



eXe is a simple tool (free and open source) for creating sequences of interactive learning materials to deliver via WebLearn

What is eXe?

eXe ("eLearning XHTML editor") is free, and easy to download and install on your local computer. It offers a choice of style sheets and is a simple way of creating html pages, and adding pictures or online journal articles to a page. You do not need to use HTML or specialist web authoring programmes, as there is an easy HTML editor or you can paste from Word.

There are two stages to using eXe:

- create the materials using eXe on your local computer
- export them as web pages to be uploaded into WebLearn

The advantages of eXe are:

- It is a collection of tools to create sequences of online learning activities
- Activities can be arranged in any order and sequences can be branched
- Simple editing dialogue that allows clean paste from Word
- It can display equations, images, without needing to use html or web authoring tools
- Simple to link to external web sites
- It is easy to create simple MCQs and quizzes using various question types
- Choose from a range of available stylesheets (appearances)
- Export your materials for use in WebLearn

Further information

Visit the *exeLearning* website for more information and short video demonstrations of using the tool

eXeLearning home page: <http://exelearning.org/>

Setting-up eXe on your local computer

eXe can be freely downloaded from <http://www.exelearning.org/FrontPage>

It is installed on and runs from your local hard drive (Windows or Linux)



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eXe eXeLearning

The eXe project developed a freely available Open Source authoring application to assist teachers and academics in the publishing of web content without the need to become proficient in HTML or XML markup. Resources authored in eXe can be exported in IMS Content Package, SCORM 1.2, or IMS Common Cartridge formats or as simple self-contained web pages.

eXe grew out of the [New Zealand Government Tertiary Education Commission's eCollaboration Fund](#) and was led by the [University of Auckland](#), [The Auckland University of Technology](#), and [Tairāwhiti Polytechnic](#). It was later supported by [CORE Education](#), a New Zealand-based not-for-profit educational research and development organisation. It has also been greatly assisted by a global group of participants and contributors.

eXe was named a finalist in the New Zealand round of the [IMS Global Learning Impact Awards 2008](#) and went on to claim a Leadership Award at the international judging. (eXe was rated Best in Show for "Content Authoring", and also one of the top 3 participant rated projects!)

Introduction to eXe - the eLearning XHTML editor

- Catch a [brief video introduction](#) to what eXe and eXeLearning is all about.
- [Watch screencasts](#) demonstrating some features of eXe so you can be productive immediately.

eXe Community

- Support and discussion [forums](#)

Download eXe

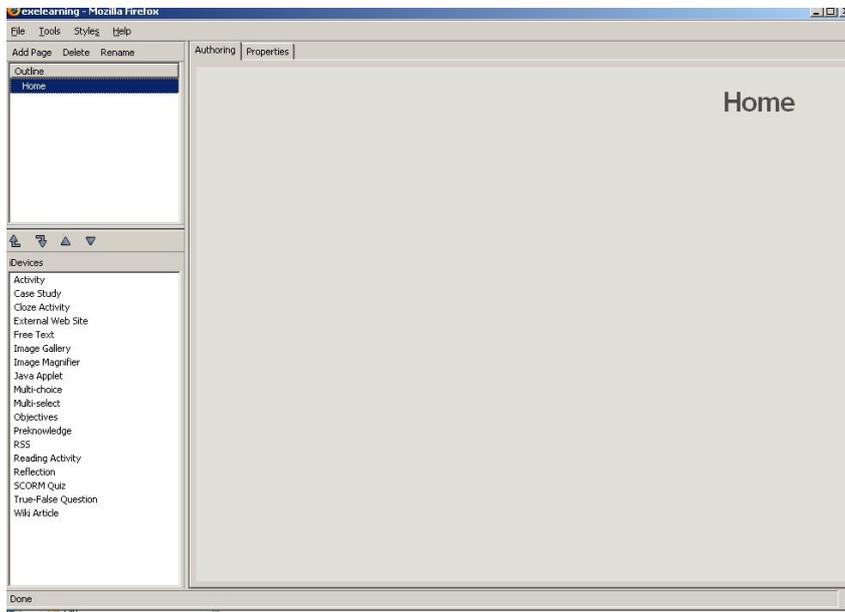
Latest Versions

Figure 1 eXe home page

To run eXe from your computer follow the instructions on the screen:

