

CPM: a UML Profile to design Cooperative PBL situations at didactical level

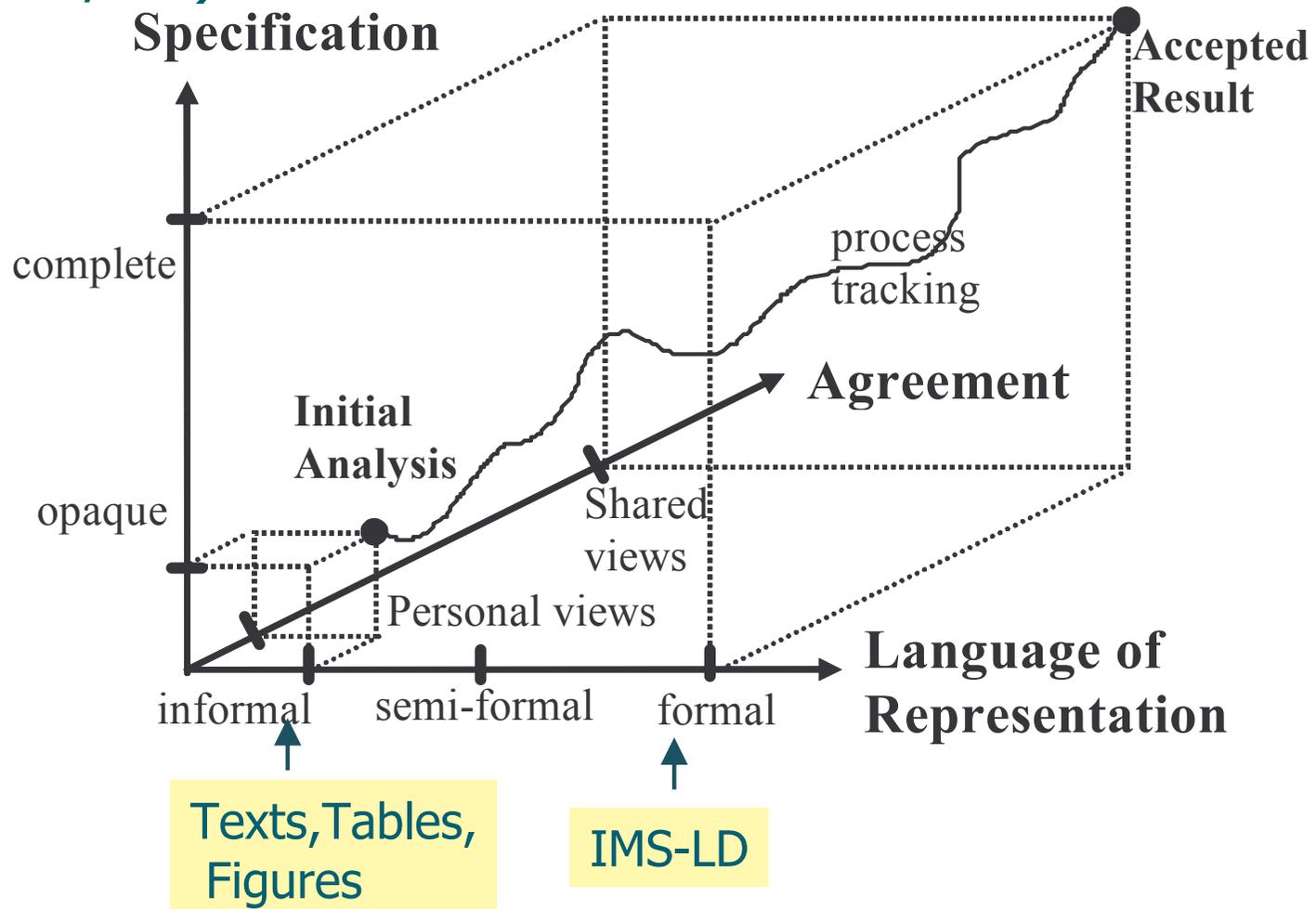
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Goals of Modeling languages (1)

