



Patterns constituting a complete pattern language.

Design patterns for e-learning

We see a need to start creating design patterns as a basis for a complete pattern language in the domain of e-learning. These patterns should incorporate good design in order to make that design explicit based on features in systems already made and on research (see issue about asteriks).

Elements of an e-learning design pattern

Our suggestion for a pattern description format is a variation of the Alexandrian template that contains the following structure:

Name

Give a name that:- covers the content (problem & solution)- is meaningful- gives rise to associations that are related to the described problem & solution

Category

We have chosen to divide our patterns into pedagogical, organizational, or technical categories. Combinations are possible.

Abstract

Should present the key elements in this pattern.

Problem

Detailed description of the problem area.

Analysis

Explain: What makes this problem a problem? Why is it important to solve the problem?

Known solutions

Good practices that shows how the stated problem can be solved.

Research questions

Which questions related to this unsolved problem would you like to be answered in the near future?

Context

Description of type of context (e.g. audience, organisation) the solution is applicable to .

Conditions

General description of critical success indicators/factors that influence use/implementation of the solution (e.g. needed roles, type of resources), resources needed to solve the problem.

Discussion/consequences:

Consequences of use, implementation issues, other remarks.

References

URL's and other documentation.

Related patterns

Design patterns and/or Research patterns.

Author (s):

The authors of the pattern.

Date

Date of completion of pattern.

Acknowledgements

People or organizations which have been helpful with the construction of the pattern.