1. Download the software and save the file on your hard drive
2. Install the software on your local machine (double click on exe-install.exe in the directory where you saved it)
3. Run the programme eXe.exe (it automatically creates an icon on your desktop)

The eXe main screen



The eXe screen has three panels:

1. Outline (top left)
2. Activity (bottom left)
3. Home (centre): authoring area

Figure 2 eXe programme as installed and running on local computer

eXe Activities (called 'iDevices')

Various activities called "iDevices" can be designed and built in your eXe package:

Activity	Description
Case Study	Text entry for description of case study
Cloze Activity	Fill in the gaps text
External web site	Link
Free text	Author enters free text using WYSIWYG editor
Image Gallery	Library of pictures you can upload
Image Magnifier	Zoom tool for pictures, similar to "Zoomify"
Multi-choice	Create a multiple choice question, correct answer and feedback
Multi-select	Create a multiple-select question, correct answer and feedback
Objectives	Define course aims/objectives
Preknowledge	Establish/provide basic background information
RSS	Newsfeed
Reading Activity	Identify set text and questions
Reflection	Promote reflective thinking
SCORM quiz	Automatically marks and scores quiz
True-False question	True-false question correct answer and feedback – hand marking
Wiki article	Imports entire Wikipedia article but no updates

Table 1 Range of activities provided by eXe

Building your resource

A resource is made up of a sequence of related activities. For example, you might wish to explain the **Objectives** of the resource, before testing basic understanding with a **Preknowledge** test before moving to a **Case Study**.... ending perhaps with a self-assessment **Scorm Quiz**.

Start building your resource:

To build up a sequence of activities:

1. Select the type of activity you wish to create e.g. Preknowledge
2. A dialogue appears in the main window
3. Enter the text; you can copy and paste from Word using the icon on the extreme right of the toolbar
4. Alternatively, you can paste text from Word via the Text icon to the left of the Word button.
5. Add or modify the format using the icons in the standard editor toolbar
6. To save the page click the green arrow at the bottom left of the screen

