

Compiler for Open Resources for Education (CORE)

User guide for the Core tool v1.2

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Working with the Core tool

Version 1.2

The following instructions are a general guide in how to download, install and work with the Core desktop application.

Download and Installation:

1. The Core requires the successful installation of the following plug-in in order for it function correctly. It is important that you install Air before you attempt to install the Core tool.

<http://get.adobe.com/air/>

2. You can now download the Core tool from the following address:

http://www.nottingham.ac.uk/nmp/sonet/projects/core_tool/index.html

3. Once downloaded click on the box icon to install the Core onto your machine.
4. The Core application should open straight from installation, if not click on the core icon which should now be visible on your computer desktop.

Creating your project:

You may need to download some of the following example reusable learning objects to use in your project.

http://www.nottingham.ac.uk/~ntzrlo/rlos/packages/rlo_solutions.zip

http://www.nottingham.ac.uk/~ntzrlo/rlos/packages/rlo_hydrogen_bonding.zip

http://www.nottingham.ac.uk/~ntzrlo/rlos/packages/rlo_what_are_journals.zip

http://www.nottingham.ac.uk/~ntzrlo/rlos/packages/rlo_halflife_of_drugs.zip

The above examples require unzipping before use; alternatively there will be more example resources available during the session on a flash pen.

Working in the Core tool

1. The Core tool opens at the 'Get Started' section where you click the New Project button to start. Notice a 'Show me how?' button on each of the seven sections which will explain what you have to do within each section.
2. The next step is to enter a Project title and description. The Project title should not contain more than 35 characters and the description should contain no more than 350 characters. Hit the 'Add Introduction details' button and notice that the 'preview introduction' button becomes active, click this button to view your submission. When happy with your submission hit the 'Next Section' button.
3. The 'Select your resources' section is where you import the learning resources into the project. Select each resource one at a time and upon a successful upload a development table will appear on the screen together with a 'Delete Resource' button and 'View selected resource' button. Click on a file name in the table and use the appropriate buttons to either view or delete the resource. You can view how your project currently looks by hitting the 'Preview Project button'. When you have selected all the resources you require for the project it is time to move on.
4. In this section you can customize the project by adding content pages which are used to supplement your choice of resource. You will be able to order both your resource and content pages at a later stage within the tool, but for now just concentrate on filling the three text fields and hit the add content button. Your selection appears in the table below, where you can edit the data and again if required before hitting the 'Add your content pages' button

and submitting the page to the project. You can view each selected title in the table by hitting the 'View selected page' button.

5. Currently you can only add Glossary terms in the Glossary and Resources section. Fill in all three required fields, making sure you have selected the correct category in the drop down field. Hit the add glossary button and your selection appears in the table below. As in the previous section you can edit and amend any details in the table fields and even delete an entry by dragging it onto the bin graphic. When happy with your entries hit the 'Add selected terms to resource' button. Once again you can view any added terms in the project by clicking the 'view updated glossary' button.

6. The Print summary section allows you to add a title, description and optional web link to support your selected resources already held within the project. Once again after clicking the 'Add details' button, all your entered details appear in the table below. Add your details to the resource and view any updated entries.

7. The 'publish your resource' section lets you order your Content (C- icon) and Resources (R – icon), by clicking on and dragging an icon and ordering it in any way that you wish. The 'Preview your project' lets you view the project in full. When content with the project, publish the project via the 'Publish project button'. The Core tool will tell you know that your named project has been saved to the desktop.

Congratulations, hopefully you now have created your very own ULO which can be viewed on your desktop by opening the project folder and clicking on the index.html file.