to add/edit an arrow label



3. Views

Under the 'Views' option on the main menu bar there are a number of options:

The Outline View Manager is an optional tab in the LD toolbar (you must turn it on before you'll see it). The Outline View displays a list of all design maps in the project (see below). This tree-like hierarchy should help you navigate between 'design maps'. When you create a new map you will notice it is located in the Manager tree one 'level' below the current one. In this way you can build and structure increasingly finer detail into designs. To turn on, select 'View' from the top menu, then 'Outline view' then 'View only'. use the '+' and '-' to expand and contract activities on the tree.

Tag View (see 'Tags' p2)

Find a Map/List allows you to search for a design map

Aerial View: creates a mini version of the learning map window

LD Nodes

To insert a node in to the design window space, drag it from the tool bar on the left or right click in an empty space and select the type of node to insert [?]. There are many types of node. Each has slightly different properties and functions

- Task Node**: use this to show an individual action either by the student, tutor or other third party
- Individual task within group work Node**
- Resource Node**: use this show an object (e.g. a document, DVD, artifact) necessary to complete a task.
- Outcome Node**: use this to show an outcome of a task. This could be a product such as a report or meeting a course learning outcome
- Tool Node**: use this to show when a tool is used in a task. You must select a specific VLE tool from the list presented before the pop up menu will work
- Assessment Node**: use this to show assessment - either a task (exam), product (TMA) or process (formative assessment such as CMA).
- Stop Node**: Shows end of activity

Activity Node



Provides a link to a new design map window. If created from new a new design map is automatically created. Link can also be copied and pasted from another design window should two designs both lead to same activity

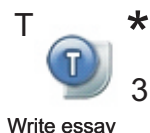
To open the design map 'hidden' behind this icon, double click on the Activity Node icon or select from the Outline View Manager tree. The number to the bottom left of the node icon gives the number of nodes in the hidden design. Use Outline View Manager to manage multiple-levels/windows.

4. Using nodes for design

Nodes are your basic building block. Creating and joining these together forms the core of your design (see Basic Node editing on p1). A number of additional functions are available:

Adding information and comments to a node: double left click or right click and select 'contents'. This window has three tabs: 'Contents' allows you to edit the label, add your comments about or description of the task to remind yourself or inform others, enter a URL, and change the icon image and size. 'Properties' tells you when it was last edited etc.; 'Views' tells you about multiple occurrences of the object (see right). If you add comments an asterisk appears to the right of the node icon;

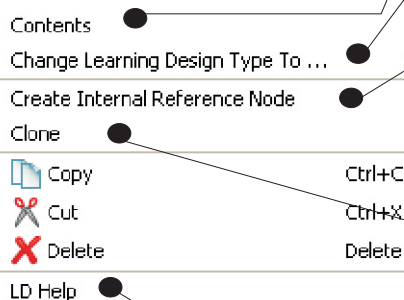
Tagging with keywords: select tag view from the 'Views' menu. A new tab will open in the LD Toolbar. Tagging can help locate nodes at a later date. To add a tag, tick the keyword in the list or add a new keyword. When tagged, a 'T' appears by the icon



Sharing a node (resource, task, link etc) across many design maps (Transclusive nodes): some nodes, such as a Resource node labelled 'course guide', are likely to be required on several design maps. You can make the same node appear on different maps by: copy the node icon, navigate to the new design map and paste. This new node will share all properties with the node just copied. Editing the label or contents of a shared node in one map will effect all occurrences of the node across the project. The number of nodes that share information (number of occurrences- see Adding Information.. above) is shown by a number to the lower right of the node icon.

5. Popup menu

Right clicking on a node opens a popup menu (note: the Activity Node contains a few more options in addition to these):



See right

See 'Adding information' above

Change node type (e.g. from a task node to resource node)

Creates an icon that represents an internal link to another node in the same design map. Double left click the Reference Node and the page will re-centre on the linked to node.

Clone: To make a copy of a node in the same design window you must use 'Clone'. It creates a new node from the existing node with the same properties. Not to be confused with Transclusive Nodes.

6. Learning Design Help

LD Help is designed to support you in making decisions about what tools, tasks and resources you could use. It does this by suggesting what 'similar' designs used as alternatives and sources of support such as websites. Please note this function is still under development.

How it works?

In the pop up menu (when you right click a node) there is an option 'LD Help'. Select this and a help window will open. The content of the box is influenced by what text has been entered into the node caption.

For example, if the node looks like this: The help box will search designs for the phrase 'discuss' and return information about tools and activities that link to this task



7. Navigation & editing

Zoom - [Top navigation View > Zoom]. Or F2 toggle zoom settings, F3 zoom to fit, F4 focus on selected node

Add space - Hold down Alt key and drag in an open area

Close up space - Hold down Alt and Shift and drag across the area

Select node and all nodes linking to it: Hold Alt and left click on node

Select node and all nodes it links to: Alt and Shift and left click on node

Draw and scribble on the map

From Top Navigation select Tools then Activate scribble pad, This will let you draw directly on to the map - handy for adding anything besides arrows!



8. Save, Export & Import

CLD saves your work continuously so there is no 'Save' option in the conventional sense. If you want to share your design then you must use 'Export'. Selecting 'XML File' will create a 'zip' file which you send to the receiver who can then import the file (note: they must also have CLD installed). Alternatively, you can export the design as a JPEG picture but, once created, this cannot be edited by anyone else.

To import a project which you have been sent or downloaded it must be an XML file. To import chose the import option in the file menu or simply drag the zip file straight in to the design map window.

Inserting documents

Drag a file from anywhere (e.g. folder or desktop) into the design map window. A new icon will be created in the map view and the file is now in CompendiumLD. Word documents, Excel workbooks, PowerPoint presentations, animations, internet links, images, and more can be added.