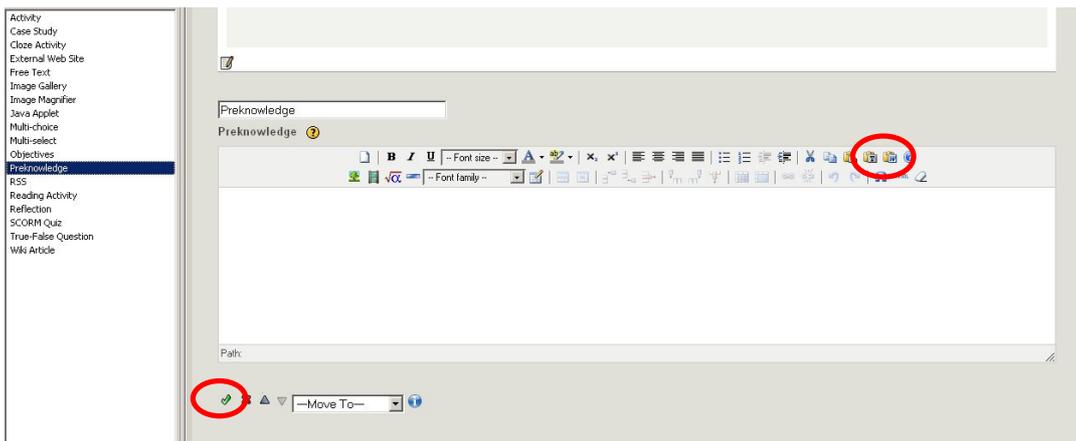


Figure 3 Dialogue for creating "Preknowledge" activity



Figure 4 Clean paste from MS Word

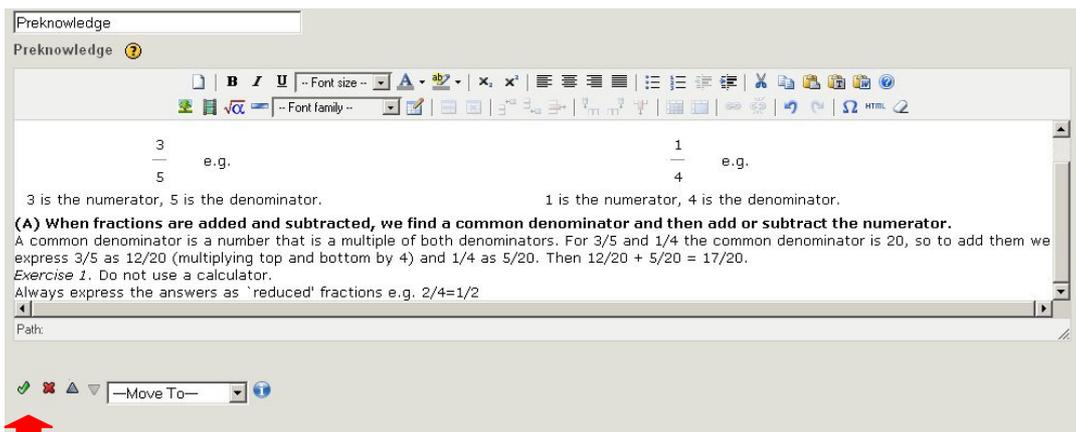


Figure 5 Select the green tick to save

The page preview is shown in Figure 6.

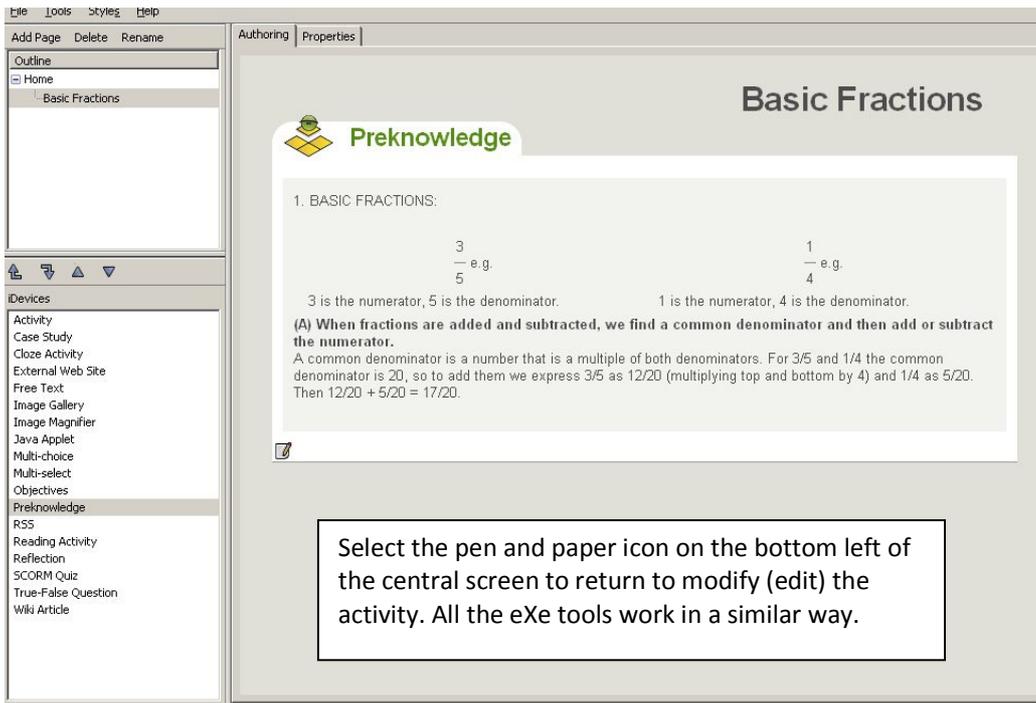


Figure 6 Appearance of published page

Multichoice and Multiselect

This tool allows you to create and mark multiple choice questions (MCQs).

