

# Planning and creating an online-rallye

with Blackboard CE6

BbWorldEurope  
2009

# Overview

- Background of online-rallyes
- Central elements
- Online-rallye and blackboard
- Example: TBDL
- Advantages
- 10 steps to create an online-rallye

# Online-rallye background



# What is a rallye?

- Originally from the field of car-racing
- Pedagogical rallyes (ftf)
  - fantasy-rallyes
  - Seek-rallyes
  - Walker-rallyes
  - City-rallyes
  - Geographie-rallyes ....

But what do all rallyes have in common?

A rallye is a contest between a group of people **competing** against each other within a **predetermined** time frame or a fixed route. The **winner** is determined by the positive outcome of the **tasks** given at the different **stages**.

# Online-rallye definition

An online-rallye is a game-based e-learning approach/complex method which combines self-study, based on activities, and a little personal online-tutoring in a virtual environment.

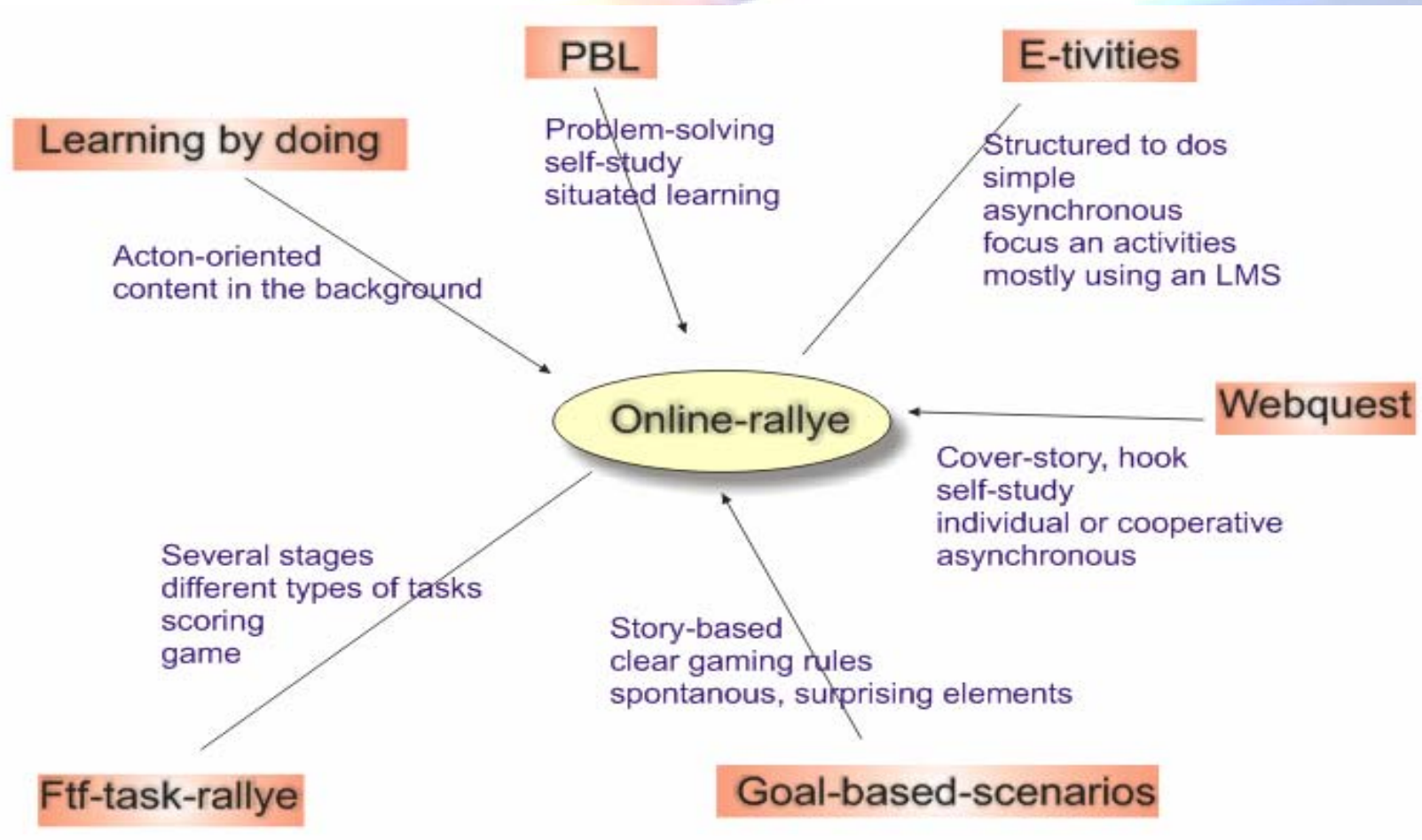
(Online-rallyes at the VCRP)

