



Kurkime ir žaiskime mokymosi aplinkose!



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2 Programų kūrimo procesai



Paskaitos medžiaga



Programų kūrimo procesai (paskaitos video LT)



Programų kūrimo procesai (pdf EN)



Programų kūrimo procesai (interactive EN)

Savikontrolės klausimai (kahoot)



Savikontrolės klausimai

Trumpi video

(Rational) Unifikuotas procesas



(Rational) Unifikuotas procesas (Youtube EN)



(Rational) Unifikuotas procesas (transkripcija EN)

Level up!

Perform learning activities, acquire the skills, progress to the new levels!

Nulinukas

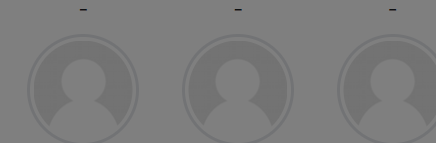


VISO 0^{xp}

kitas lygis ties 150^{xp}



REITINGAVIMAS



NAUJI APDOVANOJIMAI

-



Info



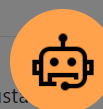
Reitingas



Ataskaita



Nusta





MONSTRŲ
MATEMATIKA

SOS!

Prašome tavo pagalbos!

**Labai siaubingai monstrų draugijai reikia
dar vieno komandos nario.**

**Įrodyk, kad esi baisiai protingas ir
išspręsk visas užduotis, kurių yra 5!**

Jei suklysi – reikės pradėti iš naujo.

*Vyriausiasis monstras
Karalius Rutulys*

Pradedam!



Kai kurie modernūs įrankiai



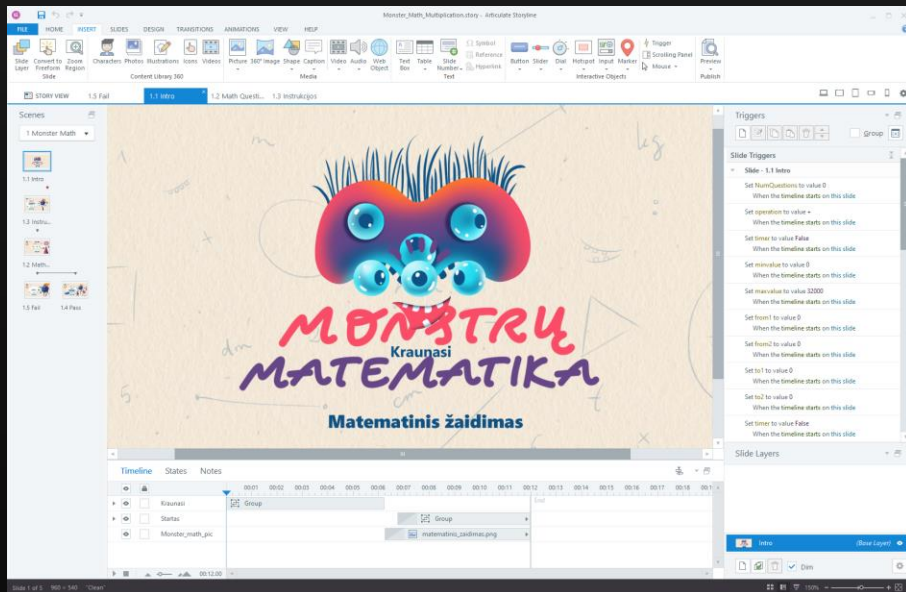
Adobe Captivate



Daugelis kitų...

