



QUICK START

Download **exe**, try it out and let us know what you think.

exe releases are currently available for Windows XP and Linux. A Mac OS X install will be supported in future releases.

To begin installation, download the appropriate package from Eduforge:

<http://eduforge.org/projects/exe>

For installation instructions see Installation in the User Manual at:

<http://exelearning.org/>

HOW TO CONTRIBUTE

- Join the project on Eduforge - <http://eduforge.org/projects/exe>
- Send us feedback on your likes, dislikes and ideas for further development by completing the online survey at http://exelearning.org/exe_survey/
- Evaluate the pedagogical tips provided with iDevices and let us know how these could be improved
- Submit ideas for iDevice development
- Tell us about any bugs you discover
- Good clean code is always welcome

If you want to report an issue, submit an iDevice idea or provide feedback, please visit the project website: <http://exelearning.org>

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THE **e**LEARNING XHTML EDITOR

**AN OPEN SOURCE
SOFTWARE PROJECT**

exe project website- <http://exelearning.org>

**DEVELOPMENT TEAM EMAIL
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**PROJECT FUNDED BY THE TERTIARY
EDUCATION COMMISSION OF
NEW ZEALAND**



INTRODUCINGexe

The elearning XHTML editor (**exe**) project is a desktop authoring environment to assist teachers and academics in the publishing of web content without the need to become proficient in HTML or XML. **exe** is not a learning management system, but rather an environment for authoring web-based elearning content.

With the **exe** users can develop learning structures that suit their content delivery needs and build resources that are flexible and easily updated.

The **exe** project aims to foster collaborative development. Strategic direction and feature requests are prioritised by a representative user group from the Tertiary Education sector in New Zealand.

exe is an Open Source software project which means that not only is it free to download and use, but the source code is also freely available to allow customisation to suit you or your organisation's needs. The development team welcomes input from interested parties from any organisation; please see the back of this brochure for ways to contribute to the development of this project.

DEVELOPING CONTENT

Developing content with **exe** is easy.

exe is divided into two functional areas: the Sidebar and the Authoring pane. The Sidebar is divided into two panes: the Outline pane, used to develop the structure of your content; and the iDevice (instructional device) pane which contains a standard set of iDevices. iDevices are structural elements that describe learning content e.g. objectives, reflective questions, etc.

Use the Outline pane to structure the outline of your content by adding modules, section, or units. You can actually define this 'taxonomy' yourself to suit your own needs. Selecting an iDevice will add an empty iDevice into the Authoring pane into which content can be entered. A learning resource may consist of as few or as many iDevices as required to deliver the learning content effectively.

An iDevice editor is accessible from the Tools menu. This allows you to create your own iDevices for reuse in your **exe** environment.

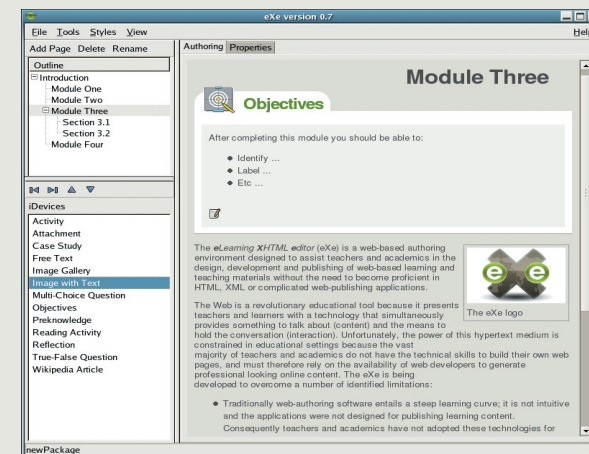
PUBLISHING CONTENT

Content developed with **exe** can be published in a variety of ways:

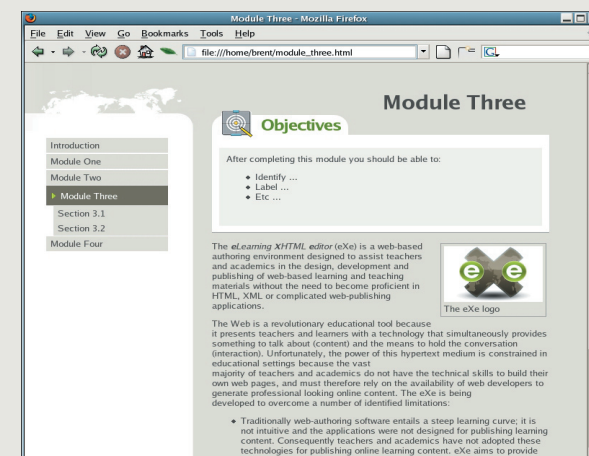
Self-contained web site - this export could be uploaded onto a web server and referenced by your LMS or distributed on a CD or other transportable medium. A web export incorporates the navigational sequencing developed during authoring.

SCORM 1.2 – The Shareable Content Object Reference Model (SCORM) export creates SCORM 1.2 content packages. SCORM packages can be imported into any compliant LMS or Learning Object Repository. SCORM is an internationally recognized specification for packaging learning content.

IMS Content Package – IMS Content Packaging is a simple content packaging specification that is compatible with a variety of Learning Management Systems and Learning Object Repositories.



exe Authoring Mode



exe Published Content