Each question is divided into the following sections:

- Question text
- Hint
- Option
- Feedback

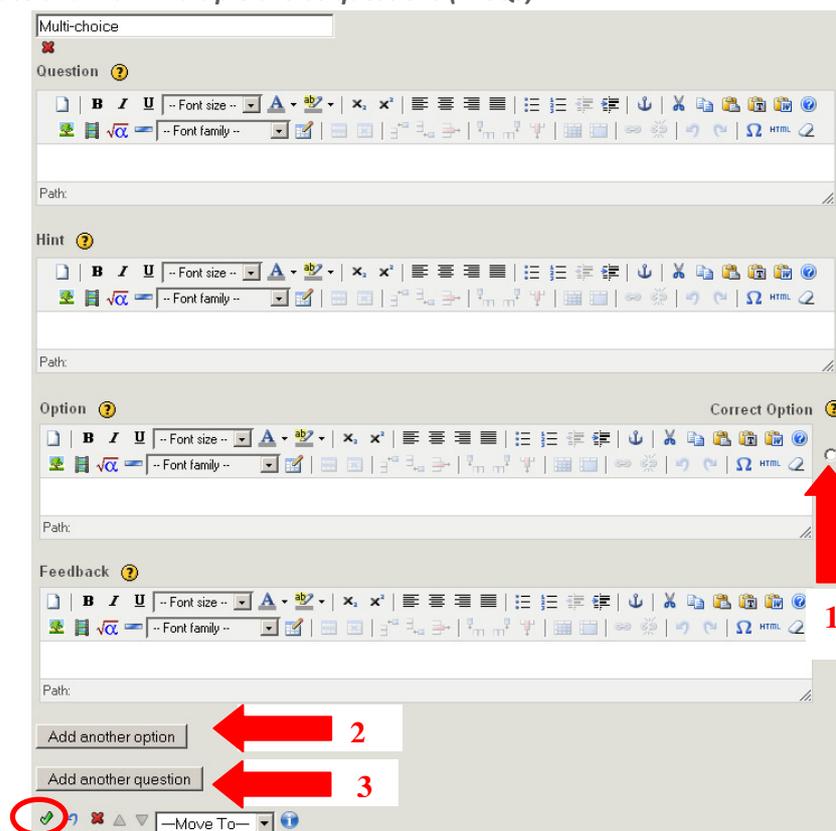


Figure 7 MCQ editing screen

1. Use the radio button on the right to identify the correct option
2. Additional options are created via "Add another option" at the lower left of the page
3. Additional questions are created via "Add another question" at the lower left of the page
4. Click the green tick when you are finished

Image Gallery

The image gallery gives you a simple way of uploading pictures which can be reused in different parts of your resource or in different resources.

Gallery images are stored on your local computer and a copy will be created and uploaded into WebLearn.

Creating your image gallery

- Select the pen and paper icon on the bottom left of the Image Gallery central panel to edit or upload new pictures
- Select “Add Images” from top of central panel to open the Browse dialogue
- Select the image file you want to upload from your local drive and select “open”
- The image now appears in your gallery. Use the text box below to label and include copyright information
- Select the green tick (bottom left) when you are satisfied