Educational modelling languages :
stakes, perspectives and agenda

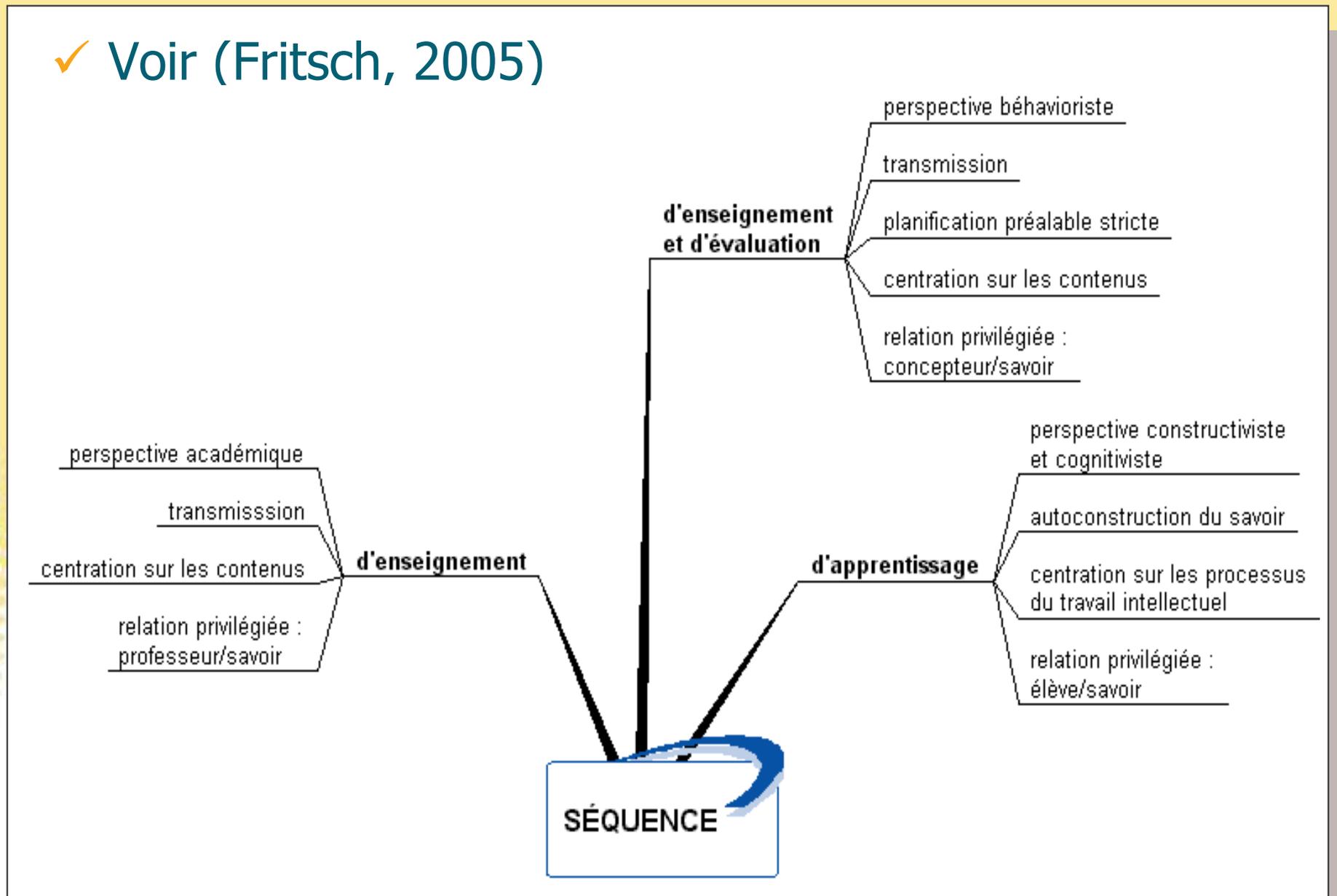
✓ cf (Pohl, 94)



 *Teacher Agreement ?*

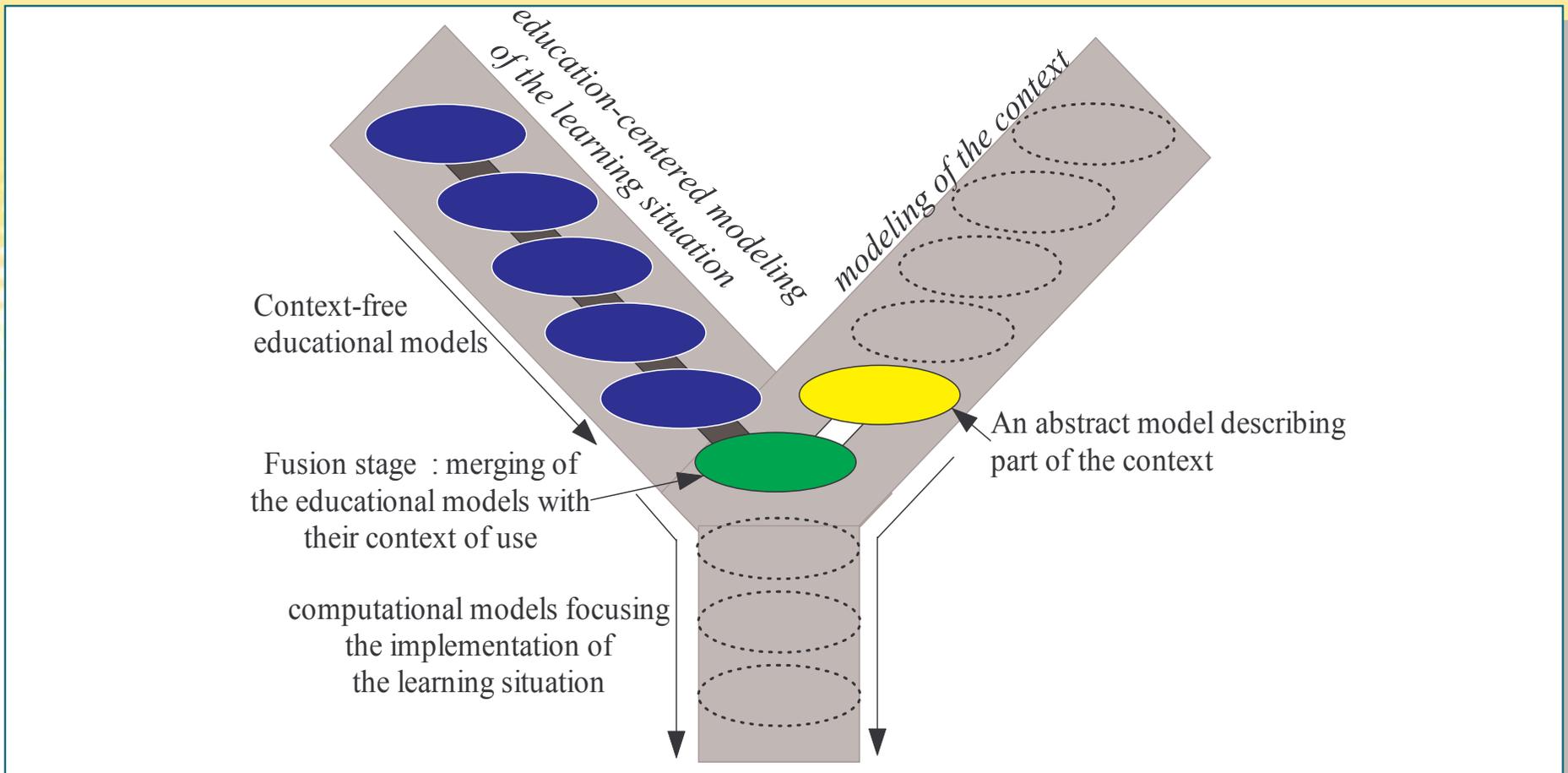
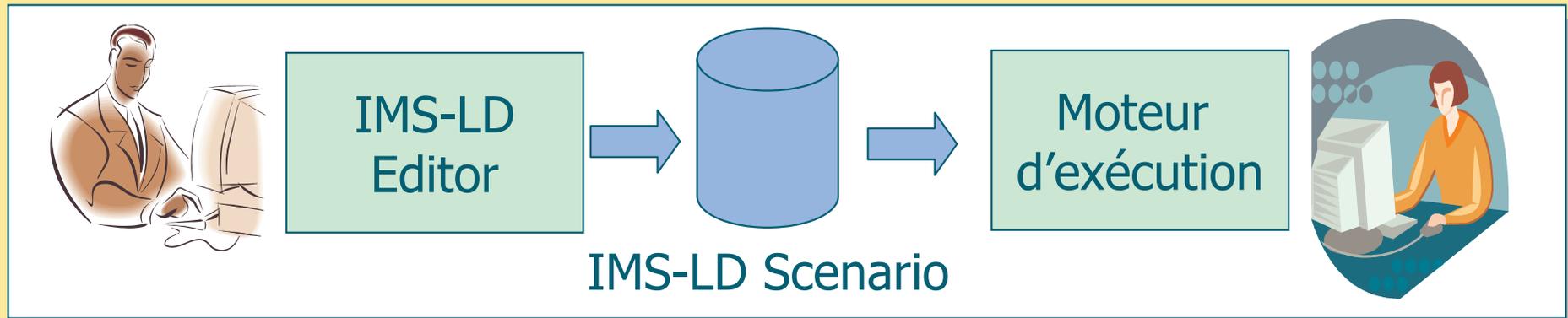
Goals of Modelling languages (2)

