Summary

VLE Virtual Learning Environment

Home page

The aim of Engine4f VLE (Virtual Learning Environment) is to collect the learning objects that registered users can submit using the section VLE (Virtual Learning Environment). The website is designed to permit users to exchange opinions and to post open questions. In the figure below is represented the VLE entry page.
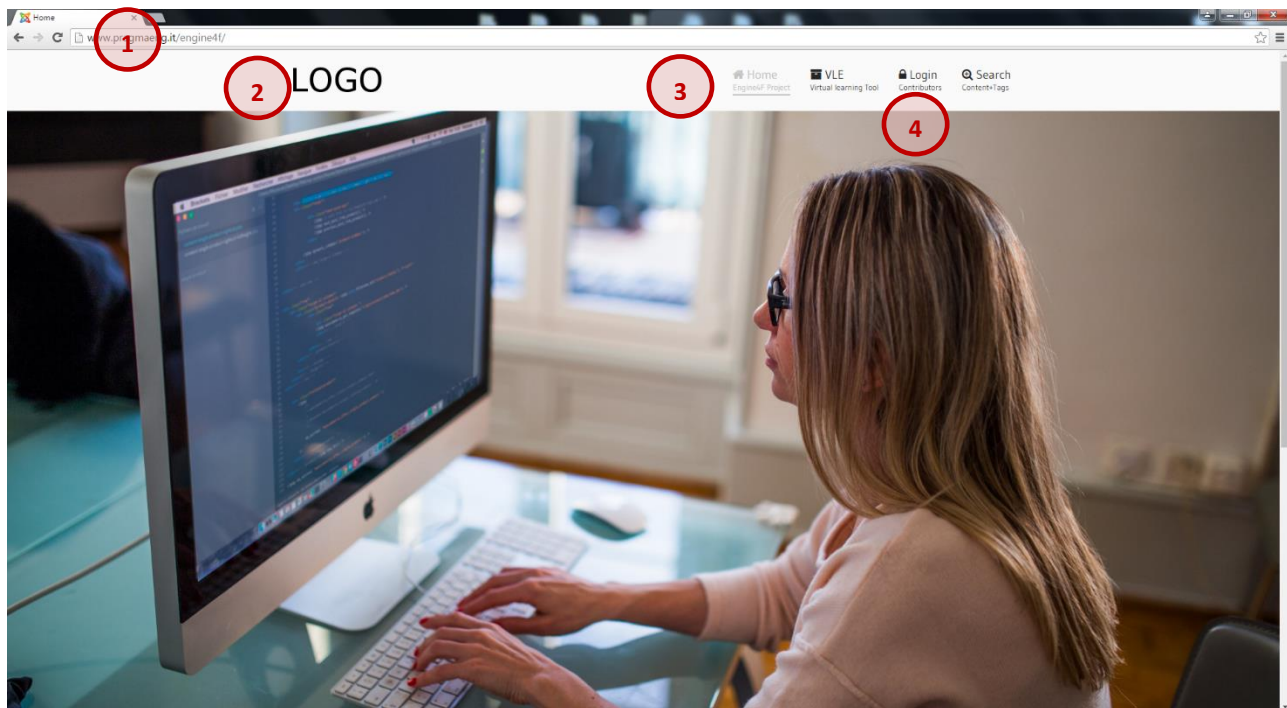

Figure 1- Home Page: VLE entry page

The Engine4f VLE entry page will include the following elements:

1. **Address bar**: in the address bar of the browser in which you have to digit the following URL http://www.pragmaeng.it/engine4f.
2. **Logo**: is the logo of Engine4f Project.
3. **Menu**: is the main navigation menu of the website.
4. **Login drop-down menu**: the Login drop-down menu linked to the Login item.

Login Registration page

The LOs (Learning Objects) of Engine4f VLE are open resources and free contents and no registration is needed to access website resources. On the other hand, the user must register himself on the website through the dedicated Login Section in order to upload LOs.

