

Introduction to the Experience API

Julian Davis

TOPIC SELECTION

Topic:

Introduction to the Experience API (xAPI)

Goal of Instruction:

To provide an introduction and overview of what xAPI is and how it can be used in a learning environment for Instructional Designers.

Rationale:

All Instructional Designers should have a concept of learning analytics. xAPI is a big step forward from SCORM and allows Instructional / eLearning Designers to adopt a data driven design model.

My background extends to software development, in particular web and mobile development with a transition to Learning and Development 10 years ago. I've been working with xAPI for the last three years with an interest in both the development and integration of xAPI, the limitations and implementation of xAPI in SCORM and learning analytics.

Description / Background of Learner (who would need this instruction):

This course is designed for Instructional Designers that have at least 2 years design experience and have some general understanding of learning analytics. This course does not go into technical detail but serves as an introduction that can lead into more advanced courses on xAPI and data analysis.

TASK ANALYSIS

Goal of Instruction:

The goal of this course is for learners to be able to identify and demonstrate the differences between SCORM and xAPI. In addition, learners will be able to recognize and identify the 3 main components of an xAPI statement and demonstrate how xAPI can be used in a learning environment.

Performance Based Assessment:

As this is an introduction to a new specification, the most effective means of a learner demonstrating their knowledge is by means of a quiz within in eLearning package. The quiz will challenge the learner to identify the differences between SCORM and xAPI and with the use of

'complete the words', all the learner to demonstrate their acquired knowledge of the 3 critical components of an xAPI statement.

Tasks:

1. Review SCORM and Learning Analytics principles
 - a. Define what are Learning analytics and how it's applied to eLearning
 - b. Recap on the purpose and definition of SCORM
 - c. Identify the limitations of SCORM
2. Introduction to Experience API
 - a. Provide an introduction to what and experience is how this is applied to xAPI. Include an introduction to the specification and where it can be located
 - b. Identify the 3 main components of an xAPI statement:
 1. Actor – Who had the experience (Someone)
 2. Verb – What did the Actor do in the experience (Did)
 3. Object – What was the activity that the Actor was doing (Something)
 - c. Pulling it all together
3. Application to Learning
 - a. Introduction to Learning Record Store
 - b. Analysing the content
 - c. Real world examples

TASKS, OBJECTIVES AND MEASUREMENTS

Objectives

1. Demonstrate an understanding of how SCORM is different to xAPI
2. List the 3 main components of an xAPI statement
3. Demonstrate an understanding of xAPI in a real-world learning environment

Measurements/Evaluation (one per objective)

1. Provide 4 differences between SCORM and xAPI
2. Recall and provide examples of the 3 main components of an xAPI statement
3. Provide a real-world example of how xAPI can be used in a learning environment