✓ Voir (Fritsch, 2005)



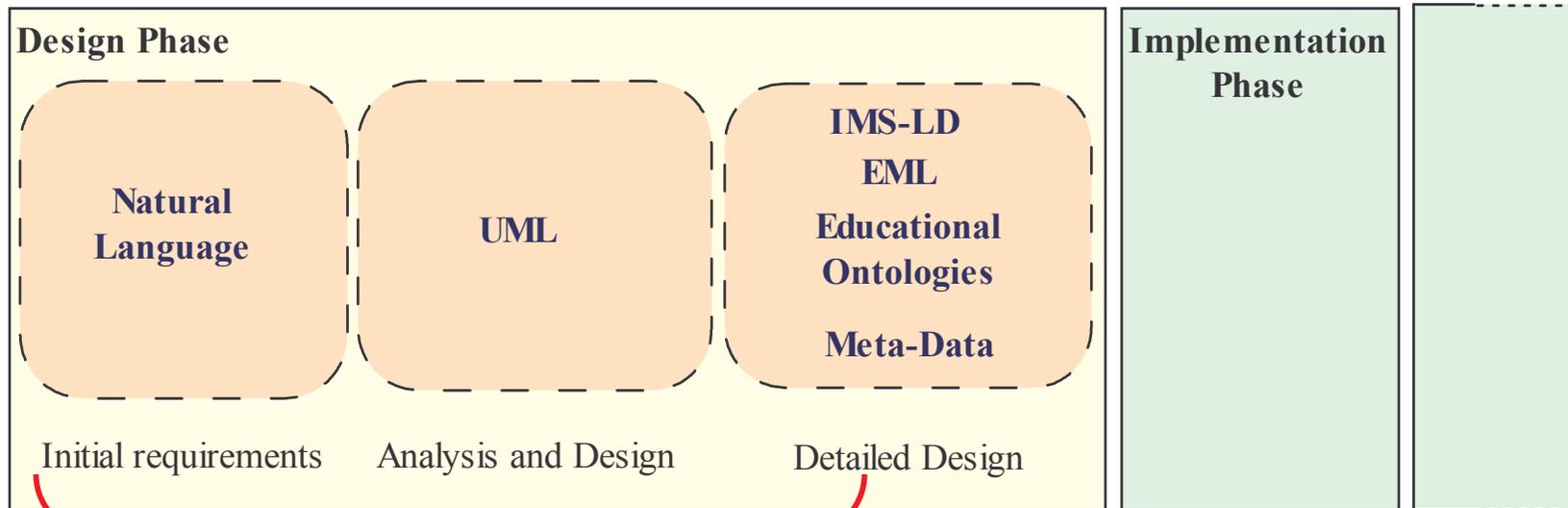
Goals of Modeling languages (3)

**Educational modelling languages :
stakes, perspectives and agenda**



Overview of the CPM Language (1)

- ✓ Dedicated to the specification of Cooperative Problem-Based Learning Situations
- ✓ Focusing on the modeling of didactical choices (predictive approach -> model = theory)



Position of the CPM language

Overview of the CPM Language (2)

- ✓ CPM aims at modeling didactical scenarios, particularly the relations between :
 - The predictive learning scenario
 - Its context :
 - Aims of the scenario / activities (learning goals in relation with the knowledge to be taught)
 - Situated roles, knowledge embedded in resources and knowledge to be taught
 - Activities embedding details that can be specified in terms of learning steps, of raised pedagogical events / of tool functionality
- ✓ With CPM, roles are situated / activities are white-boxes / resources (documents, tools) are contextualised
- ✓ With CPM, a scenario is not executable after design. It constraints the implementation phase.

