

Architecture of the Teaching and Learning Environment

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Overview

- Goals and approach

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- Architecture:
 - Repository
 - ActiveMath
 - WebAssign

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- Further Aspects

Goals and approach

Goals of the T&L environment:

- development, content management, usage
- reuse, semantic structuring, standardization

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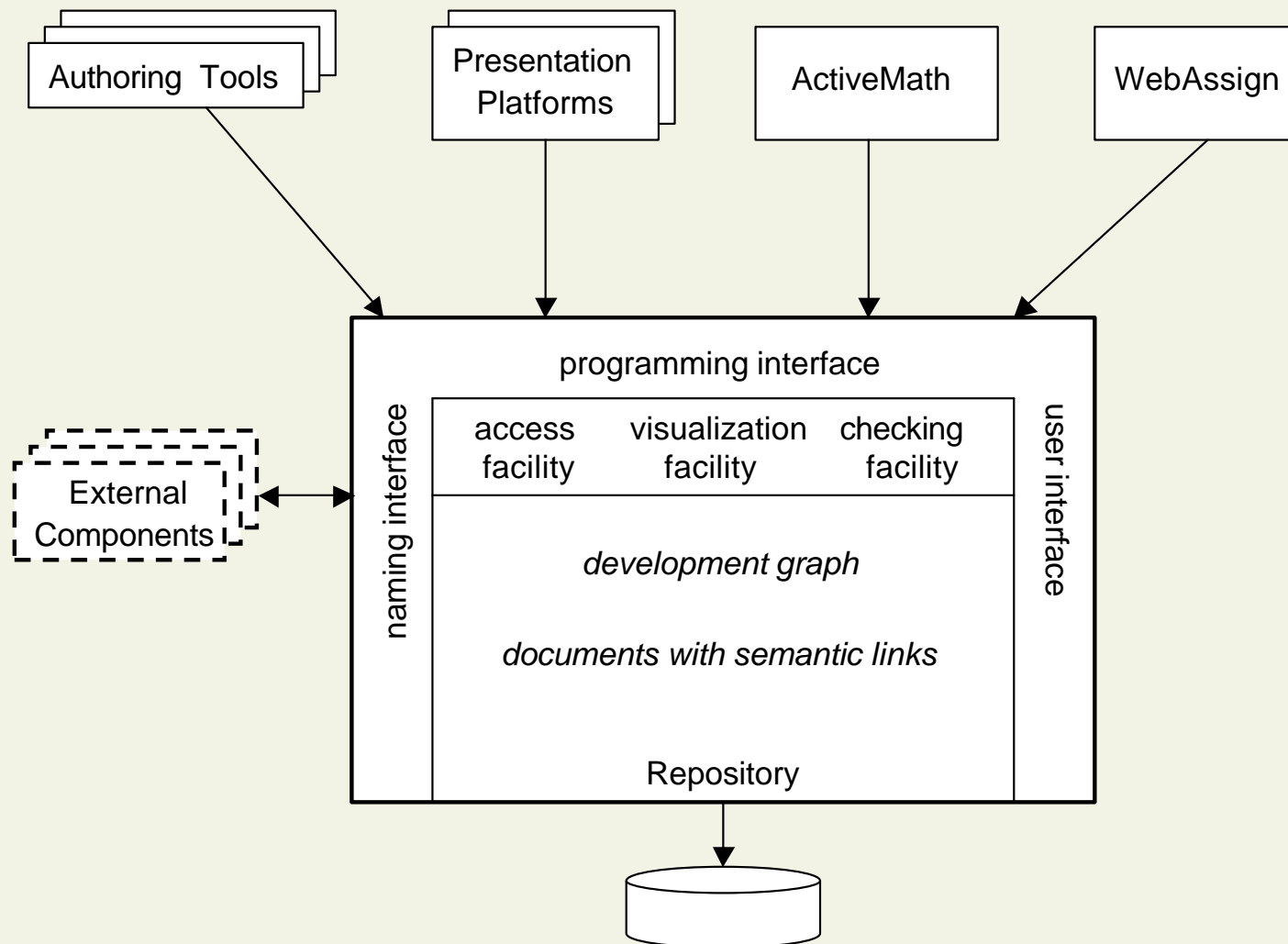
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Approach:

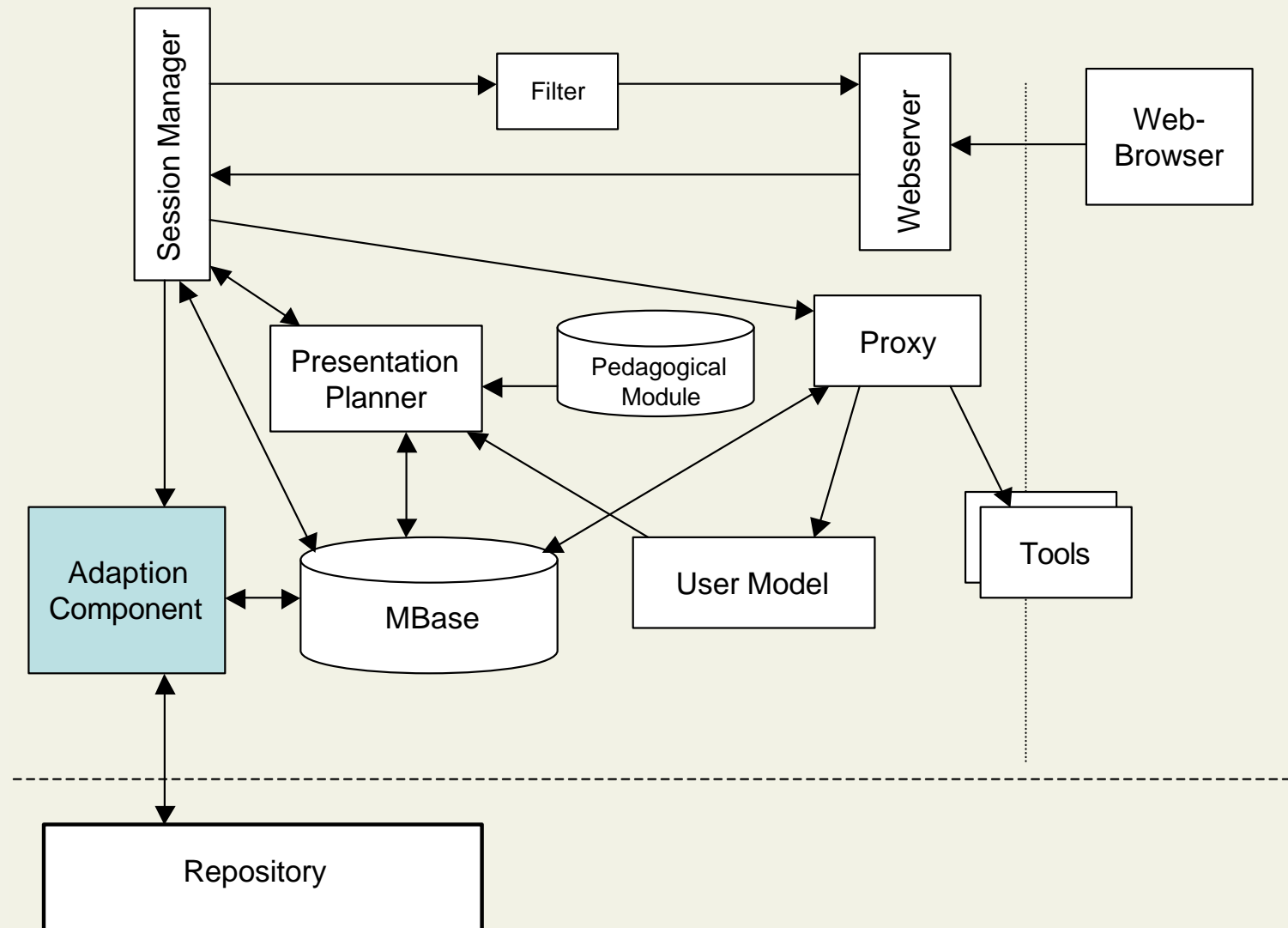
- document-centered
- evolutionary:
 - integrating existing components
 - supplementing classical teaching/learning activities

