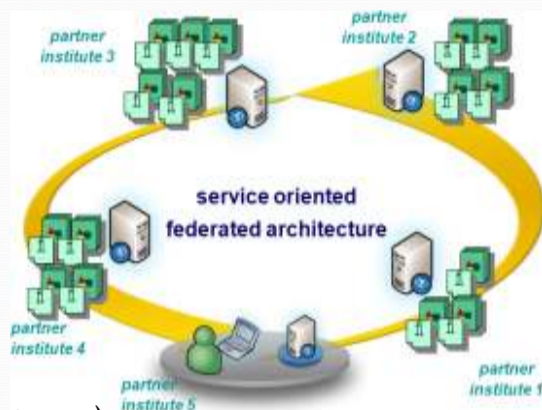


# Multi-type Content Repurposing and Sharing in Medical Education

## mEducator Scope

- Implement and critically evaluate existing standards and reference models in the field of e-learning in order to enable specialized state-of-the-art medical educational content to be discovered, retrieved, shared and re-used across European higher academic institutions.
- Medical educational content within:
  - traditional instructional teaching
  - to active learning and experiential teaching/studying
- Content types
  - from text to exam sheets
  - Algorithms
  - teaching files
  - computer programs (simulators or games)
  - interactive objects (virtual patients, electronically traced anatomies)
- Covers a variety of topics



## mEducator Objectives

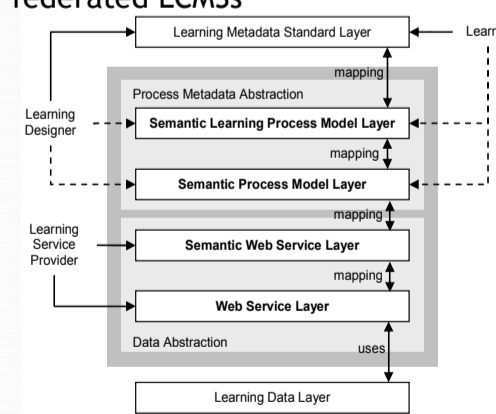
- Identify and collect a critical mass of different educational material types
- Examine to what extend
  - existing standards for description of educational material can address all types of health educational material (eg. Healthcare LOM)
  - existing standards support the packaging and seamless delivery of all types of material (eg. SCORM for Healthcare)
- Examine possible extensions of existing ontological schemata, which describe the semantics of Learning Object s(eg. s-LOM ontology)
- Provide recommendations for standards extensions
- Interact with standardization bodies to adopt recommendations (eg. MedBiquitous Europe, IEEE, IMS, CEN, Health On the Net, HL7)

## mEducator Solutions

mEducator will seek best practice by comparing two solutions:

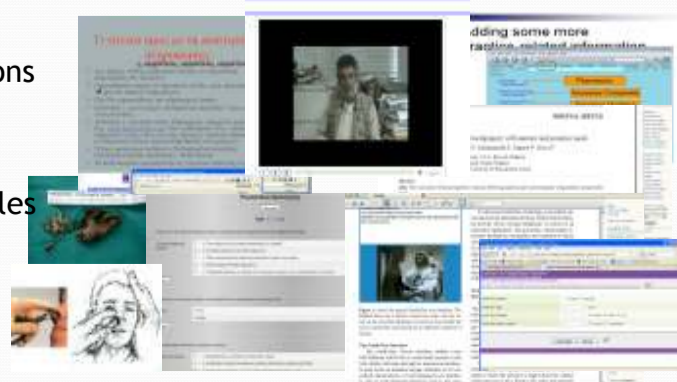
**Solution 1 :** Exchanging Content via “mash-up” technology and WEB2.0 tools for loosely coupled isolated LCMSs