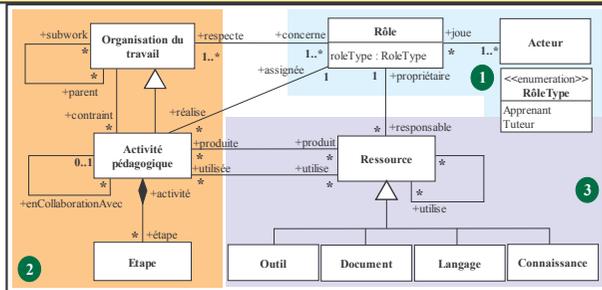
Overview of the CPM Language (3)

- ✓ A CPM specification = a set complementary models including :
 - Static views
 - Dynamic views

- ✓ CPM is built on top of the UML Language (a UML profile dedicated to the specification of cooperative PBL situations) :
 - The CPM metamodel
 - The CPM profile
 - The toolset

Overview of the CPM language (4)

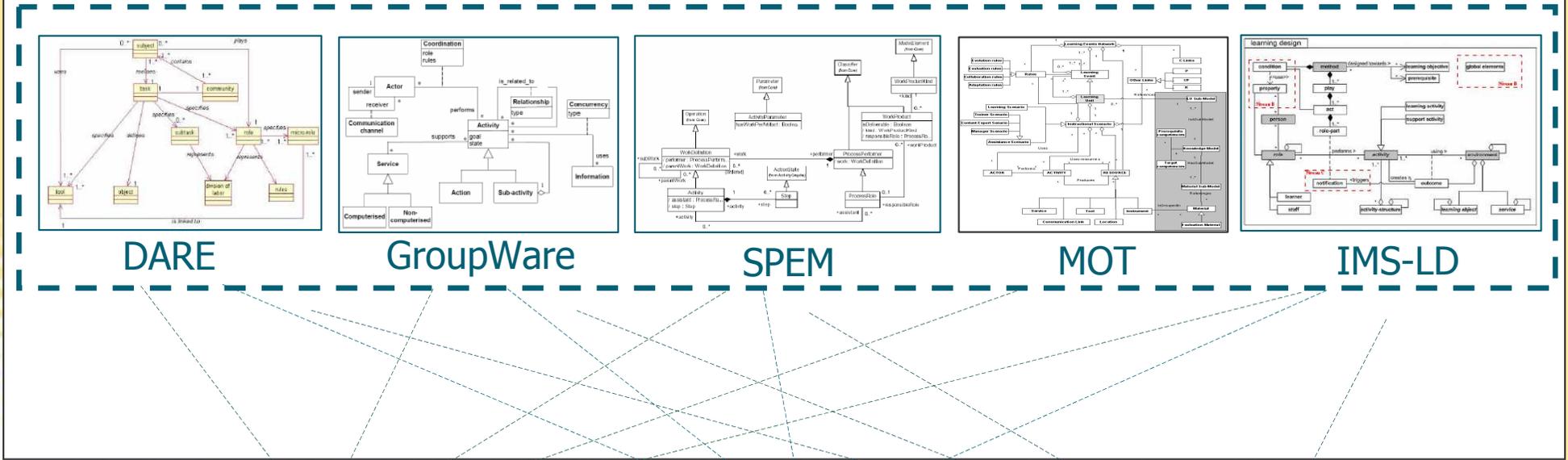
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CPM Metamodel (LIUPPA)



Study of different metamodels dedicated to the modelling/design of activities



DARE

GroupWare

SPEM

MOT

IMS-LD

Structural aspects

Social aspects

Pedagogical aspects

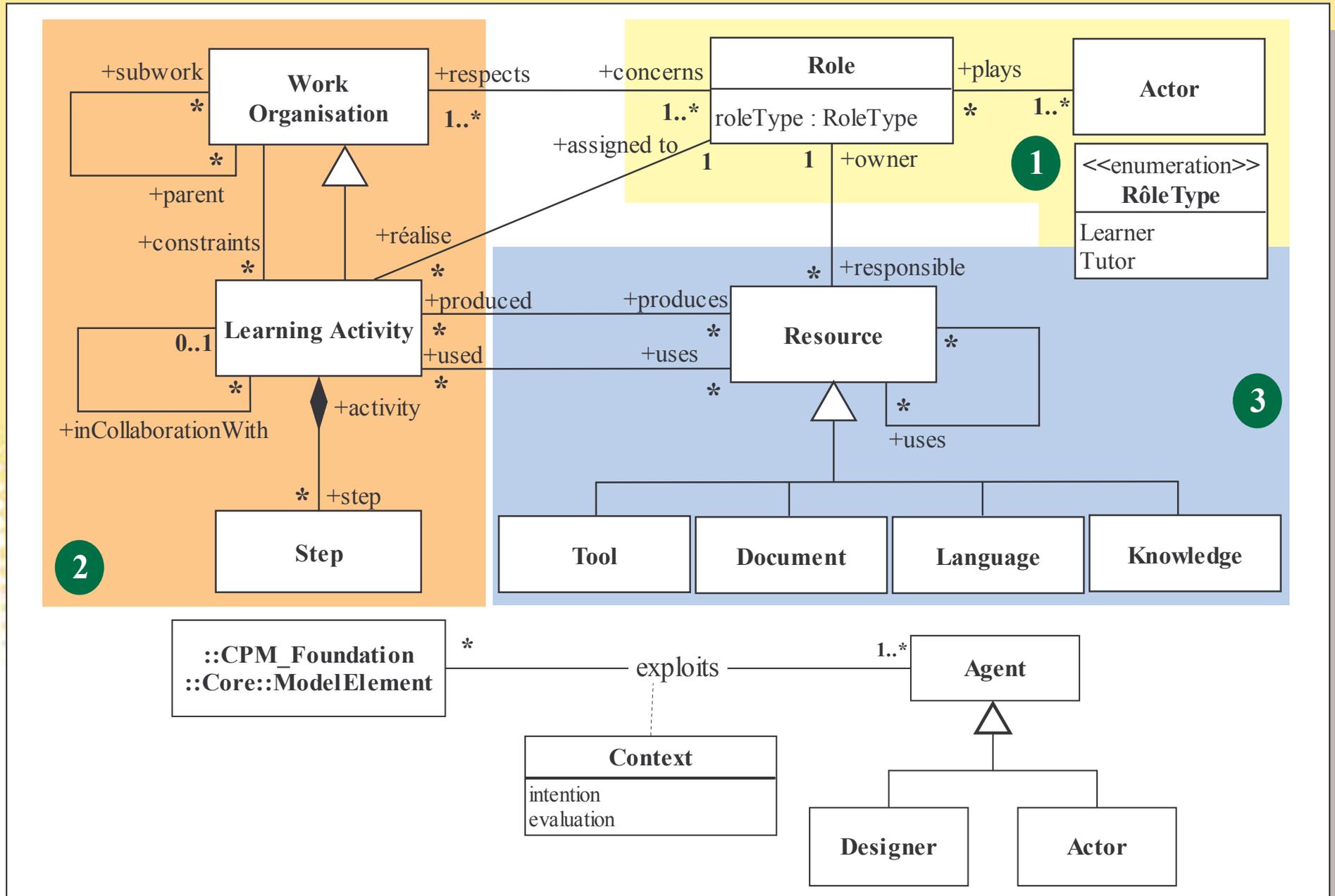
Structural decomposition
Activity structures / steps

