QTI and ThiemeMeulenhoff

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Pain points / Future standardization

- Point of view: development of application landscape
- User-friendliness
- Learning curve / documentation
- Implementation

ThiemeMeulenhoff

- Dutch learning design company and educational publisher

- Application landscape: Editors / CMSs and publication platforms/players

- Data model: Combination of DITA, (NL)LOM and QTI/QTI-like XML

ThiemeMeulenhoff content

- Primary, secondary, higher education, vocational training

- Great variety of content functionality

- Interactive question types (some assessments of knowledge level but predominantly for practice)

Requirements editor

- Both theory and interactive questions

- Large variety of interactive question types

- User-friendly editor (users)

- Low learning curve editor (users)

- Based on internationally recognized XML-standard(s)

  – Low complexity/learning curve XML-standard (for developers)

Evaluating QTI editors implementation

- Not user-friendly enough for our users
- Limited set of interaction types
- Developers underestimate complexity

Evaluating QTI

- Individual interaction types are complex/non-linear

- Documentation does not explain the standard

- Limited number of interaction types

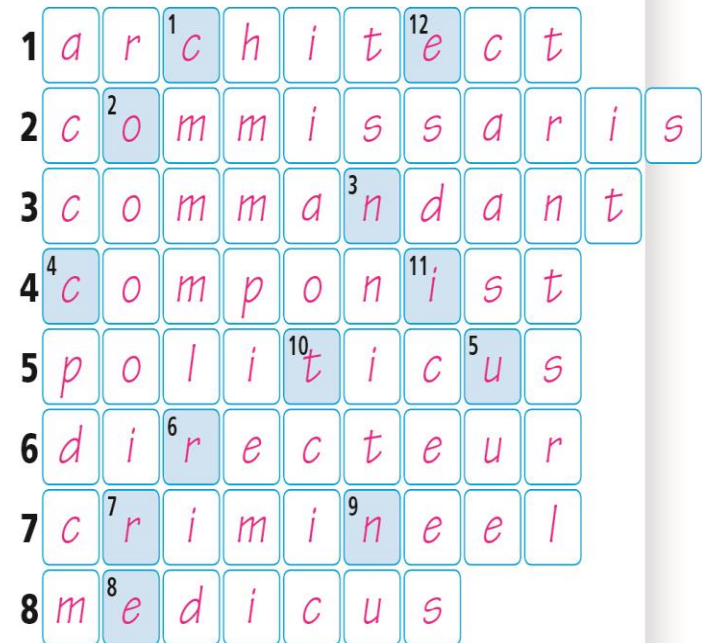- Building new interaction types is very complex

Word puzzle

1 **Wat is zijn beroep?**
Lees de omschrijvingen. Schrijf het goede beroep in de puzzel.

1 Iemand die gebouwen ontwerpt.

2 Iemand met een hoge functie bij de politie.

3 Iemand die leiding geeft aan een groep soldaten.

4 Iemand die muziekstukken bedenkt en opschrijft.

5 Iemand die in de politiek werkt.

6 Iemand die de baas is van een bedrijf.

7 Iemand die misdaden pleegt.

8 Iemand die zieke mensen beter maakt.

1	a	r	c	h	i	t	e	c	t		
2	c	o	m	m	i	s	s	a	r	i	s
3	c	o	m	m	a	n	d	a	n	t	
4	c	o	m	p	o	n	i	s	t		
5	p	o	l	i	t	i	c	u	s		
6	d	i	r	e	c	t	e	u	r		
7	c	r	i	m	i	n	e	e	l		
8	m	e	d	i	c	u	s				

Neem de letters in de blauwe hokjes over in de hokjes hieronder. Wat lees je?

| c | o | n | c | u | r | r | e | n | t | i | e |

Future

- New technologies → who knows what future players/educational tools require?
- →Flexibility in data model

ThiemeMeulenhoff data model - DITA

- Editor and CMS based on DITA with specializations for interactive questions and other content items
- Development towards implementing DITA interactive questions in publication platforms/players

ThiemeMeulenhoff data model - QTI

- One of our most important standards for publication to 3rd parties

- Integrating testing functionality (editor/player)

- Re-evaluation of standards for future development

Suggestions

- Stimulate full implementation in editors and players

- Decrease learning curve, e.g. with documentation, examples, training materials

- Decrease complexity within individual question types – to start with

- Facilitate extension mechanism