Appendix 2 - Summary Specification

Prioritised improvements to VS software

- Improved usability of VS software, for both content authors and learners. Usability improvements may include user experience considerations, modifications and simplifications to user interfaces, system reliability, and analysis/streamlining of common user workflows.
- Integration of VS tools into existing learning systems. Integration may imply embedding of content, sharing of learner analytics, or use of common authentication frameworks. Systems for integration will include Learning Management Systems and MOOC platforms, and may also extend to other identified learning systems.
- Ensuring VS tools are accessible on mobile devices. Responsive web design techniques will be used. Based upon needs analysis, native app development has been agreed as low priority and beyond the scope of the project.

Identified standards to be used

- Learning Tools Interoperability (LTI) - for embedding and integrating content
- Experience API (xAPI) - for collecting and sharing learner experience data and analytics
- MedBiquitous Virtual Patient (ANSI/MEDBIQ VP.10.1-2010) - for describing VS content. The project will engage with MedBiquitous to develop the standard and improve its versatility for use in integrated systems.
- openSAML - for common/shared authentication. Existing implementations such as Shibboleth will be used, with single sign-on being desirable.

This list of standards represents a provisional guide. Other standards will be used where development needs allow, but all standards used will be reviewed against the projects requirements for suitability and compatibility with existing systems.

Platforms to be addressed

- VS platforms - OpenLabyrinth 3.x and Casus
- Virtual Learning Environments/Learning Management Systems - Moodle
- MOOC platforms - Open edX, FutureLearn