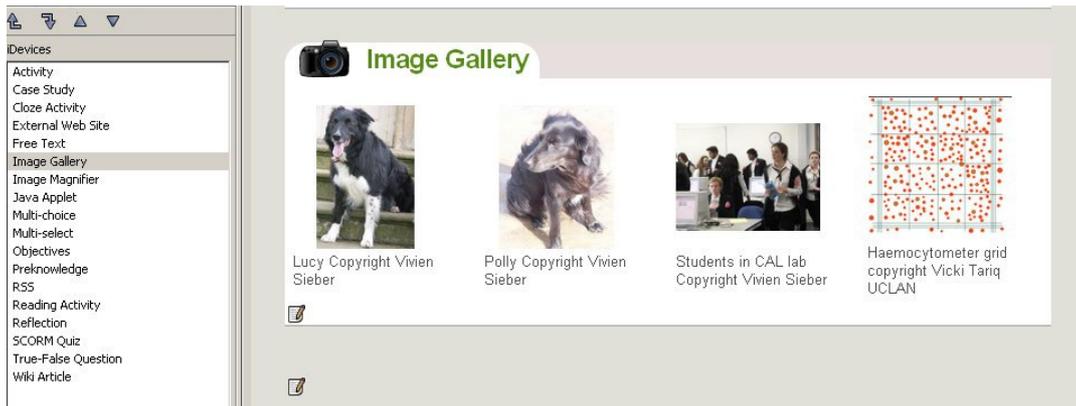


Figure 8 The Image Gallery tool

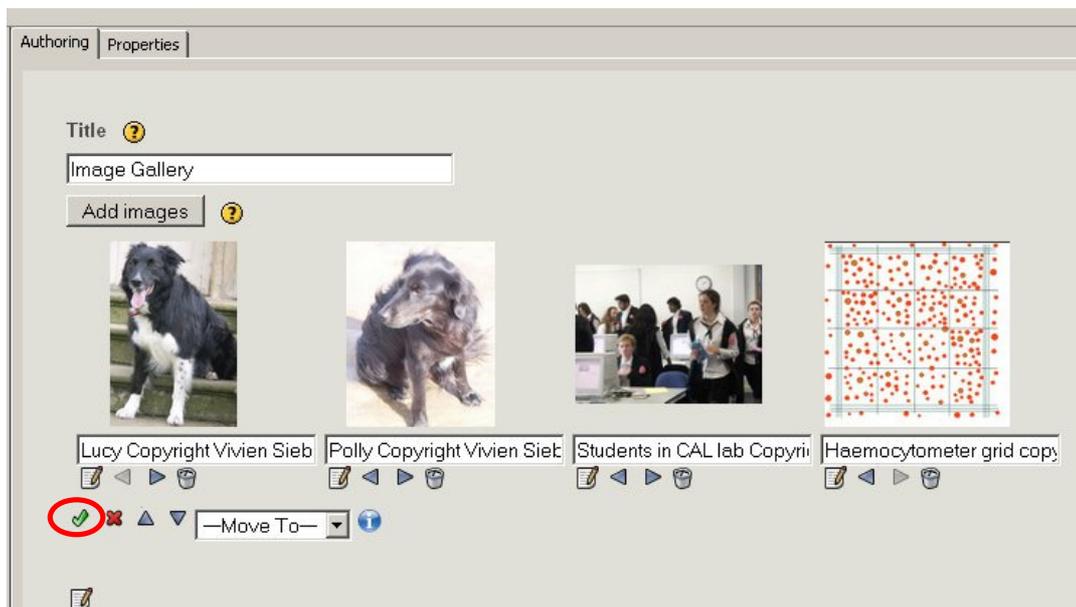


Figure 9 Uploaded image, add title and copyright text

Image Magnifier

This tool allows users working in WebLearn to interact with an image using a magnifying glass. You might for example ask a student to look closely at the structure of a cell or tissue.