# Theoretic characteristics of online-rallyes

- Problem-based and action-oriented
- Situated, authentical learning
- Internet-based (online-environment)
- Formative assessment
- Asynchronous with start and end



# Online-rallyes in the context of other approaches



# Objectives of the scenario online-rallye

- Activate (involve) the learner
- Train problem solving skills
- Demonstrate different skills
- Improve media and computing skills
- Practice time-management skills



## For whom and in which context are online-rallyes suitable?

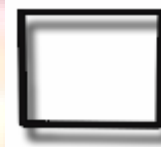
- For kids, teens, students, and adults
- At school, university, in further education, and in business

Nearly everyone, it depends on the concept of the rallye.

Important: The participants must be willing to engage themselves in the game.

# Central elements of an online-rallye

- Framework
- Gaming rules
- Activities
- Highscore-list
- Online-tutor (background)



	Nr. 1	Nr. 2	I
Phase 1	31	0	
Phase 2	81	28	
Phase 3	138	48	
Phase 4	188	77	
Phase 5	232	154	



# Framework

- Duration of the rallye: 2-8 weeks; (5-7 weeks experience)
- Start and ending point
- Go from one activity to the next. The way can be predefined or random
- Possible to combine with other (e-)learning scenarios e.g. webinars or ftf action
- Define the general goals



# The rules

- Give the structure of the game
- Integrated in the online-environment, easy accessibility
- Say if/when a player makes progress
- Level: which and amount
- Extra scores?
- Defines the role of the online-tutor(s)
- Include advice and hints for optimal performance

But in the end: Each rallye has it's own rules.

# The activities I

- Play a central role
- Lead the action during the game
- They are based on the goals of the topic and the aspired competences
- Preparation before start
- Number depends on: overall duration, the rules, the planned workload
- Reusable and interchangeable

## The activities II

- Authentic tasks
- Include a problem
- Prototypic, transfer oriented
- Small and not too complex
- Clear and easy to understand
- Easy to evaluate (automatized)
- Structure the activity



# Structuring activities with Blackboard



- Learning module
- Folders
- „added content links“
- Graphic – playground



# Scoring

	Nr. 1	Nr. 2	t
Phase 1	31	0	
Phase 2	81	26	
Phase 3	138	46	
Phase 4	188	77	
Phase 5	232	154	

- Define the maximum score
  - For one activity
  - For the entire rallye
- Define the combination of score + level

## Extra scores:

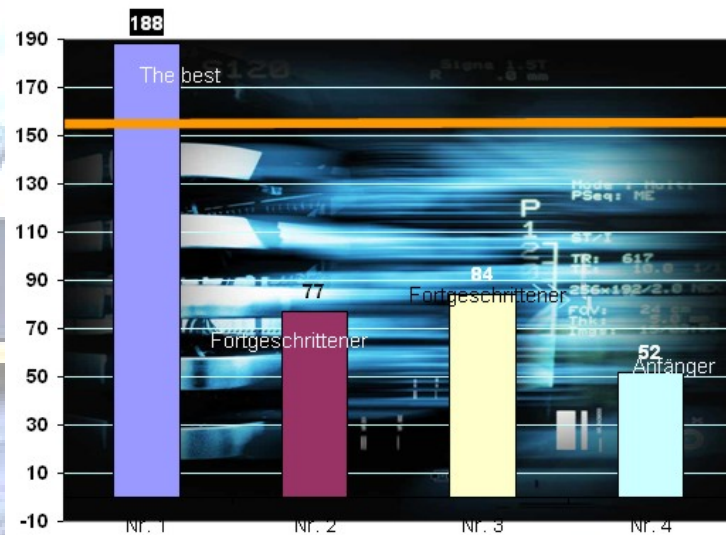
- Joker-system
- Fast handling
- Going deeper into the activity
- Find extras/artefacts in the learning environment...

