

Guidelines for the interviewer to be prepared before the interview

- The general purpose of the interview and why it is important
- How the interview data will be used
- The extent to which the interview data will be treated as confidential
- The type of incentive, if any, being offered for participation
- The method by which you would like to record the interview
- The approximate length of time it will take to complete the interview

List of Interview Questions

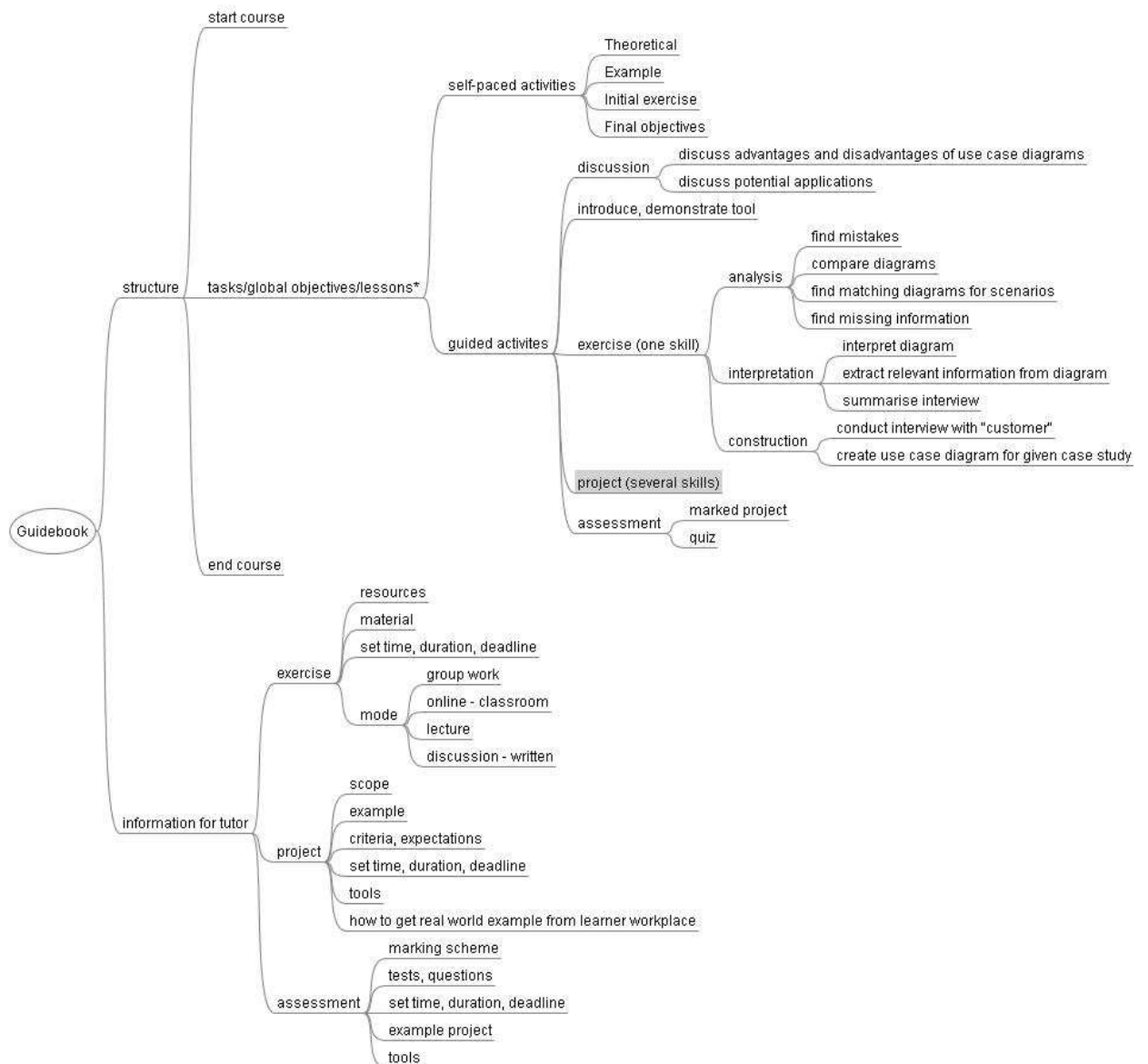
	Group	Questions
1	Provider, IT SME, Trainer	What is your interest in blended learning? Which experiences do you have in the area of blended learning or with blended learning?
2	Provider, Trainer	Considering the aspects mentioned in question 1, which are the Top 5 of the aspects listed in annex 1? (Annex 1)
3	IT SME	Which of the aspects from the list are important for a successful blended learning in SMEs? (Annex 1)
4	Provider, Trainer	(Guidebook + Mindmap) How can these aspects find consideration in a guidebook for trainers? <ul style="list-style-type: none"> • pros – cons • Level of detail? • A complete manual? • Predefined sessions? • Should activities be assigned to certain sections or specific sessions? Building manual or construction kit?
5	IT SME	Are these requirements fulfilled? How can this be improved? (Example: Up2UML)
6	Provider, IT SME	How important are trainers for <ul style="list-style-type: none"> • learning on-line and • face-to-face learning? • Role definition?