Using Image Magnifier

- Select the (previously uploaded) image you want to be “magnified” (in this case Lucy.jpg)
- Set the display size or leave blank for original size
- Set alignment
- Select the initial Zoom value as % of the original
- Select the degree of magnification the user can make according to the size of the magnifying glass
- Select the green tick to save

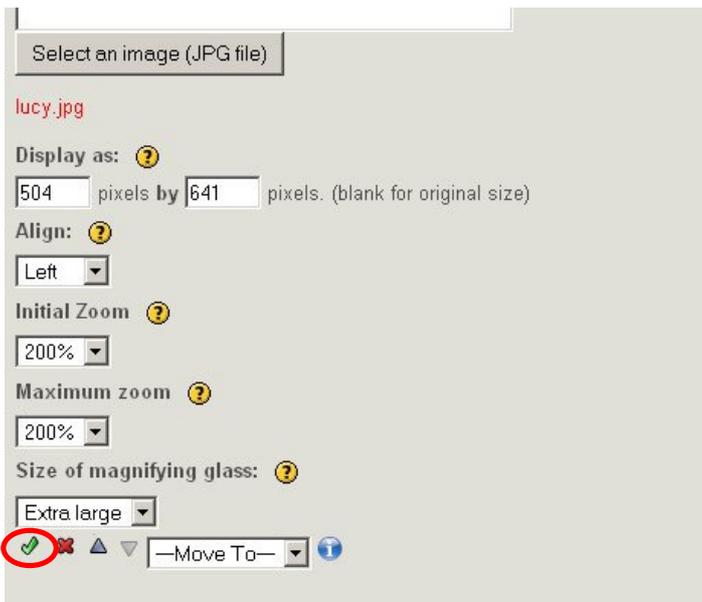
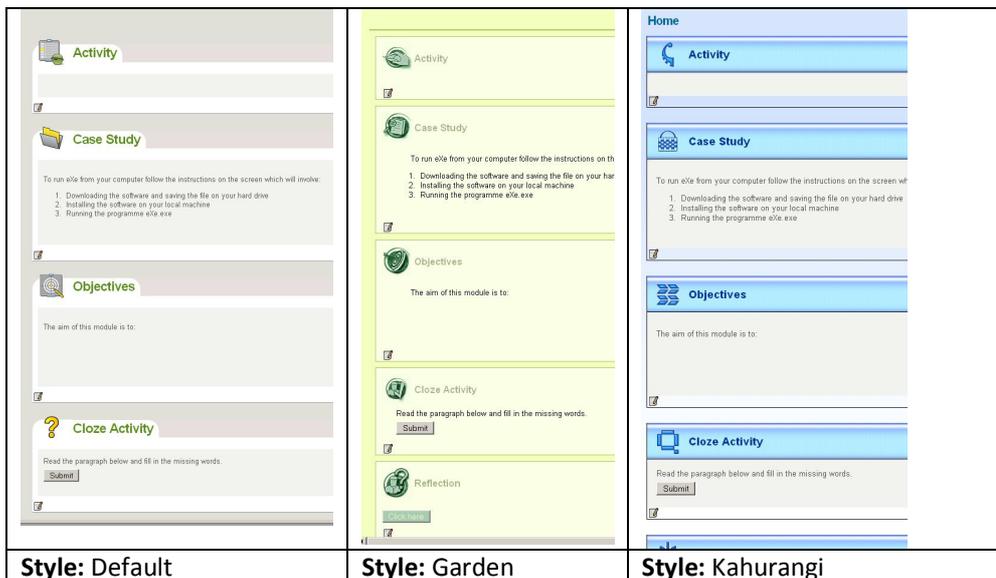


Figure 10 Settings in Image Magnifier

Choosing your style sheet

There are seven different styles to choose from. Select “Styles” on the top toolbar and use the dropdown menu to select a style. You can try the styles to see which one you prefer.

Once you have selected a style, your choice will be selected automatically when you save or export the file.