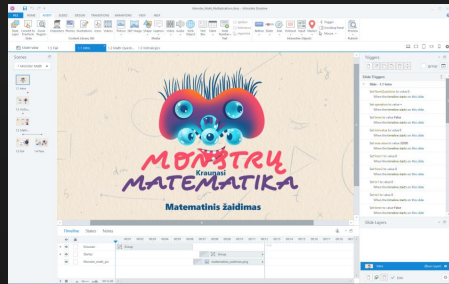
Priemonių trūkumai

- Pasiiekiamumas
- Aplinkų sudėtingumas

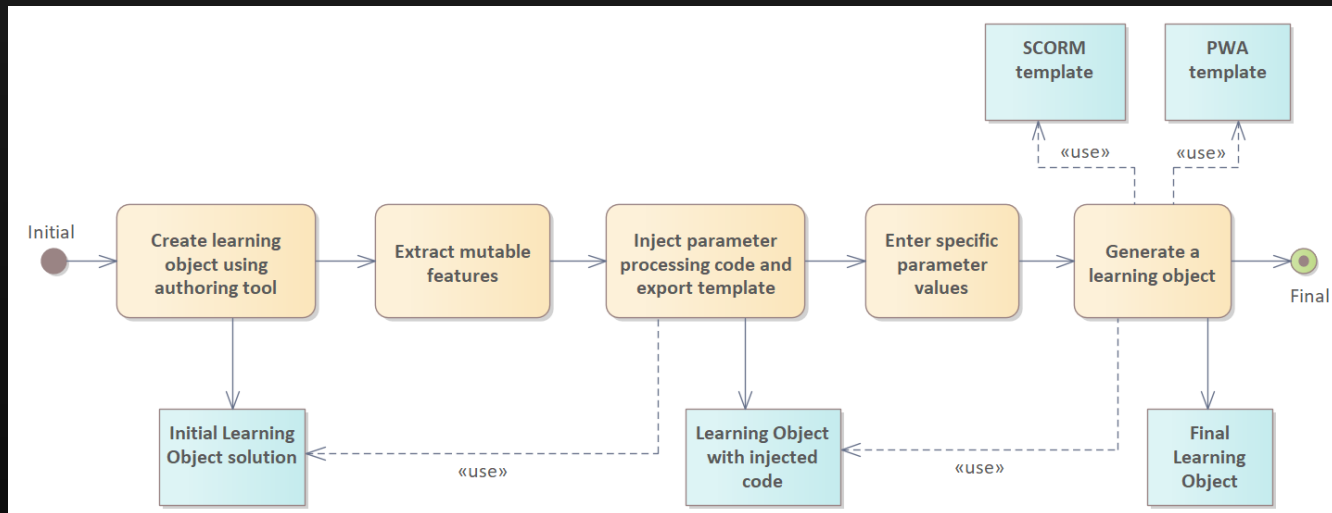


A screenshot of the Articulate 360 Academic Pricing page. The page features a navigation bar with links for Features, Customers, Pricing, Teams, and Resources. Below the navigation bar, there are buttons for "Pricing Overview" and "Pricing Calculator". The main heading is "Academic Pricing" with a sub-heading "Save 50% with our academic discount". There are three tabs: "Companies", "Freelancers", and "Academic". The "Academic" tab is selected, showing two pricing plans: "Personal Plan" for \$549 per user annually and "Teams Plan" for \$699 per user annually. Each plan includes a "Buy Now" button and a list of features such as Course Authoring Apps, Stock Content, Review App, and Live and On-Demand Online Training.