Global Architecture

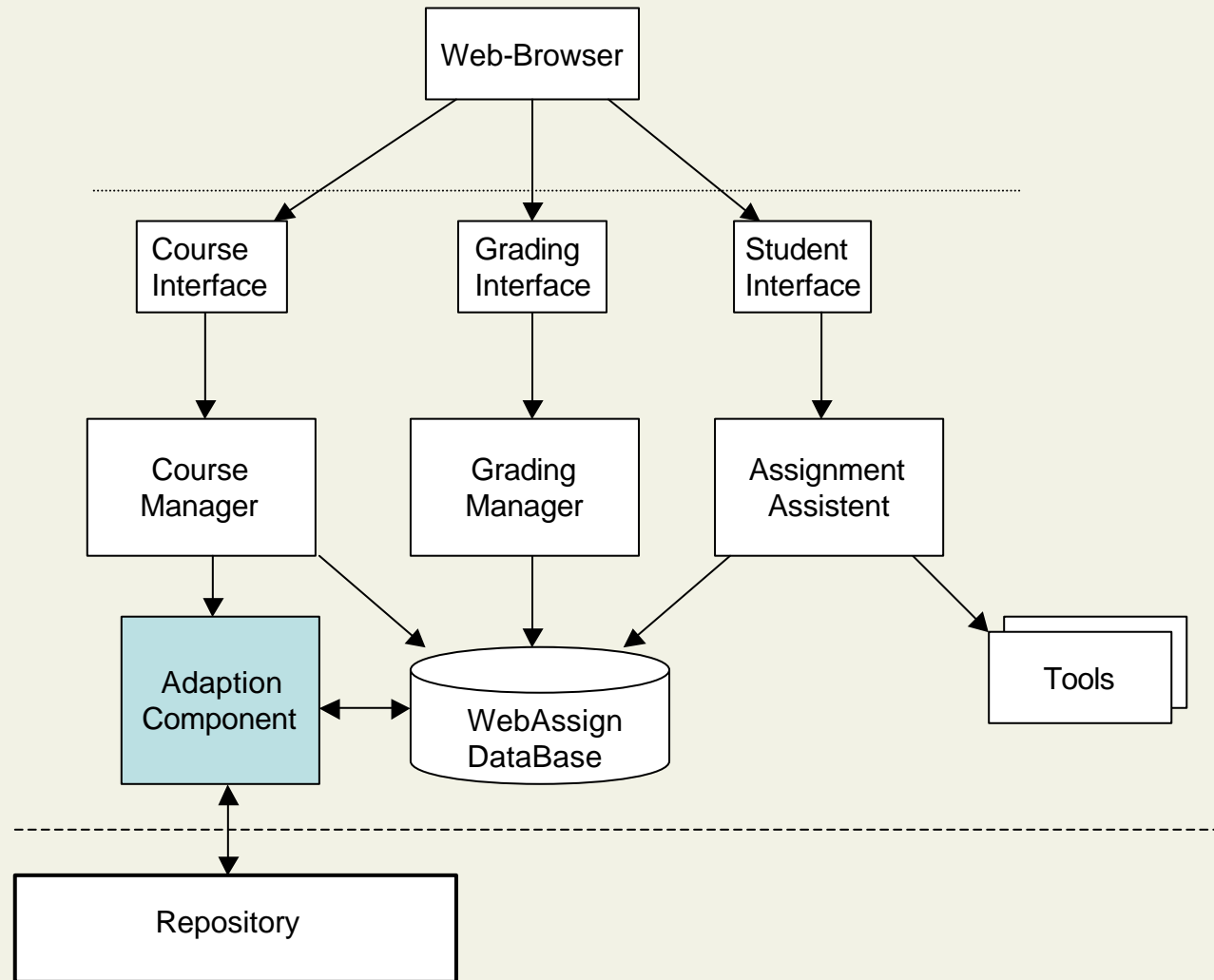
Repository



ActiveMath



WebAssign



Further Aspects

- Integration of content-related tools

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- User management and portal

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- Integration of content-related tools
- User management and portal
- Document-oriented communication
- Course/student related information