

An Interactive Learning Environment Based On Cases

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ABSTRACT: This presentation is related to the design of multimedia systems for vocational training in domains involving problem solving in contextual situations. Medical diagnosis, catering duty and companies' management have first been studied for several years. These activities involve several kind of theoretical knowledge but overall the heuristic aspect seems more and more prominent. In fact, a major difference between novices and experts will be the ability of these latter to exploit the *context* and link together *similar* situations. In order to tell about contextual situations, we have defined within a particular apprenticeship environment: an interactive learning based on cases. The aim is to enable the learner to experiment " real " situations in an adapted pedagogical environment. The WWW version is under progress to constitute teaching platform. The students would be able to get the complementary and enriched pieces of information through the access to data banks, and they would be able to dialogue with a distant teacher, tanks to the e-mail.