In the previous chapters, you became acquainted with key issues in developing online learning. You gained an awareness of some of the overall issues facing learning organizations. Finally, you looked at the needs of your audience in terms of learning styles, inclusivity, and adult learning characteristics.

**Key Ideas**

This chapter provides you with resources to allow you to find and incorporate appropriate online resources for your course. You will explore:

- the concept of online repositories that store digital learning resources for post-secondary environments
- the advantages in using learning objects for enhancement or development of online learning resources
what to look for when choosing learning objects
how to incorporate learning objects in a variety of teaching contexts

Key Terms
This chapter introduces a number of terms and phrases that you may not be familiar with. These terms are listed in the Handbook with enough space to define them in your own words or note examples, references, and resources (go to Key Terms in Chapter 4 of the Handbook).

- Learning object
- Repository
- Metadata
- Usability
- Re-purpose
- Standards
- Modular course design
- Free-standing
- Applets
- Electronic documents
- Peer review
- Granularity
- Search engine
- Streaming
- Monolith

Plan Your Progress
A concept guide for the ideas in this chapter is provided in the Handbook. You can use this outline to help guide your exploration (go to Concept Guide in Chapter 4 of the Handbook).

There is additional space for you to write the questions for which you need answers. Record your own information or learning needs in the Handbook (go to Questions and Goals in Chapter 4 of the Handbook). If you have questions about selecting and evaluating learning objects record them here.
Related Content

Strategy Instruction and Maintenance of Basic Multiplication Facts through Digital Game Play
André R. Denham (2013). International Journal of Game-Based Learning (pp. 36-54).
www.igi-global.com/article/strategy-instruction-maintenance-basic-multiplication/78306?camid=4v1a

Case Study of an Epistemic Mathematics Computer Game
Chantal Buteau and Eric Muller (2018). International Journal of Game-Based Learning (pp. 34-55).
www.igi-global.com/article/case-study-of-an-epistemic-mathematics-computer-game/206858?camid=4v1a

Communication Technologies for Instructional Use: Linear and Nonlinear Tools Contributing to Student Learning
www.igi-global.com/chapter/communication-technologies-instructional-use/55483?camid=4v1a