INTRODUCING**exe**

The eLearning XHTML editor (exe) project is a desktop authoring environment to assist teachers and academics in the creation 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

One of the key aims behind the exe project is to foster collaborative development. Suggestions regarding the strategic direction and feature requests are encouraged from among the community of users, and these are used to inform the development pathways.

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 customization to suit your needs or the needs of your organization. If you create something exciting contribute it back to the community.

exe began originally as a project funded by the Tertiary Education Commission of New Zealand, with the key development team now supported by CORE Education based in Christchurch, New Zealand.

The development team welcomes input from interested parties from any organization – please see the back of this brochure for ways to contribute to the development of this project.
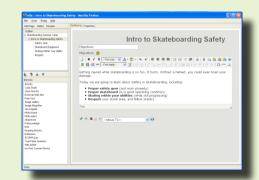
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DEVELOPING CONTENT

Developing content with exe is easy.

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

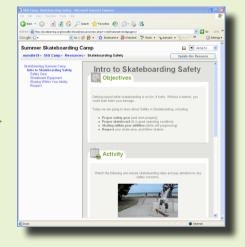The exe user interface is divided into three functional areas:

1. The upper left of the screen forms the structured outline or page structure of your resource.

2. The lower left displays the iDevice menu, the instructional devices that serve as pedagogical templates to structure each page. In addition to the standard set of iDevices, you or your organisation can build plug-in iDevices or create your own simple ones using the included iDevice editor. Each iDevice provides tips for the tutor on how to best use them and how to complete each field.

3. The authoring and properties pane occupies most of the user interface window. Here you can build each page from the iDevice building blocks and also get an immediate preview of how the page will look in a learning management system or on the web. The properties tab allows you to associate metadata with each package to facilitate indexing and reuse.

exe Authoring Mode

PUBLISHING CONTENT

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

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

- IMS Common Cartridge - This emerging standard coalesces a number of standards in a well-defined unit with an aim to improving interoperability and package portability.

- SCORM 1.2 - The Shareable Content Object Reference Model (SCORM) content package standard is an alternative standard for use with compliant LMS or Learning Object Repositories.

- Self-contained web site - This export can be uploaded to a web server or distributed on a CD or other transportable medium. A web export incorporates the navigational sequencing developed during authoring.

- iPod Notes - Text portions of the resource can be exported into a hyperlinked series of notes files for use on an Apple iPod.

exe Published Content

exe TRANSLATIONS

A number of interface translations have already been developed to meet user requirements, including:

Bulgarian, Breton, Catalan, Chinese, Chinese (Taiwan), Czech, Dutch, English, Estonian, Ewe, French, Galician, German, Greek, Hungarian, Indonesian, Icelandic, Italian, Japanese, Khmer, Maori, Norwegian, Polish, Portuguese, Spanish, Slovak, Slovenian, Swedish, Thai, Tagalog, Twi, Ukranian, Zulu

QUICK START

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

exe releases are currently available for Windows, MacOSX, and Linux. A special "ready-to-run" version is also available for Windows that can be run from a memory stick or CD-ROM.

To begin installation, download the appropriate package found on our web site:

http://eXelearning.org

Complete installation instructions are available in the User Manual which can be found at

http://www.wikieducator.org/Online_manual

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 emailing the development team: exe@exelearning.org

- Evaluate the pedagogical tips provided with the iDevices and let us know how these may 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

What people are saying…

"I'm using eXe to create learning objects for our school's Moodle. eXe is great and so easy to use!"
Manneheim, Baden-Wurttenmberg (Germany)

"It's EXcEptional!!! I love it. I have made SCORM packages for the Greek school network!"
Thessaloniki, Thessoniki (Greece)

"The application is awesome, the ease with which someone can start creating learning systems and content is unprecedented. It allows a teacher/educator to focus on the content and learning structure, and not on the technology. If this is only the start of where the application is going it is travelling towards high success."
(Australia)

THE eLEARNING XHTML EDITOR

AN OPEN SOURCE SOFTWARE PROJECT

Exe project website:
http://exelearning.org

Development team email:
exe@exelearning.org

CORE Education:
http://www.core-ed.net

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