**Solution 2 :** Exchanging content via Semantic Web Services (SWS) technologies for federated LCMSs



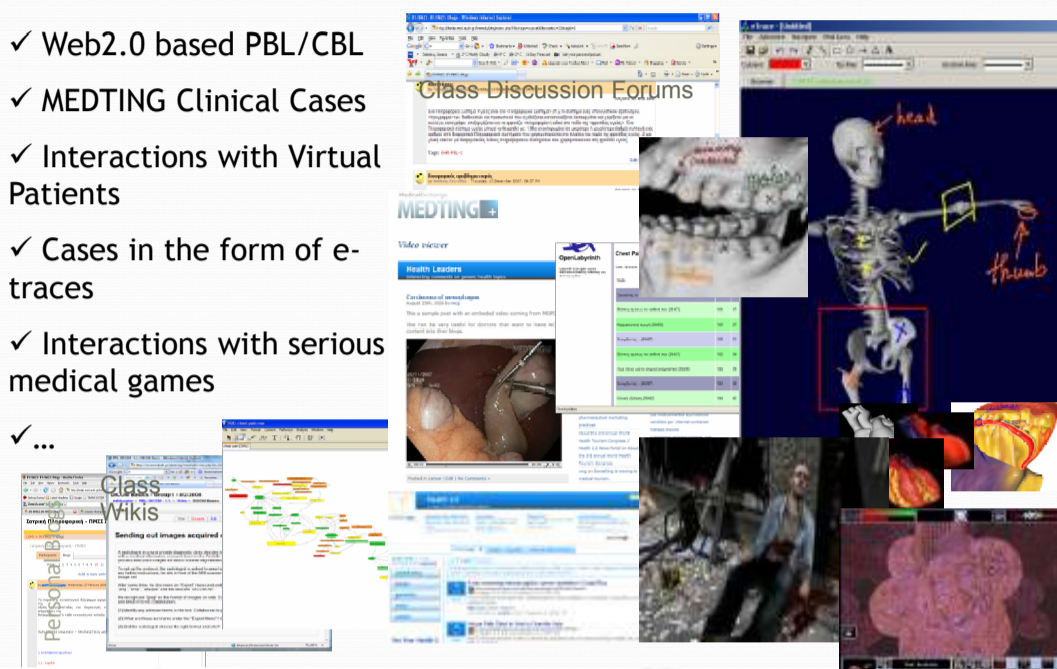
## mEducator Traditional Content

- ✓ Text Book
- ✓ PowerPoint Presentations
- ✓ Photos
- ✓ Videos
- ✓ Medical Research Articles
- ✓ Medical Algorithms
- ✓ Exam Sheet
- ✓ Self Evaluation Exams
- ✓ ...



## mEducator User-generated Content

- ✓ Web2.0 based PBL/CBL
- ✓ MEDTING Clinical Cases
- ✓ Interactions with Virtual Patients
- ✓ Cases in the form of e-traces
- ✓ Interactions with serious medical games
- ✓ ...



## mEducator Clustering

- Clustering activities will focus on the following key areas:
  - Technical standards for Education
  - Multi-type content repurposing and enrichment
  - Intellectual property
  - Social computing, Web2.0 technologies, Medicine/Health 2.0
  - Semantic Web Services and Ontologies Web3.0 technologies, Medicine/Health 3.0
  - Pedagogic strategies
  - Thematic (Medical) areas
- Clustering with standardisation bodies
- Other EU Projects
- Other expressions of interest (interested parties should send an email to the Project Coordinator)

## Partners

1	Aristotle University of Thessaloniki Project Coordinator	GR		8	Università degli studi di Catania	IT	
2	University of Cyprus	CY		9	University of Helsinki	FI	
3	Democritus University of Thrace	GR		10	St George's Hospital Medical School	UK	
4	SITUSI Limited	IR		11	Succubus Interactive	FR	
5	Technical University of Cluj-Napoca	RO		12	The Open University	UK	
6	Université Nice Sophia Antipolis	FR		13	Coventry University	UK	
7	Medical University Plovdiv	BG		14	European Cervical Cancer Association	FR	

## Information:

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