Floe

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Floe aims to provide the resources needed to enable inclusive access to personally relevant, engaging learning opportunities for the full diversity of learners and content producers. Through the Open Education Resources community, FLOE will build tools that transform, augment, and personalize the learning experience.

Learners learn best when the experience is personalized to individual needs. OER is an ideal learning environment to meet the diverse needs of learners, including learners with disabilities. The FLOE (Flexible Learning for Open Education) Project will support the OER community in providing a sustainable, integrated approach to accessible learning, addressing the needs of learners who currently face barriers.

Floe will produce:

- Inclusive Learning Design Handbook: an authoring toolkit to assist in authoring flexible resources
- tools that allow OER producers to create and label content (see early design work around creating and labeling content)
- tools that allow OER learners to specify their learning needs and preferences (see early design work around needs and preferences)
- a solution to match learning needs with suitable OERs through a set of embeddable components and services this solution will be part of the Fluid Infusion code solution.
- integration with existing OERs Floe partners include Connexions, OER Commons, and Open Courseware Consortium to name a few.

Floe Timeline and Deliverables

- Fluid and Floe Roadmap

Development

- Floe Development
- Infusion 2.0 Release Status
- Global Public Inclusive Infrastructure Architecture
- Floe Sonification Framework

Design

Areas of Design

- (Floe) User Interface Options (aka. Learner Options)
- (Floe) OER Authoring Tool
- (Floe) Metadata Authoring and Feedback Tools
- (Floe) Video Player
- (Floe) Inclusive Learning Design Handbook
- Inclusive EPUB
- (Floe) Sonification

Conceptual overviews of the Floe problem space and approaches

- (Floe) Preference Exploration and Self-Assessment (MyL3)
- (Floe) Designing for Inclusion in OER
- (Floe) Concept design mindmap problem space and inclusiveness in OERs
- (Floe) Landscape of Content Alternatives, Transformations, Customizations
- (Floe) Diagrams
- (Floe) Scenario Narrative: Vision of the future OER
- Co-creation and Co-design with a Create-a-Thon

User research and analysis

- (Floe) User states and contexts: An enumeration of a user’s potential personal states or environmental contexts affecting their ability/capacity to consume OERs. Alternative to using personas for user modelling.
- (Floe) use cases
- Individual Education Plan (IEP) consultation form (TDSB)

Guiding principles and considerations

- (Floe) General principles and guidelines for designing for teachers as consumers and producers of OER
- (Floe) Considerations for using and designing inclusive technologies for the educational setting

Literature review and other research

- (Floe) Instructional design research

Conceptual designs

- (Floe) OER day in the life FINAL
- (Floe) OER day in the life single resource draft June 5 2014
- (Floe) OER day in the life final draft May 2014
- (Floe) Early Concept mockups: structured content, interactive transcripts, captioned audio, etc.
- (Floe) Concept designs: content medium, platform alternatives, demands services, etc.
- (Floe) Concept designs in Animal Diversity Web: content medium, platform alternatives, demands services, etc.
- (Floe) concept design sketches and ideas
- (Floe) Content simplification conceptualization
- (Floe) Medium-based learner preferences design

Misc.

- Universal Subtitles testing and review

Branding
• Floe logo
• Floe postcard
• Floe posters
• Floe website mockup (final)
• Floe website mockup (Jan 22 2014)

Floe Partnerships and Collaborations

• See: Floe Collaborations