# The highscore-list

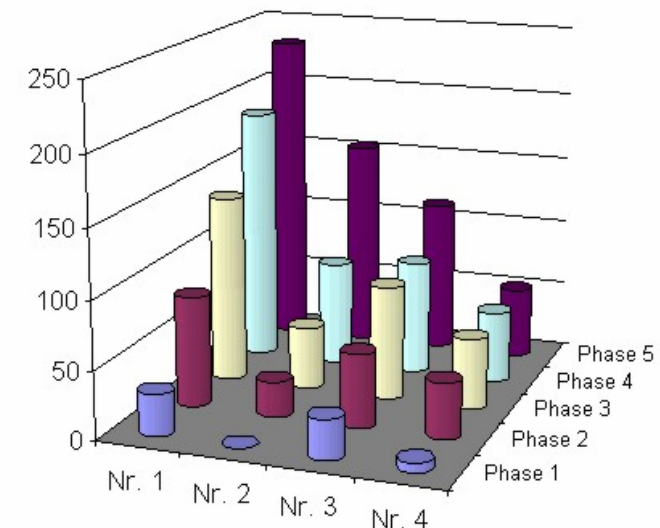
	Nr. 1	Nr. 2	l
Phase 1	31	0	
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- To visualize the success and the progress
- Important to have several levels
- Maybe a start-up test (evaluation)

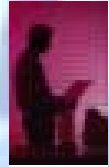
Phase 4: Multimedia-Tools



Individuelle Entwicklung



# The role of the tutor I

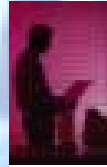


- **Before the rallye**

- Organize the concept
- Choose the right tools and options
- Design the online-environment (homepage, folder, file-manager ...)
- Develop the activities
- Configure the grade book

The online-tutor should be interested in online-gaming.

# The role of the tutor II



- **During the rallye**
  - Coordinate the rallye
  - Check if everything works properly
  - Check the activities
  - Give feedback and scores
  - Create and update the highscore-list
  - Support

# Online-rallyes and Blackboard



Your location: **Home Page**

## Technik - E-Learning-Tools

### Welche Tools eignen sich für E-Learning?

**TBDL 01**

**Kontakte**

- Mail-Kontakt zum **Online-Tutor**
- Austausch mit den Rallye-Kollegen im **Forum**

**Rallye-Activities**

Hier gelangen Sie zum Herzstück der Online-Rallye, zu den konkreten **Activities** des Moduls. Im Abstand von drei Tagen finden Sie jeweils neue Herausforderungen, die es zu lösen gilt. Sie können die Aufgaben entweder versuchen direkt zu lösen oder Sie stöbern zunächst in den Inhalten oder im Internet.

**Spielprinzip**

Folgen Sie dem Link "**Rallye-Infos**" und Sie erhalten Antworten zu den zentralen Fragen rund um die TBDL01-Online-Rallye wie zum Beispiel:

- Wie funktioniert die Rallye?
- Was ist zu tun?
- Welche Spielregeln gibt es?
- Wie kann ich Punkte sammeln?
- Wen kann ich ansprechen?

zur **Highscore-Liste**. Wo stehen Sie im Vergleich zu Ihren MitspielerInnen?

**Tipps und Termine**

- Webinar**

**Tipp:** Klappen Sie die Navigation unter "Kursinhalte" in der linken Navigationsspalte auf, dann können Sie komfortabel durch die Umgebung navigieren.

**Inhalte**

Sie wollen Hintergrundinformationen zu technischen Aspekten? Dann sind Sie bei den Lehrmaterialien zu den **Inhalten** richtig. Die Texte und Links beziehen sich auf technische Aspekte und Tools, die im Rahmen von E-Learning relevant sind. Hier finden Sie auch den Podcast zur aktuellen Phase.