Figure 2- User Registration Form

1. **Name**: user must provide his first name and his second name.
2. **Username**: user must insert a username that user have to provide in Login stage.
3. **Password**: user must insert a password that user have to provide in Login stage.
4. **Confirm Password**: user must confirm the previous password.
5. **Email Address**: user must insert a valid email address.
6. **Confirm email Address**: user must confirm the previous email address.
7. **Captcha**: user must type the proper check string showed on the box.

In the figure below, you can see the screenshot of the login page that user can navigate by clicking the item "Login" from the Login drop-down menu.

Figure 3 - Engine4f VLE Login Form

VLE Application Form

To bundle different content resources in a unique LO the registered user is able to access the VLE application form as you can in the figure below.

Figure 4 – VLE application form

1. **VLE drop-down menu**: permits to access VLE application form, by selecting "Contribute" item
2. **Title**: mandatory field used to digit the title of the LO.
3. **Abstract**: mandatory text-box area to insert a brief summary of the article.
4. **Content**: mandatory text-box area to fill with the entire article.
5. **Media**: image and movie field can be used respectively to upload a picture and to embed a YouTube movie to be included at the current LO.
6. **Meta Tags**: You can use"Add Tags" textbox to define a new tag that would be confirmed by site administrator, and/or select existing tags to characterize the current LO.
7. **Download**: user is able to upload a file (.doc, .xls, .ppt, .pdf) to be included as a downloadable resource.
8. **Submit**: submit buttons permits to send the LO to the VLE.

Engine4f VLE (Virtual Learning Objects) LOs

To navigate Engine4f LOs submitted by registered users, you have to access "Contributions" item from VLE drop-down menu of the main menu. In the figure below you can see the pre-view page of all LOs that includes: the publish date, the title and a part of the abstract for each LO.
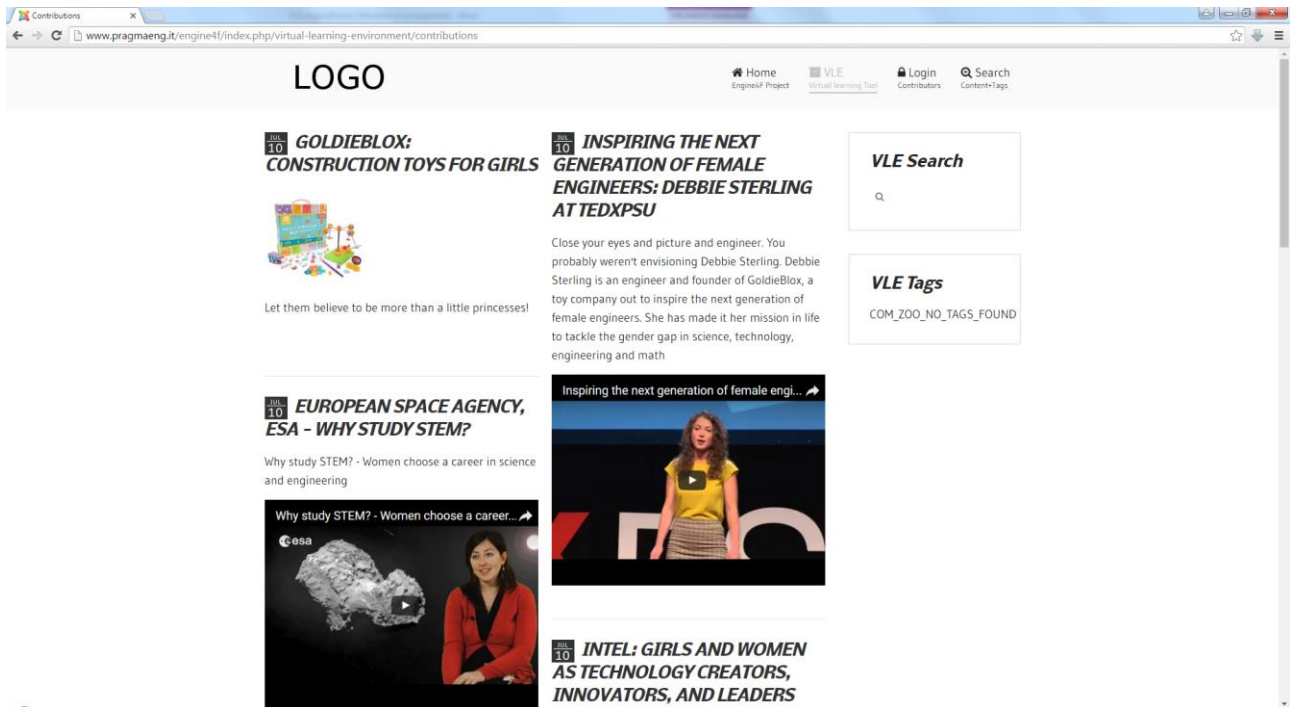

