



THE
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FEDERATION

schools online curriculum content initiative

LEARNING RESOURCE TYPE VOCABULARY

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Introduction

This vocabulary is used to describe the type of learning content.

Content may have more than one Learning Resource Type entered in the metadata. When this occurs, multiple <learningresourcetype> elements will be output to the metadata in the order below.

This vocabulary is an extension of the Dublin Core Metadata Initiative (DCMI) Type Vocabulary [Updated 14 January 2008]

<http://dublincore.org/documents/dcmi-type-vocabulary/>

Custom values are shown in italics.

Learning resource type	Source	Definition
Collection	DCMI	An aggregation of resources. A collection is described as a group; its parts may also be separately described.
<i>Assessment resource</i>	Curriculum Corporation	An interactive resource used to assess a learner's performance in the context of desired educational outcomes. Examples include tests, exams and materials used to develop such resources.
<i>Teacher guide</i>	Curriculum Corporation	A resource that supports teaching by explaining educational principles, providing extension activities or educational context. Examples include teaching methods, suggestions for classroom activities, notes on historical context and curriculum development materials.
Interactive resource	DCMI	A resource requiring interaction from the user to be understood, executed, or experienced. Examples include forms on Web pages, applets, multimedia learning objects, chat services, or virtual reality environments.
Software	DCMI	A computer program in source or compiled form. Examples include a C source file, MS-Windows .exe executable, or Perl script.
StillImage	DCMI	A static visual representation. Examples include paintings, drawings, graphic designs, plans and maps. Recommended best practice is to assign the type Text to images of textual materials. Instances of the type Still Image must also be describable as instances of the broader type Image.
Image	DCMI	A visual representation other than text. Examples include images and photographs of physical objects, paintings, prints, drawings, other images and graphics, animations and moving pictures, film, diagrams, maps, musical notation. Note that Image may include both electronic and physical representations.
Sound	DCMI	A resource primarily intended to be heard. Examples include a music playback file format, an audio compact disc, and recorded speech or sounds.
Moving image	DCMI	A series of visual representations imparting an impression of motion when shown in succession. Examples include animations, movies, television programs, videos, zoetropes, or visual output from a simulation. Instances of the type Moving Image must also be describable as instances of the broader type Image.
Dataset	DCMI	Data encoded in a defined structure. Examples include lists, tables, and databases. A dataset may be useful for direct machine processing.



Learning resource type vocabulary

Text	DCMI	A resource consisting primarily of words for reading. Examples include books, letters, dissertations, poems, newspapers, articles, archives of mailing lists. Note that facsimiles or images of texts are still of the genre Text.
Service	DCMI	A system that provides one or more functions. Examples include a photocopying service, a banking service, an authentication service, interlibrary loans, a Z39.50 or Web server.
Event	DCMI	A non-persistent, time-based occurrence. Metadata for an event provides descriptive information that is the basis for discovery of the purpose, location, duration, and responsible agents associated with an event. Examples include an exhibition, webcast, conference, workshop, open day, performance, battle, trial, wedding, tea party, and conflagration.
PhysicalObject	DCMI	An inanimate, three-dimensional object or substance. Note that digital representations of, or surrogates for, these objects should use Image, Text or one of the other types.
<i>Digital resource</i>	Curriculum Corporation	<i>A still image, moving image, audio file, text or collection; usually accompanied by metadata about the item and interpretation of its educational value.</i>