QUICK START

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

exe releases are currently available for Windows XP, Linux and Max OS.

To begin installation, download the appropriate package from Eduforge:

http://eduforge.org/projects/exe

For installation instructions see Installation in the User Manual at:

http://exelearning.org/

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 completing the online survey at http://exelearning.org/?q=survey
- Evaluate the pedagogical tips provided with iDevices and let us know how these could 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 òur school's moodle. eXe is great and so easy to use!"
Mannheim, Baden-Wurttemberg (Germany)

"It's EXcEptional! I love it. I have made scorm packages for the greek school network!"
Thessaloniki, Thessaloniki (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 a where the application is going it is travelling towards high success.
(Australia, New Zealand)

THE eLEARNING XHTML EDITOR

AN OPEN SOURCE SOFTWARE PROJECT

exe project website- http://exelearning.org

DEVELOPMENT TEAM EMAIL
exe@exelearning.org

PROJECT FUNDED BY THE TERTIARY EDUCATION COMMISSION OF NEW ZEALAND

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. To this end strategic direction and feature requests are prioritised by a representative user group from the Tertiary Education sector in New Zealand.

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

The development team welcomes input from interested parties from any organisation; please see the back of this brochure for ways to contribute to the development of this project.

DEVELOPING CONTENT

Developing content with eXe is easy.

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

exe is divided into two functional areas: To the left of the screen the sidebar incorporates the outline, or page structure and the iDevice menu. The right of the screen provides the authoring workspace and Properties tabs. The outline pane is used to provide a structured outline of your content by adding modules, section, or units, etc., while the iDevice menu allows you to add an iDevice to the authoring pane into which content can be entered. The learning resource is constructed from a collection of iDevices containing learning content. In addition to this generic set of iDevices, eXe offers a collection of plug-in iDevices as well as an iDevice editor which allows you to create your own iDevices.
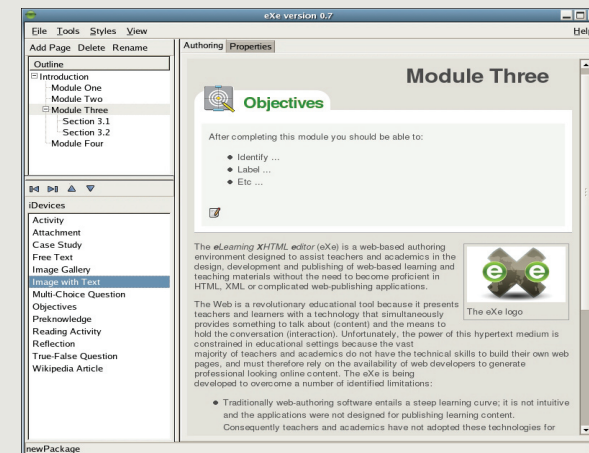
exe Authoring Mode

PUBLISHING CONTENT

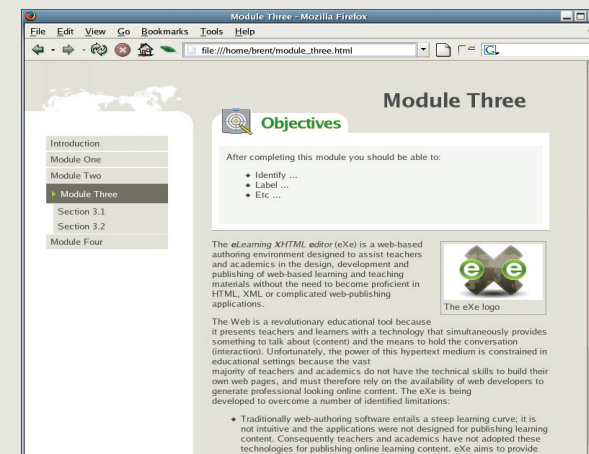Content developed with eXe can be published in a variety of ways:

Self-contained web site - this export could be uploaded onto a web server and referenced by your LMS or distributed on a CD or other transportable medium. A web export incorporates the navigational sequencing developed during authoring.

SCORM 1.2 – The Shareable Content Object Reference Model (SCORM) export creates SCORM 1.2 content packages. SCORM packages can be imported into any compliant LMS or Learning Object Repository. SCORM is an internationally recognized specification for packaging learning content.

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

exe Published Content