Roles/activities
Collaboration
User rights/tools

Activities / Knowledge
Pre-requisites/objectives
Resources/services/tools

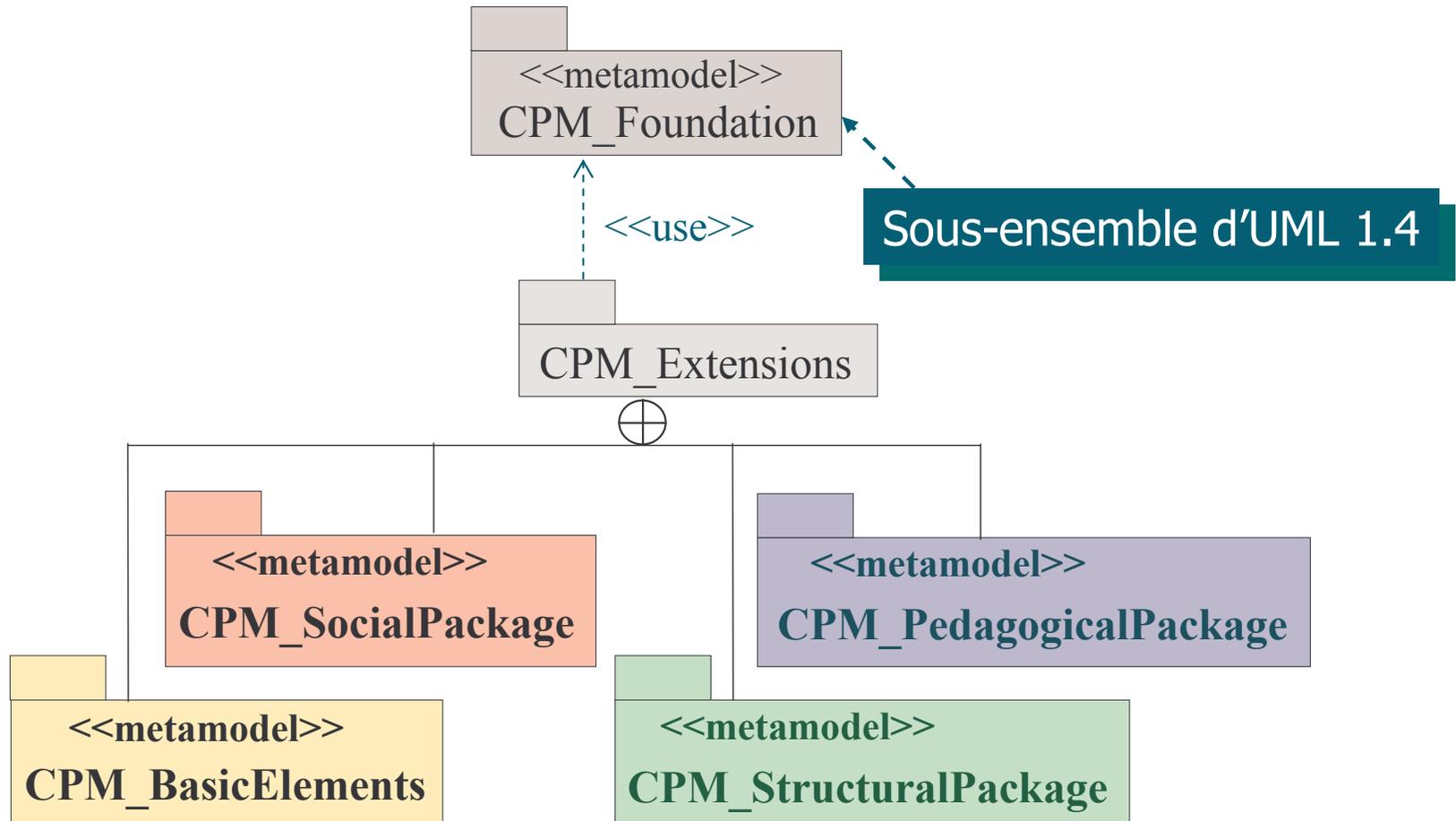
The CPM Metamodel (1)

