

Please join us in the first 2003-4 OFE Faculty Fellow Presentation

**"Building Animated and Interactive Learning Units
Using RoboDemo"**

Presented by Professor Arturo Sanchez

Tuesday, November 25th from 1:00-2:00 PM in 10/1106.

RoboDemo is a tool that enables the construction of learning units (e.g. lecture notes, tutorials) that incorporate animation and interaction. The tool implements animation by capturing a sequence of images which can be annotated with graphical elements such as cursor movement and floating

Interaction is implemented by graphical elements such as check boxes, radio buttons, text fields and rollovers. User input can be used to determine the flow of control among the images in the sequence, which is particularly well suited for incorporating assessment instruments (e.g. Quizzes) into a learning unit of this kind. The final movie can be exported to various formats which include Flash.

In this session we will show how to build simple learning units that use animation and interaction with the aid of RoboDemo.