Figure 5 – Engine4f VLE preview page

To access single content user have to click the Learning Object title. In the figure below, you can see the view of the selected LO.
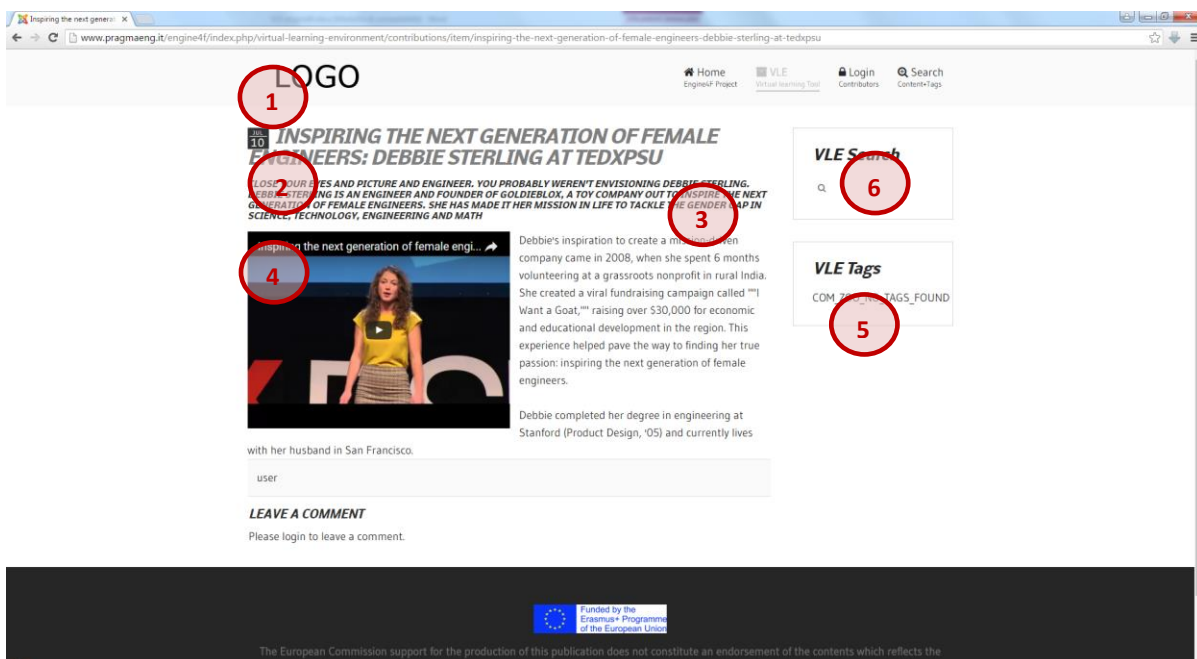

Figure 6 – View of a single Engine4f LO.

1. **Tags** defines macro-area in which the LO can be placed.
2. The **Title** and **Date** of publication of the LO.
3. The Abstract has bold and italic format text and defines a brief summary of the following article (point 4).
4. **Article** can be include a multimedia resource as YouTube movie and/or picture.
5. **Cloud of Tags** will list all tags defined in the VLE and the user can filter LOs of the VLE by selecting Tag.
6. **VLE Search** function can be used to search by phrase, tag, keyword in all the VLE, it is a dynamic tool because when user digit text it will suggest the nearest result.