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The CPM Metamodel (2)

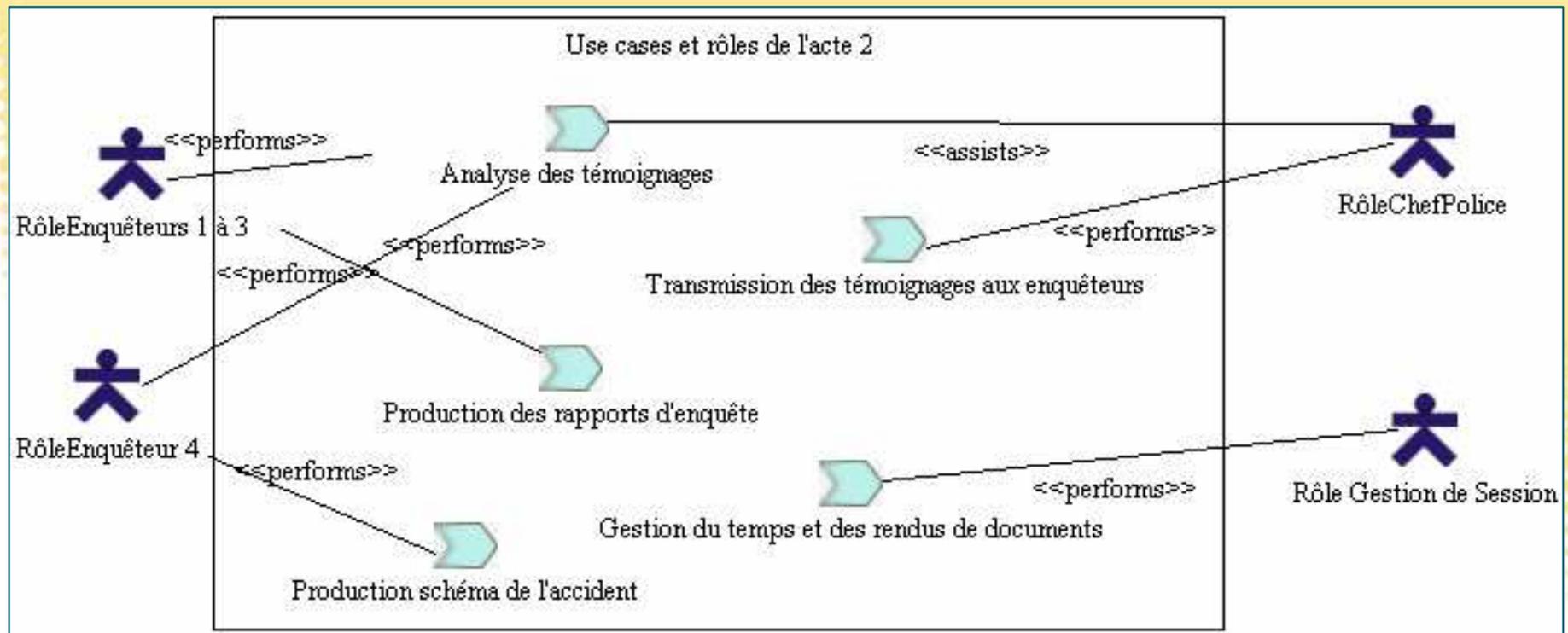
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The CPM Profile (1)

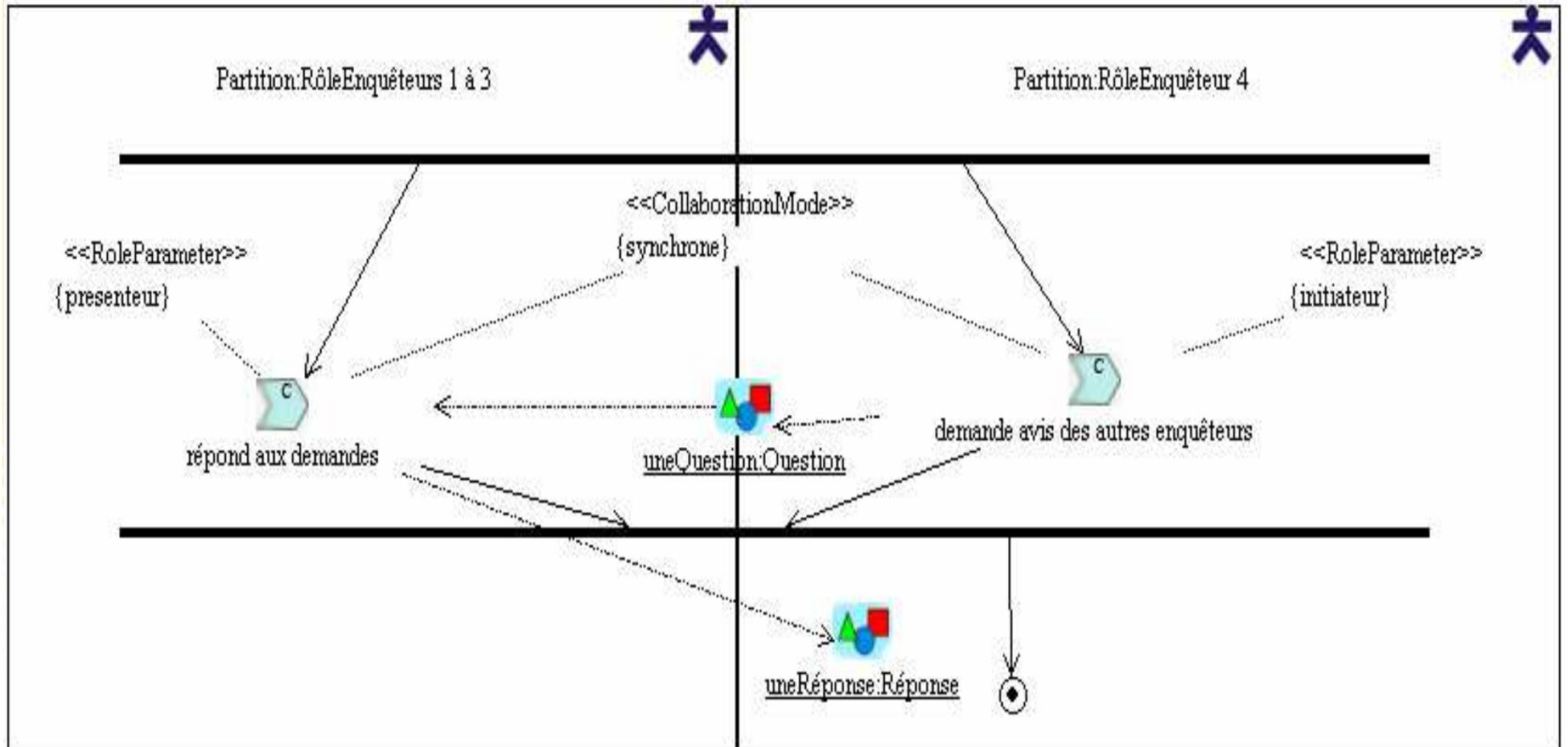
<i>Stéréotype</i>	<i>Méta-classe</i>	<i>Contrainte</i>	<i>Icône</i>
LearningPhase	Core::Operation ActivityGraphs::ActionState ActivityGraphs::SubactivityState UseCases::UseCase Core::Classifier		
Activity	Core::Operation ActivityGraphs::ActionState ActivityGraphs::SubactivityState UseCases::UseCase Core::Classifier	oui	
Role	UseCases::Actor ActivityGraphs::Partition	oui	

