

Meducator Educational Artifact Vocabulary

Appendix: Definition for educational practice artifacts (from Meducator)

See paper describing the creation of this vocabulary: [Developing controlled vocabularies for educational resources sharing: a case study](#)

Definitions for Educational Practice Artifacts	
Course/Module /Unit	<p>A sequence of activities designed to advance student skills, knowledge, and attitudes in a particular discipline and to help students meet requirements as prescribed in a curriculum.</p> <p>Example: a course delivered through a LCMS (e.g., Moodle)</p>
Lecture (Recording)	<p>The video or audio recording, or the transcript of the exposition of a given subject delivered before an audience, for instructional purposes.</p> <p>Example: a speaker presentation at a conference</p>
Lecture Slide /Presentation	<p>Materials that are projected to support the delivery of lectures or presentations in a module or a course.</p> <p>Example: an annotated PPT presentation, an image, picture or diagram.</p>
Lecture Notes /Handout	<p>Notes containing topical information prepared as study/reference material for lecture(s) or a course.</p> <p>Example: a document distributed to the participants in a seminar</p>
Textbook /Chapter	<p>Book or chapter of a book explicitly meant for the study of a specific subject, characterised by the systematic presentation of knowledge about the subject.</p>
Tutorial	<p>A resource that provides guided, practical information about a subject</p> <p>Example: on-line primer to a software for statistical analysis</p>
Reading List	<p>A list of recommended or required sources which provide additional information on the subject being studied</p>
Worked Example	<p>A written problem or exercise designed to illustrate step-by-step how to perform a task or how to solve a problem.</p>
Demonstration	<p>A video or audio recording, or a transcript, demonstrating a skill or a procedure in practice.</p>
Simulation	<p>A representation of a process, activity or situation. Designed to support problem-based learning or exploratory learning, or the comprehension of the dynamics of a bio-physical or other complex process.</p> <p>Example: a simulated patient interview, a software simulating a spring oscillation at the varying of the spring parameters and the force applied to the spring.</p>
Virtual Patient	<p>An interactive computer simulation that allow the learner to take the role of a health care professional and develop clinical skills such as making diagnoses and therapeutic decisions.</p>
Teaching file /Clinical Case Study	<p>The presentation of a clinical case through diagnostic imaging modalities. The images contained in the file are typically supplemented with the following information; case title, history/presentation, findings, diagnosis, discussion.</p>
Case Study (Non Clinical)	<p>A detailed account or a process or activity, prepared to assist the student in determining what factors led to its success or failure.</p> <p>Example: a detailed analysis of an institutional change/innovation, a description of a critical incident.</p>
Practical	<p>An activity to develop the practical skills of a subject, or an examination of such practical skills.</p> <p>Example: an activity to be carried out in the laboratory.</p>
Problem /exercise (no feedback)	<p>A task, or other effort to be performed by the student to develop, maintain, or increase skill or cognitive abilities. May include Projects and Fieldwork</p>
Problem /exercise (with feedback)	<p>A task, or other effort to be performed by the student to develop, maintain, or increase skill, including problem-solving, and for which feedback is readily available to the student.</p>
Game/Serious Game	<p>A structured activity, usually undertaken for enjoyment, used to teach about a subject or to develop specific skills while playing.</p>
Assessment Item/Instrument	<p>An item, activity, system or instrument designed to measure student learning. May include question/answers pairs or practical skill demonstration.</p> <p>Example: Self-assessment questions, Multiple choices, Objective Structured Clinical Examination (OSCE)</p>

Student generated content	Any content generated by a student of a group of students as a result of coursework. Can be used to exemplify good and bad practices, or shared for reference. Examples: entries in a Wiki, final coursework, a discussion thread in a Forum
ResourcePack	A complete package for a course, module or unit including learning resources of several types and supporting documentations (e.g., teacher/learning instructions). Sometimes referred to as "teaching file" in educational contexts other than medicine.
Study Guide	A written guide created to provide direction, and point out critical information to the students. It may include techniques for problem solving and hints to manage the study process (e.g. topic sequencing and timing, learning and testing strategies)
Syllabus /Programme /Curriculum	A document describing the contents of units, courses, and courses of study. May include information about access requirements, delivery, activities and assessment modalities.
Educational Policy	A document containing statements about how an educational system should operate.