Authoring in Xerte

a course for those working in language education

Course dates: 15 January to 18 February 2024 (and optional check-in on Friday 12 January)

Time needed: 3 hours/week

(2 hours/week independent study + 1-hour weekly live lesson)

Platform: The course materials will be accessed through a website (created in Xerte Bootstrap) with

an embedded discussion board, and will comprise videos, PDFs and learning materials

created in Xerte. The live lessons will be held through Teams.

You will be given an account on the languagehub.uk Xerte installation, which will enable you to author learning objects, and share them with other course participants and students. This account will be available to you until Sunday 17 March, and you will be given guidance on how to move learning objects and other projects to another

installation.

Course aims

The course will help you to:

- develop your understanding of the principles behind instructional design for online language learning
- understand what is possible with Xerte
- learn how to create, trial and assess the effectiveness of learning objects created in Xerte
- share ideas, experiences and resources with other course participants, to build a sustainable community of practice.

Draft syllabus

Week	Pedagogy	Xerte page types* and functionality	Tasks	Live lessons
1	 What is Xerte? How can Xerte be used in language teaching and learning? 	 Basic authoring principles Text & Media: Plain Text, Bullets, Transcript Reader Interactivity: Gap Fill, Matching Texts, Categories 	Task 1 Create and share on a simple Xerte lesson	 Course administration Working smart with Xerte 1 Q&A & Preview of Week 2
2	 Options for working with audio Page layout Deploying lessons to students 	• Interactivity: open-task page types (Stimulating Question, Button Sequence, Model Answer), Interactive Text	Reflect on the Task 1 process and product	 Feedback on Task 1 Cognitive load; adjusting the level of challenge Q&A & Preview of Week 3

Week	Pedagogy	XOT page types* and functionality	Tasks	Live lessons
3	Designing feedbackXerte and independent learning	• Interactivity: Answer X of Y, MCQ, Quiz	Task 2 Create a longer, more complex Xerte project	Working smart with Xerte 2Q&A & Preview of Week 4
4	 Learner-focused design Options for working with video Using hotspots 	 Interactivity: Sortable Grid, Modify Exercise Connectors: Hotspot Image Connector, Menu Connector 	Keep working on your Xerte project	 Advice on your Xerte Project Accessibility Q&A & Preview of Week 5
5	Teaching live with XerteAuthoring collaboratively	Navigators: Multinavigator, Interactive list	Publish your Xerte project	 Feedback on Task 2 Where do we go from here? Your feedback on the course

^{*} Xerte Online Templates (XOT) includes 73 page types divided into 9 categories (Text, Media, Navigators, Connectors, Charts, Interactivity, Games, Links/Feeds, Tracking). On the course we will focus on 22 of these page types; these are the easiest to author with, and the ones I regard as most useful in language education. You will have access to all the functionality in XOT, and if there are page-types you want to work with, I will support you with these.

Resources

These are links to some of the resources I have already shared with you. There will be more to follow before the start of the course.

Xerte for Language Learning



A discussion of issues related to instructional design, Xerte and language education (created in Xerte Bootstrap)

Introduction to Xerte



An interactive demonstration of the XOT pages types most obviously relevant to language education (created in XOT)

Xerte wiki



Comprehensive and detailed documentation of the two main components of Xerte, XOT and Bootstrap