

Authors' tools

Generating learning/teaching materials

Professional product examples



What are authors' tools?

There are various authors' tools to produce digital multimedia, dynamic and interactive contents. A differentiation must be made between (A) very complex professional programs such as Adobe Flash or JavaScript programming environments which cannot be used without specific training, and which can be used to produce professional products, and (B) simpler tools which can be used without specific programming knowledge.

Functionalities

The functional scope of authoring tools varies considerably and is broad overall:

- Use of media such as text, images, graphics, animation, audio and video
- Generation of dynamic and interactive graphics
- Generation of interactive films
- Generation of interactive tasks such as Multiple Choice, allocation or Drag & Drop
- Publication on the internet or CD/DVDs

Benefits

- Production of very complex, multimedia, interactive and therefore contemporary didactic scenarios is possible
- Simple scenarios can be implemented without programming knowledge by using simple authoring tools that can be found in the internet.

When can I use authors' tools?

Authors' tools are used to produce multimedia products such as practice and learning programs, learning cases, virtual laboratories, simulations and planning games.

Professional product examples

- BEPI
<http://www.bepi.unibas.ch/550>
- Folding math
<http://www.symmetrie.math.unibas.ch>
- opOs
<http://www.opos.unibas.ch>

Disadvantages

- Complex scenarios can often be managed only by using professional software and expertise, including programming knowledge
- It is partly necessary to download and install specialised players to use the product

How and who?

(A) In the LearnTechNet, the New Media Center (NMC) is the partner for developing professional multimedia learning and teaching content: <http://www.nmc.unibas.ch>

(B) In case of questions concerning other author's tools, please contact: bbit@unibas.ch