Alternative
metaclass



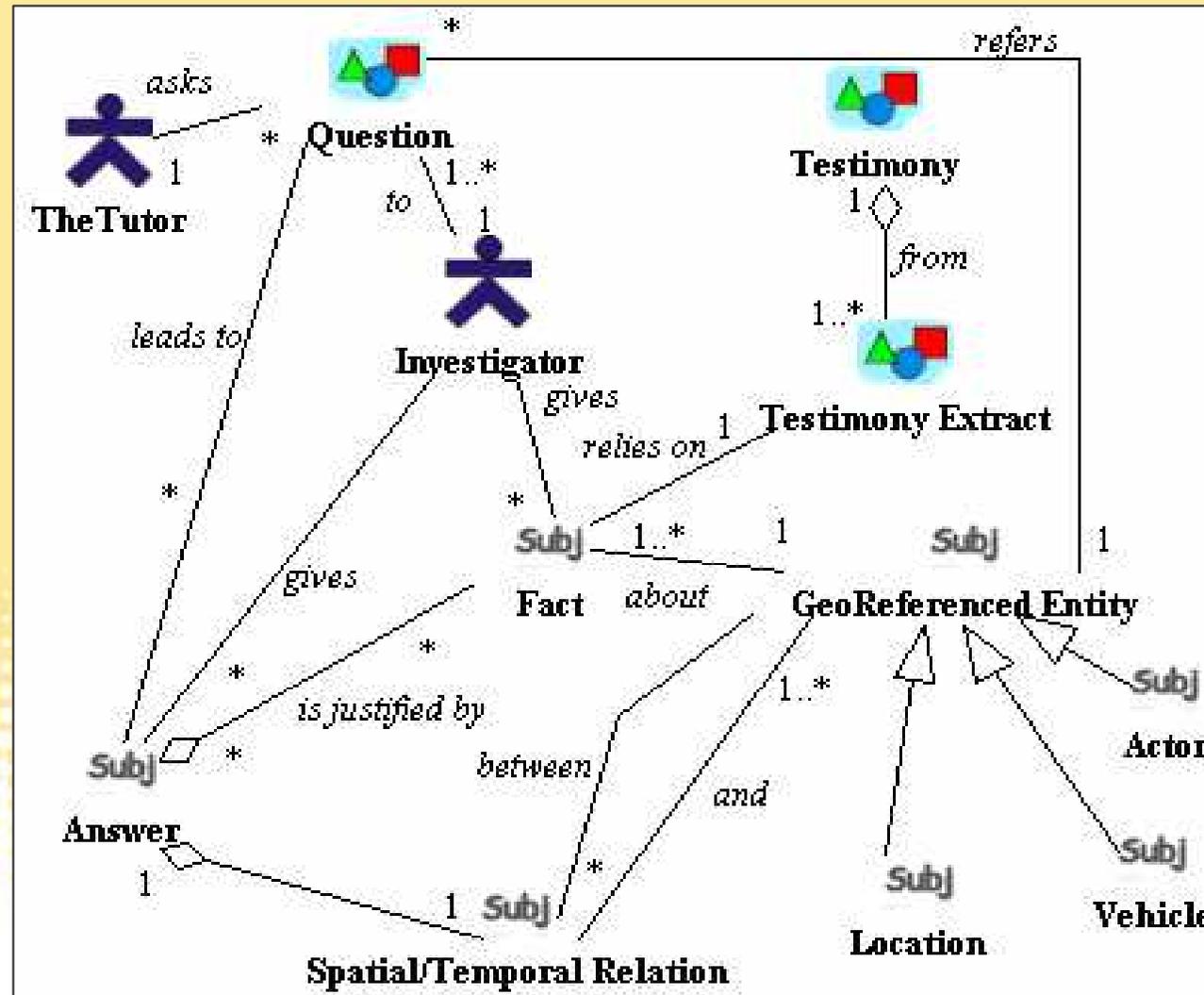
The CPM Profile (2)