Vielleicht finden Sie ja hier auch Anregungen für die Lösung der Rallye-Activities ;-).

**Experimentierbereich**

Im **Experimentierbereich** haben Sie die Möglichkeit einige

**Course Tools**

- Course Content
  - Rallye information
  - Rallye-Activities
  - Inhalte
    - Technische Grundlagen von...
    - Web 2.0 Technologien
    - Glossar TBDL1
    - Podcast der Woche
  - Experimentierbereich
    - Probe classroom
    - Voice board
    - Probe Podcast
    - Probe Voice-Mail
    - Rallye-Wiki
  - Webinar-TBDL01
- Announcements
- Mail
- Discussions
- Calendar
- Assessments
- Media Library
- Web Links
- Roster
- Who's Online
- My Tools
  - My Grades

# Function of Blackboard



- Offers the technical framework
- Offers the needed tools for the activities and for communication
- Offers ways of assessment (grade book)



# Suitable Blackboard tools I



- **Announcements:** give newsworthy, up to date information
- **E-Mail:** individual questions + feedback
- **Discussion-board:** coordination, questions, results of activities
- **Calender:** structure the rallye, overview
- **Tests:** automatically evaluated activities



# Suitable Blackboard tools II



- **Media-library:** glossar, needed files
- **Web links:** further topic information
- **Roster:** transparence of players and tutors
- **Who is online:** you are not alone :-)
- **Assignments:** administration of tasks
- **Learning modules:** compile information, compile activities

## Example: TBDL

- TBDL = Technology Based Distributed Learning
- Modules with different approaches and methods: **online-rallye**, online-seminar, webquest, online-tutoring...
- Target group: university teachers
- TBDL 01: e-learning tools

<http://vcrp5.vcrp.de>



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Rheinland Pfalz

VCRP | **Bb** **CE6**

**Studierende**  
**Lehrende**  
**Support**  
**Kontakt**

Benutzername:   
Passwort:   
  
[Passwort vergessen](#)

**Herzlich Willkommen**

auf der Lernplattform Blackboard Learning System CE6 des Virtuellen Campus' Rheinland-Pfalz (VCRP).

**Studierende**  
Hier finden Sie ein [Formular](#) um sich einen Zugang zur Lernplattform zu beantragen. Weiterhin können Sie sich [für Kurse anmelden](#) und auch [wieder abmelden](#).

**Lehrende**  
Lehrende können hier die [Einrichtung eines Kurses](#) beantragen, sowie die [Anmeldeoptionen ihrer Kurse](#) bearbeiten.

**Login-Probleme**  
[Überprüfen Sie ihren Browser](#) um festzustellen ob ihre System-Einstellungen korrekt sind. Wenn Sie ihr [Passwort vergessen](#) haben, können Sie sich die [Registrierungsmail](#) schicken lassen um es zu ändern.

**Kontakt**  
Wenn Sie Probleme haben, keinen Rat (bzgl. CE6) mehr wissen und auch die Online-Hilfe nicht weiterhelfen konnte, können Sie sich auch direkt an den Administrator wenden.

# When should you use an online-rallye?

- If you have a small number of participants or don't know how many there will be.
- If you and your participants are interested in game-based approaches
- If you don't have much resources (time and tutors) during the rallye
- If you have time for preparing the rallye
- If you are looking for e-learning which is easy reusable but flexible
- If you have a good basic gaming idea
- If the topic doesn't need much communication
- If the topic can be splitted in different concrete tasks

## Why is the VCRP using online-rallyes?

- To reduce the effort of the online-tutoring during the rallye
- To reduce the costs of the execution
- To increase the reuse of the course
- To realize courses with a small number of participants (experience 4-24)

## To sum up: advantages of online-rallyes

- Flexible (depends on the rules)
- Expandable, reusable, easy to change
- Not focused on online-content
- Individual or collaborative rallye possible