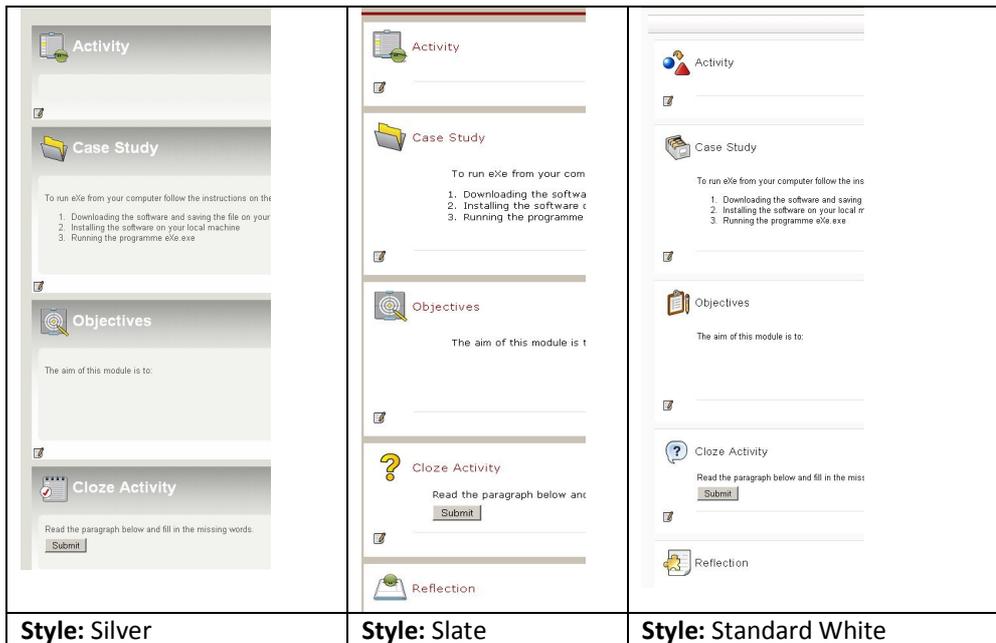


Figure 11 The preset eXe styles that you can choose from

Saving and using your eXe files

1. Use the “Save” option from the “File” menu on the top left toolbar to save your eXe file on your local computer. You will need to return to this master file if you want to correct or modify the materials at any later stage.
2. To use your eXe material in WebLearn you need to “Export” the file as a Website. Select “Zip File” for easy uploading in WebLearn.

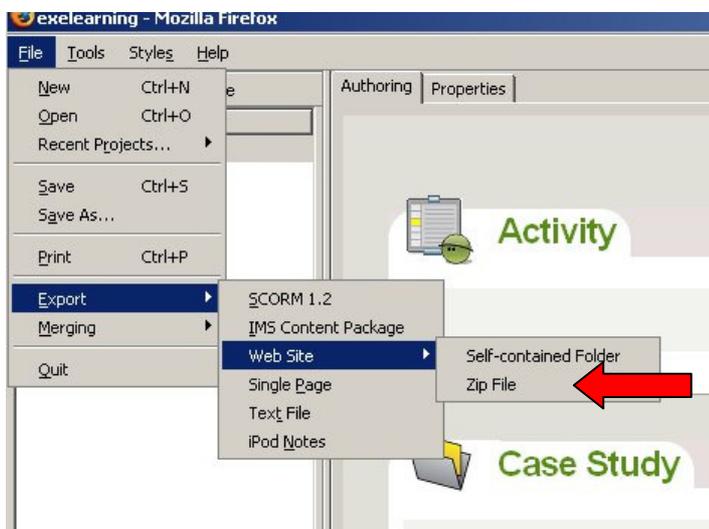


Figure 12 Export eXe sequence as a zip file for uploading into WebLearn

Using your eXe file in WebLearn

1. Upload your eXe *.zip file into the **Resources** area of your WebLearn site.
2. Unzip the file (-> Expand ZIP Archive), then remove the now-superfluous zip file (-> Remove).
3. **Display method 1:** Alongside the file “index.html” (which is one of the eXe files you uploaded and unzipped), choose Edit Details -> Make Web Content Link. This will create a link to the content package from the left hand tools menu.
4. **Display method 2:** Use “Edit Details” to obtain the URL of the file “index.html”; in **Resources**, create a WebLearn **HTML document** and insert the hyperlink to the file index.html.

Example:

http://weblearn.ox.ac.uk/site/testarea/msd_test/exe/index.html