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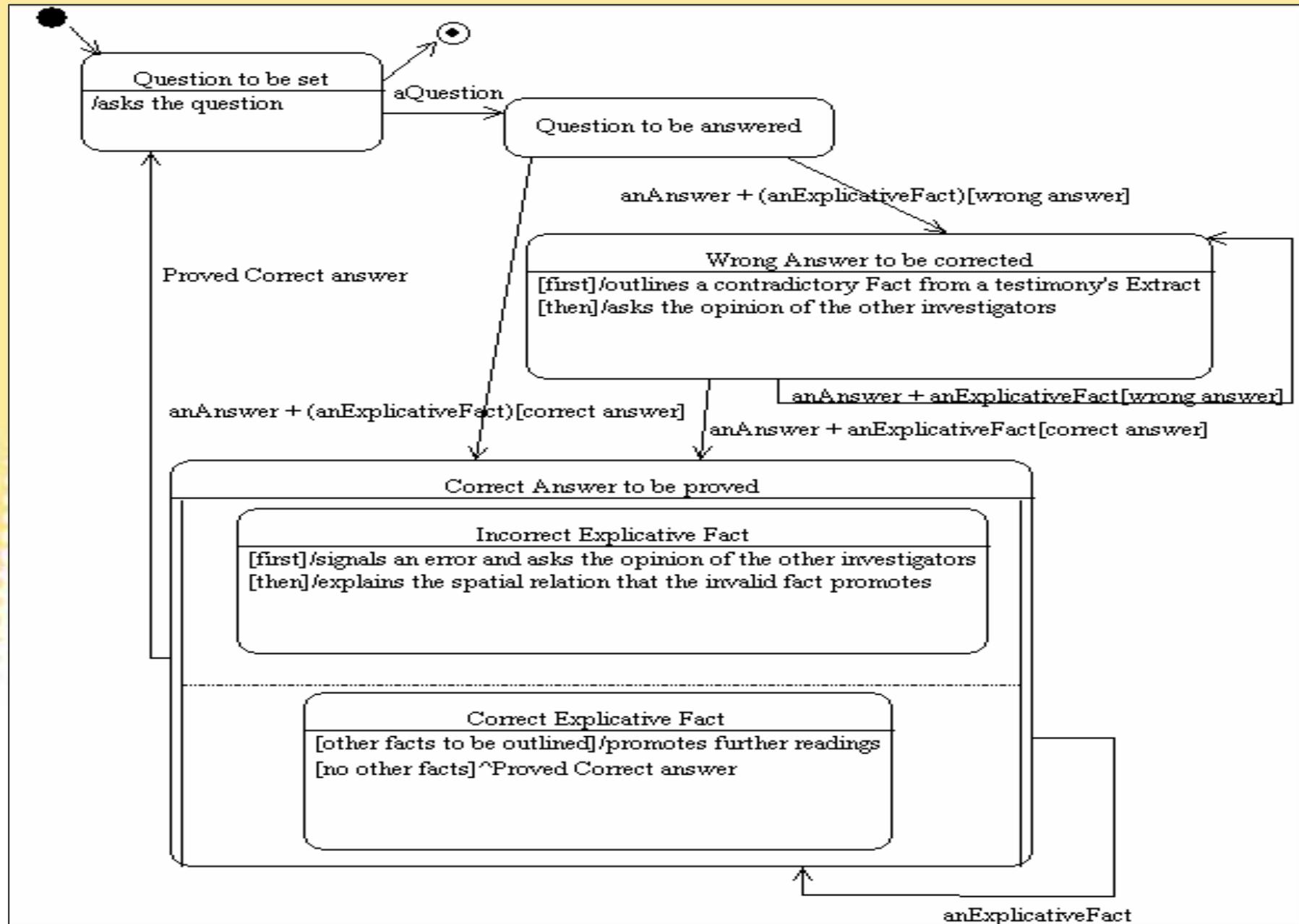


The CPM Profile (3)

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The CPM Profile (3)



The CPM Profile (4)

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Use	Initial expression of requirements	Analysis	Design
Use Case Diagram	<ul style="list-style-type: none"> - Activity cut-out - Role identification 		
State Machine Diagram			<ul style="list-style-type: none"> - Description of different states of each resource
Class Diagram	<ul style="list-style-type: none"> - Objective definition - Preliminary task definition - Obstacle definition - Success criterion definition - Role definition 	<ul style="list-style-type: none"> - Detailed objectives - Representation of authentic situation knowledge - External analysis of activities 	<ul style="list-style-type: none"> - Detailed specification of roles (global and local) - Detailed specification of resources
Activity Diagram	<ul style="list-style-type: none"> - Global task definition - Success criterion definition 	<ul style="list-style-type: none"> - Individual or collective task sheets - Internal analysis of activities - Activity structure details 	<ul style="list-style-type: none"> - Scenario specification: in level (acts, scenes, etc.); in activities by level - Specification of coordination activities and collaborative activities

The CPM Toolset (1)

- ✓ Available for the Objecteering UML Case Tool
- ✓ Some Wizards :
 - To provide some methodological support
 - To generate IMS-LD compatible code (level A)
- ✓ Still a prototype
 - Smash PBL case Study
 - Planet Game Case-Study (ICALT2006)
 - Rando_Vignemale Case Study
- ✓ To be upgraded for UML 2.0 and Objecteering 6

The CPM Toolset (2)

- ✓ A building-block of an educational modelling bus ?