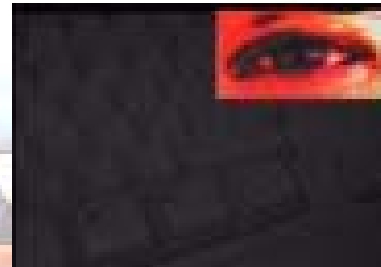
# 10 steps for preparing an online-rallye





# Step 1: Idea

- Look for a good **idea** for the topic in a gaming-context, e.g.
  - Real story
  - Actual problem
  - Special avatar



## Step 2: General conditions

- Check the **general conditions**:
  - number of the players
  - number of the online-tutors: preapring and duration
  - ressources
  - the topic
  - objective of the whole rallye

## Step 3: Rough structure

- Plan the rough structure
  - Define the rules
  - Create the gaming concept



## Step 4: Activity structure (conditions)

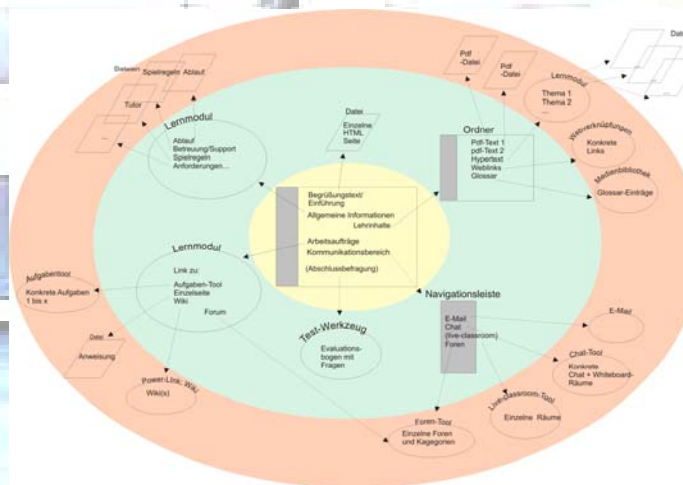
- Define the **structure of the activities** itself.
  - Which informational categories are needed?
  - When will the activities be distributed?
  - Define the score and level system
  - think about of different ways for a convenient assessment

## Step 5: Concrete Activity

- **Create the activity**
  - define the score
  - Write the background story
  - Write exactly what to do
  - Prepare additional content/information

# Step 6: Planing the learning environment

- Make a draft/design of the environment
- Which tools and what kind of functionality do you need?
- Conceptualize the optical design



## Step 7: Transform the online environment

- Use the draft of step 6
- Create the html and css files
- Create the needed graphics
- Prepare the tools
- Prepare the grade book
- Define the settings
- Define the selective releases



## Step 8: Checklist

- Create a **checklist** for the online-tutors, next to the “grade book”
- Fast overview of the to do’s
- Overview of the type of activity
- Overview where to check

Nr.	When	Theme/Topic	scores	Bonus scores	Title	Tools (check)	Grade book element
1	17.2.	Technik-Basics	10	0	Why HTML and css?	HTML + Quiz	Quiz
2	20.2.	Technik-Basics	5	5	Quicktime	HTML + Forum	Extra Spalte
3	23.2.	Technik-Basics	10	0	Web-programming language	HTML + Quiz	Quiz
4	26.2.	Blackboard	10	5	Getting startd with BB	HTML + Eintrag -> MyBB	Extra column
5	1.3.	Blackboard	20	0	Structuring	assign	assignme

# Step 9: Invitation

- Give general information to the participants
- Invite them to start early
- Make them nosy

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**TBDL reloaded**  
Technologie-basiertes-distribuiertes Lernen

**I. Das TBDL-Programm**

1. Kernpunkte
2. TBDL - Begriff
3. Konzept
4. Ziele
5. Zielgruppe
6. Ablauf und Struktur
7. Online-Lernumgebung
8. Voraussetzungen und Anforderungen
9. Bescheinigung und Abschluss
10. Fazit

