

# Online Learning Environment

## Requirements:

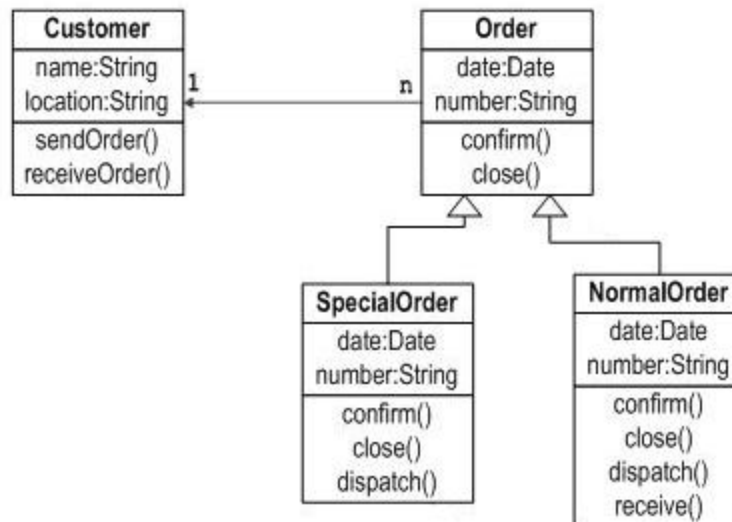
Those of Moodlerooms or Blackboard -- facilitate courses through an online content management system (CMS)

## Specifications:

Make it better than Moodlerooms or Blackboard in terms of user interface (UI).

## Deliverables:

1. UML Class Diagram of **one key element** with a prose description
  - o Should have this level of granularity:



- o You will have to assume Class / Object / Method names -- that's ok
  - o [ArgoUML](#) works well for this, but use whatever works for you
  - o A prose description of what is going on in the class diagram
2. GUI Drawing of a **key element** of the interface (either the main screen, or the GUI of your Class Diagram)
    - o This should be digital, but you can draw it and scan it in
  3. Overview of your system (you can compare it to existing learning CMSs)
    - o Writeup explaining the context of your added functionality
    - o Consider why is it somehow more ethical than Moodlerooms...
  4. When done, stick this all in a blog post on our [HASTAC group](#)

**You can work in a group, but each member is responsible for their own Class Diagram of a unique key element.**