Input KMU Panel Round 1 –

Welches sind die 5 wichtigsten Aspekte und wie sollen diese in einem Blended Kurs umgesetzt werden?

Anpassungsfähigkeit	
Arbeitsplatz-orientiertes Lernen	
Beruecksichtigung traditioneller Lernformen	
Betreuung	
Blend - allgemein	
Design der Inhalte	
Durchführbarkeit	
Effektivität	
Effizienz	
Erreichbarkeit	
Flexibilität	
Handlungsorientierung der Inhalte	
Individualität	
Intelligente Systeme	
Kollaboration	
Kosten	
Lehrplanung	
Lernerfolgskontrolle	
Lernerinteraktion	
Methoden- und Medienmix	
Nachbereitung	
Nachhaltigkeit	
Qualität	
Räumliche Unabhängigkeit	
Selbstgesteuertes Lernen	
Simulationen	
Spaß	
Verankern	
Verfuegbarkeit der Kursunterlagen	
Wettbewerb	
Zeitliche Flexibilität	

Mindmap Guidebook



Guidebook Case Study Interviews

Blend 1: Introduction to UML for Software Developers

Meta Information

Course duration: 2 weeks

Learner effort: 15 hours

Learning objective: Introduction to UML

Target Groups: Software Developer, Software Architect

Requirements: no prior knowledge of UML required

Marking scheme: 100% final exam (multiple choice)

	Course Start	
Session 1	Introduce trainer	
	Overview of course	introduce learning objectives, introduce structure
	Ask learners for their own learning objectives	
	Introduction to the course environment: <ul style="list-style-type: none"> LMS (explain access, communication, upload of assignments, resources) Usage of tools in course 	i.e. video, read howto and test tools or register
	Course Execute	
	Instruct learners to complete on-line training	: units: RUP, UML diagrams, Use Case diagram, Activity diagram, Class diagram
Online 1	On-line training	mode self-paced
Session 2	Quiz for each unit	20 multiple-choice questions: see BSCW file up2uml-exercise-xml-20070529.xml
	Exercise: Train skills on unit level	extract relevant information from class diagram see BSCW file ClassDiagram3.jpg
	Introduce project	creation of use case diagram, class diagram and activity diagram for a given scenario see BSCW file Project_Brief.pdf
Online 2	Learners complete and submit project	Self-paced with deadline
Session 3	Learners present their solution Group discussion: Advantages and disadvantages of different solutions	
	Course End	
	In-class assessment	<ul style="list-style-type: none"> Final test (50 multiple choice questions) Duration: 1 hour Pass with 40% correct BSCW file up2uml-final-xml-20070529.xml
	Collect informal feedback from participants	Feedback survey on-line: see BSCW EndQuestionnaire_BlendedVersion_070529.doc