Introduction to Pachyderm

It’s the Road, Not the Destination: Nonlinear Learning on the Web

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Topics

- What is Pachyderm?
- Why Pachyderm?
- How Pachyderm Works
- OSU’s Goal for Pachyderm
- How to learn more

Digital Storytelling

- Digital media is well suited for story-telling because it can combine various media types making stories more effective and interactive.

Nonlinear storytelling

- Process of choice creates narrative
- Learners assign meaning to paths taken

Pachyderm

- A nonlinear approach to storytelling
- Learners can use it differently
- Instructional power of nonlinear storytelling: discovery learning...what we did as kids
- It’s the road not the destination!
Pachyderm - What It Is

• An easy to use open-source application to means produce online interactive multimedia presentations incorporating text, graphics, audio and video
• Driven by templates (~12)
• Flash-based output

Pachyderm - What It Isn't

• Pachyderm is not a website.
• It’s not a presentation tool.
• It’s not linear.
  – e-Learning is typically linear
  – Web-browsing is often just moving through material to find what you want.

Pachyderm - Where can you use it?

• Use Pachyderm modules on your website
• Use Pachyderm modules in Blackboard
• Deliver modules via CD/DVD-ROMs

What's Cool About Pachyderm: Nonlinear storytelling

• Learners assign meaning to paths taken
• You want to tell a story, your audience wants to play!

What Pachyderm does:

• Eliminates flash programming and graphic design
• Produces bulletproof presentations
• Offers media asset management with metadata
• Provides quick updateability
• Publishes to other media - DVDs, etc

What Pachyderm doesn’t do:

• Flash interactivity design
• Not the best choice for procedural knowledge
• Not the best for large group presentations
Planning for Pachyderm
- A paper and pencil process

Planning for Pachyderm
- Uses templates

OSU Pachyderm Goals
- Encouraging more interactive websites
- More engaging online learning
- Developing Learning Objects Repository

Examples from OSU

Demo: Creating a Pachyderm

Developing Learning objects with Pachyderm
- Learning objects are small chunks of instructional media
- Can be reused to support learning
- MERLOT calls them “online learning materials”
- LEGO for learning?
What’s Next

- Pachyderm 2.1.0 installed
- More trainings, online modules
- Expansion across campus

Resources

- OSU Pachyderm training
  - 2-day workshop
  - June 3-4, 2010
  - A few seats still available!
- OSU Pachyderm wiki
- Ecampus consulting & help

Resources (cont.)

- New Media Consortium (NMC)
  - http://www.pachyderm.org/
  - Pachyderm server ($150/year/user)
  - Or, download open source
  - Goal: OSU-Wide implementation

More Pachyderm Examples

ELIXR example
Molecules That Matter

Pachyderm Video Demo

Click here to view a short video demonstrating how to build a Pachyderm presentation using templates and downloaded media.
http://vimeo.com/10732603