Mokymosi žaidimų generavimas

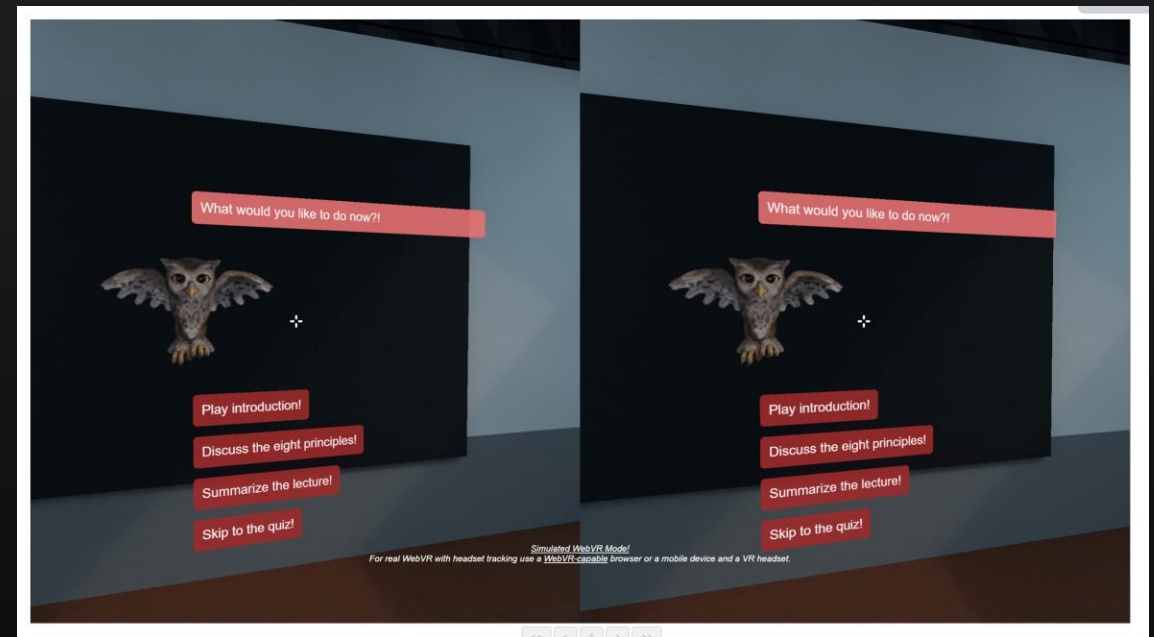
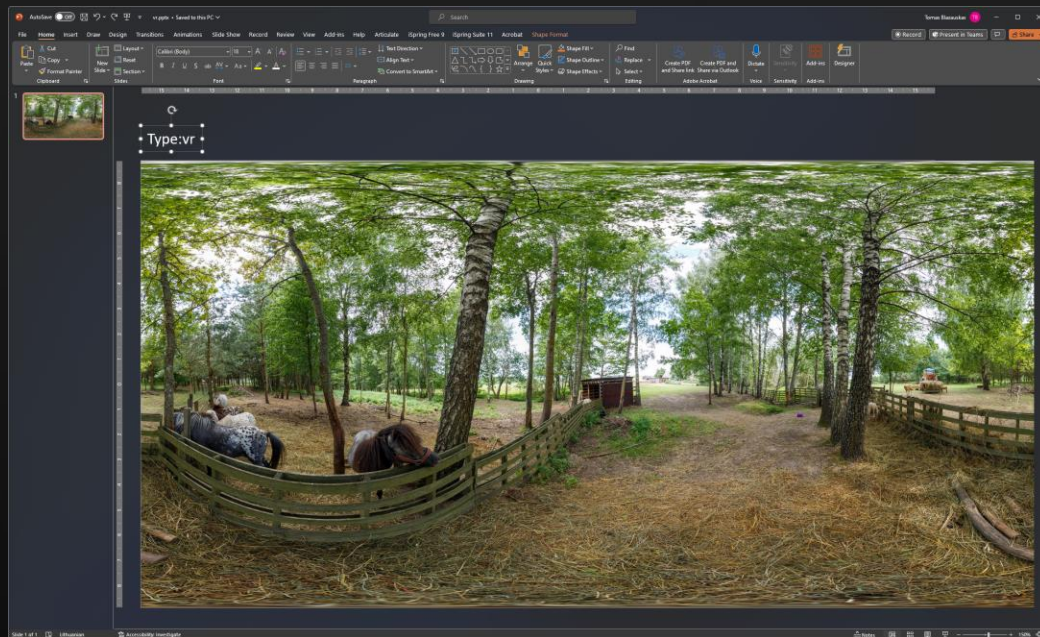


```
JavaScript Editor
1 player = getPlayer();
2
3 función loadGameData() {
4   var xmlhttp = new XMLHttpRequest();
5   xmlhttp.onreadystatechange = función () {
6     if (this.readyState == 4 && this.status == 200) {
7       processGameData(this);
8     }
9   };
10  xmlhttp.open("GET", "game.xml?rnd=" + Math.random() * 10000000, true);
11  xmlhttp.send();
12 }
13
14 función processGameData(xml) {
15   var gameData = xml.responseXML;
16   xml_sl = gameData.getElementsByTagName("numquestions");
17   num = xml_sl[0].childNodes[0].nodeValue;
18   operation = xml_sl[1].childNodes[0].nodeValue;
19   xml_sl = gameData.getElementsByTagName("fract1");
20   fract1 = xml_sl[0].childNodes[0].nodeValue;
21   xml_sl = gameData.getElementsByTagName("fract2");
22   fract2 = xml_sl[0].childNodes[0].nodeValue;
23   xml_sl = gameData.getElementsByTagName("sign");
24   sign = xml_sl[0].childNodes[0].nodeValue;
25 }
```



Tolesni žingsniai

- Virtualiosios realybės mokymosi resursų generavimas.



ImmersiveSurgicalEdu



University of Agder



LITHUANIAN UNIVERSITY OF HEALTH SCIENCES

„I hear and I forget. I see and I
remember. I do and I
understand.“