



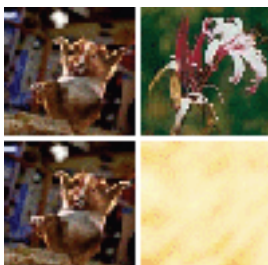
Information for potential eContent authors and interested parties

**Tools for the creation of teaching and learning materials**

Before the term „Web 2.0“ became a commonly used term, there were helpful, inexpensive and sometimes even free programmes and tools which were easy to learn and could be used in an astonishing number of ways and thus facilitated the work of eContent authors.

In the meantime there is a even more of such tools and programmes available. Unfortunately some, although tested and tried, disappeared, others have further developed, new ones were added.

The present info sheet is designed to provide suggestions and help and is not meant to be exhaustive. It is designed to help eContent authors and other interested parties to select from the great variety of shareware and freeware what best complies with their special requirements and/or give new ideas for the search or use. As this field is continuously changing, we can only offer a 'snap-shot'. The following tools mentioned below can be found free of charge at [www.virtuelleschule.at/toolbox](http://www.virtuelleschule.at/toolbox).



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|---|---|---|---|---|---|
| M | T | R | Q | P | S |
| A | L | E | G | I | F |
| K | I | N | H | S | Z |
| O | Z | N | A | T | O |
| S | E | E | E | E | R |
| T | A | N | N | E | N |

**Guessing pictures**

Guessing pictures is about recognizing as soon as possible what is shown in a picture. First the picture is covered, every mouse click opens a small excerpt of the picture. As soon as you think you have recognized the picture, you choose the correct one of the 4 possible answers and finish the learning module.

**Hangman**

Hangman is about finding a given word by guessing the letters of a word. Each incorrect guess brings you closer to being "hanged." When the hangman is fully built up before the word has been found, you lost.

**Memory**

Memory is about uncovering pairs of cards. Two cards can be flipped at a time. Matching cards stay uncovered, cards that do not match are flipped back. When all cards are uncovered, the learning module is finished.

**Puzzle**

In a puzzle the individual puzzle parts have to be correctly arranged. Puzzle parts can be moved into any position by pressing the mouse key. When all parts were correctly arranged, the learning module is finished.

**Quiz**

In a quiz the questions asked have to be answered correctly. There are four possible answers for every question, but only one is correct. In order to complete the learning module successfully, all questions have to be answered correctly. If you give a wrong answer, the learning module is finished and you have to start from scratch.

**Word search**

The word search is about finding hidden words in a grid. The words can be arranged horizontally, vertically and diagonally, backwards and forwards. Words that were identified are marked with the mouse (move the mouse keeping the mouse key pressed from the first letter to the last letter of the word). When all words of the list were found in the grid, the learning module is completed.

# INFO – Tools for eContent authors

## Word allocation

This is about assigning individual terms to the respective fields in a picture. The terms are moved by drag & drop. If a term is moved into a correct field and the mouse key is released, it remains there. Otherwise it moves back to its initial starting position.

## Different Tools

Here you will find many other tips as for example the integration of CSS data, the distinction of acronyms, dropdown menus etc. With a little bit of skill and motivation your digital learning material will get more thrilling and appealing to every user with simple tricks – try it, it will pay off.

### Free tools from the Internet

#### Clip generator

The 'clip generator' is a multimedia application which generates animated videoclips with music from individual photographs and videos. Pictures and videos chosen by the user will be arranged in the requested order, released and linked by transition and slide sequence effects. The produced film can be sent as a video or integrated into presentations.

> <http://www.clipgenerator.de/>

#### JClic

JClic is a practical and free of charge authoring tool developed to design simple text exercises, assignments, riddles or puzzles. JClic is based on the latest developments of Internet and Computer Technology and is characterised by high user friendliness.

A great variety of ready-made exercises for different fields and subjects can be downloaded from the Clic platform.

> <http://clic.eduhi.at/>

#### Free of charge webspace

For short-term ftp-upload, if you want to send big data volumes without sending a CD by mail.

up to 100 MB >> <http://senduit.com>

up to 300 MB >> <http://uploading.com>

#### Online-Storage up to 50 GB with free membership

>> <http://www.megaupload.com/>

#### Online alternatives to PowerPoint

>> <http://www.spresent.com/>

>> <http://show.zoho.com/>

#### Create podcasts

>> <http://audacity.sourceforge.net/>

>> [http://www.podcastingnews.com/topics/Podcasting\\_Software.html](http://www.podcastingnews.com/topics/Podcasting_Software.html)

#### Create WIKIs

>> <http://www.openwiki.com/>

>> <http://pbwiki.com/>

#### Create BLOGs

>> <http://www.free-blog.in/home.php>

>> <http://www.blogger.com/>

Also important:

#### Anti Spyware

>> [http://www.lavasoft.com/products/ad\\_aware\\_free.php](http://www.lavasoft.com/products/ad_aware_free.php)

#### Anti-Virussoftware

>> <http://www.free-av.de/antivirus/allinoned.html>

#### Toolbox

is a service of Virtual School Austria  
<http://www.virtuelleschule.at/toolbox>

#### More tips:

<http://www.e-teaching-austria.at>

#### Freeware

Software which is available by the author for use free of charge. It is often programmed as a hobby and offered as freeware. Sometimes the author asks to send a greeting card or payment in kind, if the programme is used.

#### Shareware

In most cases the payment of a small amount is required for unlimited use. The functionality or duration of use of the software is often limited. After payment and release the software loses its shareware status.

#### Social Software

This means software systems which serve for human communication, interaction and cooperation. These systems build up communities via the web and often develop self-organised.

#### Free Software

allows users the free use of the programme, to see and change the source code and to disseminate modifications.

#### Open Source

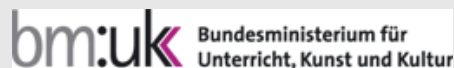
is often used as a synonym for free software, but can also be licensed in a way to see the source code without being able to change it.

#### Freeware:

<http://www.freeware.de/>  
<http://www.freeware-download.com/>  
<http://www.freeware-archiv.de/>  
<http://www.freeware-base.de/>  
<http://www.freewarehome.com/>  
<http://www.freewarefiles.com/>  
<http://www.freewareguide.de/>

#### Shareware:

<http://www.shareware.de/>  
<http://www.freeware-archiv.de/>  
<http://www.s-a-ve.com/>  
<http://www.filepilot.de/>  
<http://www.tucows.com/>  
<http://www.topshareware.com/>



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