Abstract

Declaration

Copyright

Acknowledgements

1 Introduction

* 1. User Generated Learning Spaces
  2. Research Motivation and Questions
  3. Project Objectives
  4. Project Scope
  5. Thesis Structure

1. Background
   1. Basic Terminologies
   2. Learning Theories
   3. Comparison of Learning Theories
   4. Learning Spaces
   5. User Generated Content and Collaboration in Learning Spaces
   6. Personal Development Planning (Constructionism relates here?)
   7. Summary
2. System Design
   1. Initial considerations and Assumptions
   2. Problem Analysis
   3. Design Goals
   4. Architecture and Layout
      1. Media Spaces Architectural Overview
      2. Media Spaces Layout
      3. MVCS Architecture
      4. Whiteboard and Whiteboard Components
   5. Frameworks and Design Patterns
      1. The SWIZ Framework
      2. The Client – Library Pattern (??? Flexiroom PLE uses FlexiroomClients as Library)
3. System Design – Main Feature
   1. Overview of the Personal Development Planning (PDP) Component
      1. Main PDP Component
      2. Sub Components for the PDP Component
      3. Data Requirements for the PDP Component
   2. Initial Design of PDP
      1. Initial PDP Layout
      2. PDP Sub Components Layout
      3. Connecting Sub Components Via Nodes and Arcs
      4. Improvements to the Initial Design
   3. Second Design of PDP
      1. Improved Layout for Sub Components
      2. Improved User Interaction
      3. Improvements to the Second Design
   4. User Experience Design for the PDP
   5. Test Release
      1. User Trials
   6. Summary
4. System Design - Higher Level Features
   1. UNDO – Restoring Deleted Space Components
      1. Overview of the UNDO Concept
      2. The UNDO Strategy
      3. Interface Design for the UNDO Component
   2. PPSC – Personal Private Shareable Components
      1. Overview of PPSCs
      2. PPSC Design Strategy
      3. Sample PPSC and their User Interface Design
      4. User Experience Design for PPSCs
   3. EDGE Routing
5. Implementation
   1. Implementation Platform, Languages and Tools
      1. Action Script 3.0
      2. Flex 4.0 and 4.5
      3. Flex Features and Components
      4. Flex SDK
      5. Flash Builder
      6. Miscellaneous Tools (Astah, Github, etc)
   2. Preparation for Implementation
      1. Understanding the Existing Implementation
      2. Improving the Existing Implementation
      3. Adding New Components
   3. Server-side Implementation
      1. Database Structure
   4. Client-Side Implementation
      1. Specifications of the PDP (See Ian Bell)
6. Evaluation and Critical Analysis
   1. Testing Technique
   2. User Evaluation
      1. Evaluation Strategy (Method)
      2. Formative Evaluation Results
      3. Expert Evaluation Results
      4. Limitations
   3. Performance Test
   4. Critical Analysis (I think it should be analysis b4 evaluation bro!)
   5. UI and UX Analysis
   6. Summary
7. Reflection and Future Work
   1. Research Questions
   2. Summary of Achievement
   3. Reflection and Approach Evaluation
   4. Areas of Further Research
   5. Summary
8. Conclusion

References

Bibliography

Appendices