Final Project

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General Project Goals

I am attempting to make educational technology available to a wider audience. I am working to create a tool to export the content of a particular LMS so that it is useful without requiring a server. The goal is to make the course contents viewable from a disconnected device. The tool can take an unzipped export artifact from the Open edX CMS and produce a reconstruction of the static content of the course. The result is an off-line viewable archive of all of HTML, video and questions.

Command Line Use

This archive contains the tool to render the Open edX export archive as well as an example course. Command line use of the tool will work as follows.
`python open_edx_to_static_pages.py './course'`
This will create a `./course/no_open_edx` folder. This folder and the `./course/static` folder are all that is needed to view the static course content offline or using a server not running open edX.

Why is this a thing?

I thought this would be useful to demonstrate that content created for use on-line in the Open edX LMS could have uses elsewhere as well. This could include applications like a school in a box. An interesting but not really important fact is that the HTML generated for a single page when viewed in the LMS is nearly equal to the size of all the HTML

required for the static version. This is because the LMS version has many more features related to analytics etc. The navigation and content of the pages are sown to be sufficient that the archive should be useful.

Online Demos

The Open edX course can be viewed at: `http://openedx.gatech.edu` And the static version can be viewed at: `http://sobercobra.com/no_open_edx/introduction_to_pok%25c3%25a9mon_trading_card_game.html`

Thanks to William King for allowing me to add the course to the beta test.