

## Learn\_Web: Interactive, constructive and communicative learning environments



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# Learn\_Web: Interactive, constructive and communicative learning environments



'Theme park nutrition' is a current example of Learn\_Web

Learn\_Web combines a database and a learning tool with didactic tasks

no distinction between authoring and learning (working) environment (same interface for authors and learners)

Learn\_Web is a kind of counterdraft to mainly animated learning software

- it supports the learners play with the "educational data" (playspace)

learning environment that promotes openness and freedom of action and supports action-oriented learning



## Let's move things



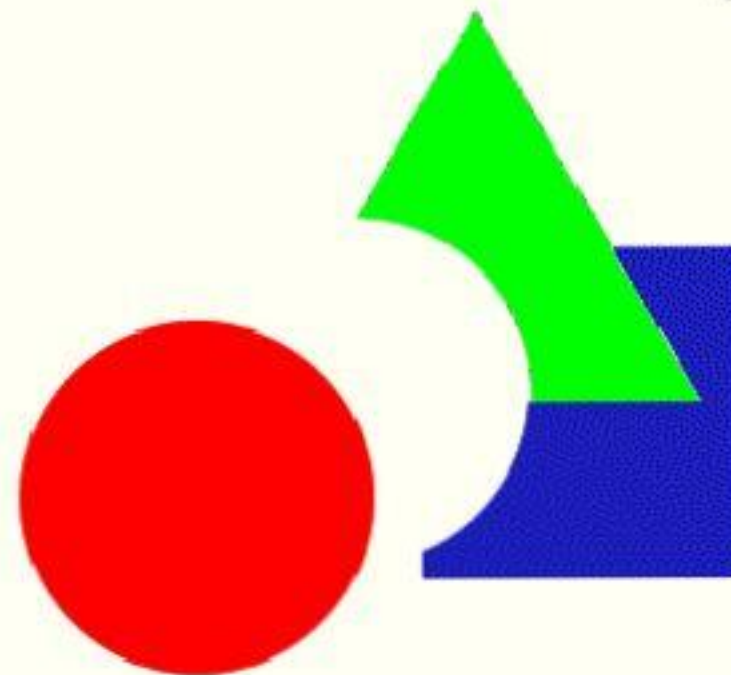
All texts are located in text boxes that can be dragged and resized on the screen. These boxes function as containers for different types of content (text, images, links, audio files and video files). All content is completely editable.

The didactic text box: the central reception and production element

copy function

The didactic

placeholder function



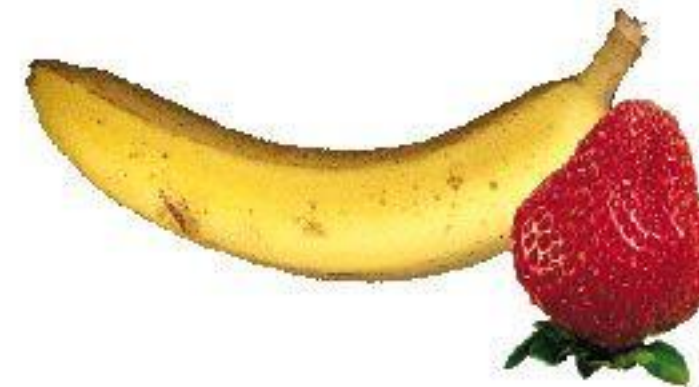


## Let's draw connections



*'Hunger is the best sauce'*

*'Man does not live by bread alone'*



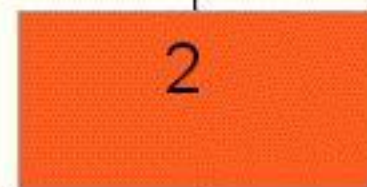
The user decides which interpretative relationship he wants to illustrate through physical proximity ( "overhead" technique )





# lost in cyberspace?

leads to



Typology of links in the Learn\_Web:

a box link

box links with spatial information (1, 2, 3, 4, 5, 6) and mindmap lines

a "spatial" link (aka bookmark)

an arrangement-link

link to a background picture (another one)

a WWW-link





# Let's talk about it



differences as an alternative  
to 'right vs. wrong' feedback

production results

encourages communication

individual relationships and perspectives



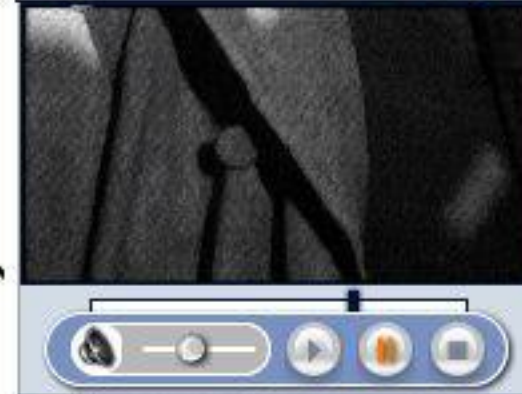


**As you can see this is a completely different arrangement (a different file). This one deals with the theme of cockaigne.**





# analysis of camera movement



Use the Learn\_Web to explore the dramatic composition of the scene.

This example shows how the camera movement is used to create suspense by keeping back the information (the face we are waiting for)