**II. Lernen online**

**III Anhang**

**I. Das TBDL-Programm**

**1. Kernpunkte des TBDL-Programms reloaded:**

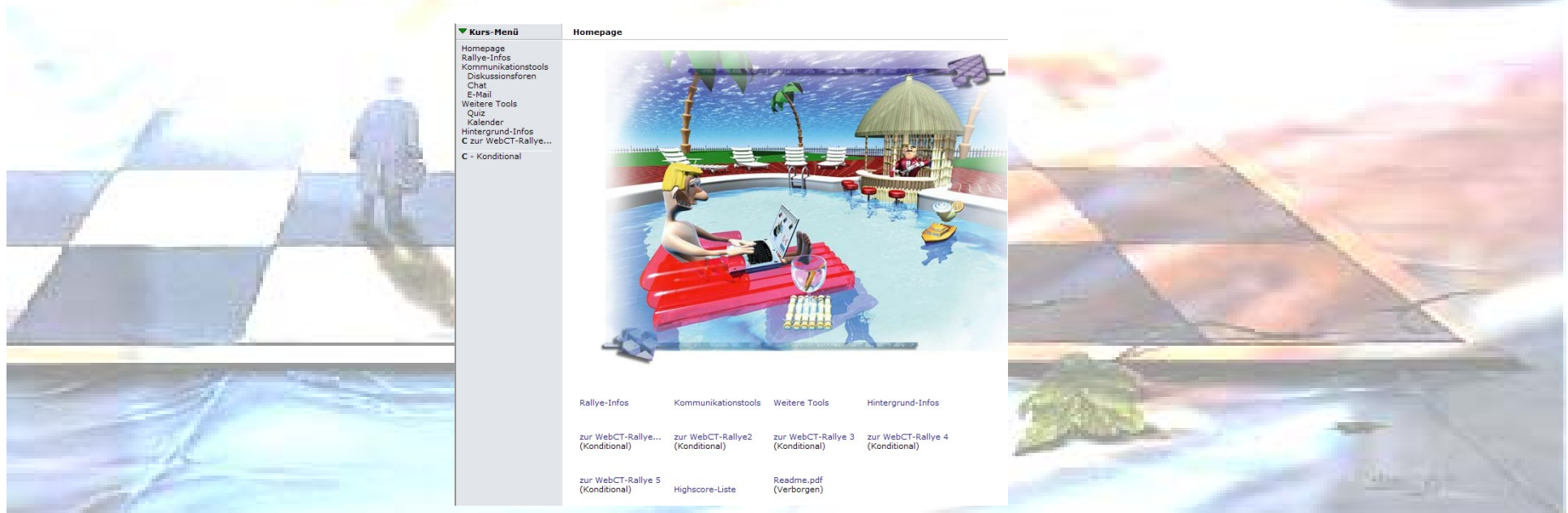
- Drei unterschiedlichen Niveau-Stufen: Basic, Standard und Praxis
- Insgesamt 12 Module
- 10 unterschiedlichen E-Learning Themen
- Reine Online-Module, keine Präsenzveranstaltungen
- Wissenschaftliche Lehrinhalte
- Dauer: sechs Wochen pro Modul
- Begleitet durch einen organisatorischen und technischen Support
- Fokus: E-Learning im Hochschulbereich
- Vielfältige E-Learning Gestaltungsprinzipien

**2. TBDL – Der Begriff**

Was verbirgt sich hinter dem Kürzel „TBDL“? „TBDL“ steht für „technologie-basiertes distribuiertes Lernen“. Nach Bloh/Lehmann  
„...integriert [TBDL] verschiedene Lehr-/Lernansätze und -methoden sowie

## Step 10: Start the rallye

- Start the game
- Make the first activity available
- Show ways to get in contact with the tutor



# From the idea of the game to the performance of the rallye.

## Steps for planing an online-rallye

1. idea
2. general conditions
- 3. rough structure of the rallye**
4. Structure of the activities
- 5. Creation of the activities**
- 6. Draft of the learning environment**
- 7. Creating the learning environment (with Blackboard)**
8. Activity checklist
9. Participant invitation
10. Do it :-)



# Virtueller Campus Rheinland Pfalz

„That education is not an affair of telling and being told, but an active construction process is a principle almost as generally violated in practice as conceded in theory.“

(John Dewey 1916)

Thank you for your attention :-)

