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Abstract

The interface design is one of the essential elements for building a coherent and consistent learning object. However, it is still believed that interface design relates only to providing an aesthetic appearance to the learning object. The interface should be seen as the action space where mediatic objects are presented for user interaction. In this paper we introduce a architecture for adaptability and adaptivity of learning object's interface. A learning object adapts itself to the user; it is not the user who must adapt her/himself to the learning object. This adaptation implies the design of the learning object interface, which includes the processes and structures for adaptivity and adaptability. The paper includes a discussion of the architecture, its components, and a detailed description of the sequence of actions for adaptive interaction.

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Index Terms

Computer Science

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Keywords

Learning object interface adaptivity adaptability mediatic object educational
mediatic object
operational mediatic object

user model

instructional design

customization