



# ECEL 2009



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### Learner-centered learning object repositories: personalization and interaction issues

#### Abstract

Virtual learning environments are nowadays in widespread use. From pure virtual universities to traditional ones that offer learners a blended learning model, the use of web-based tools for teaching and learning has been steadily increasing. From an institutional point of view, VLEs may serve also as a mechanism for content management and dissemination.

In fact, most universities have a digital library which reproduces the services from a traditional one, plus adding additional features. But learning resources are not limited to books and publications. Learning in a VLE involves the use of a wide variety of learning objects, including examples and exercises, simulations, multimedia documents, etc. These elements must be not only stored but also fully integrated into the learning process, helping learners to better contextualize these small chunks of knowledge. Browsing and searching for these resources should be a truly learning experience.

Therefore, learning object repositories should be designed taken into account not only the institutional requirements (preservation and dissemination), but also the needs of the final users, teachers and especially learners. In this work we will discuss the possibilities that arise from the use of learning object repositories, focusing on the implementation of personalization and interaction elements that will promote their usage as one of the most important parts of any virtual learning environment