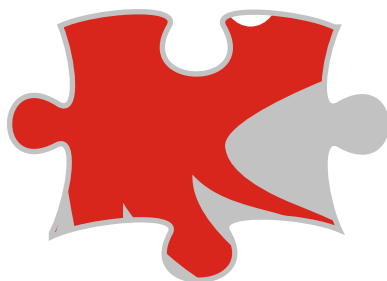
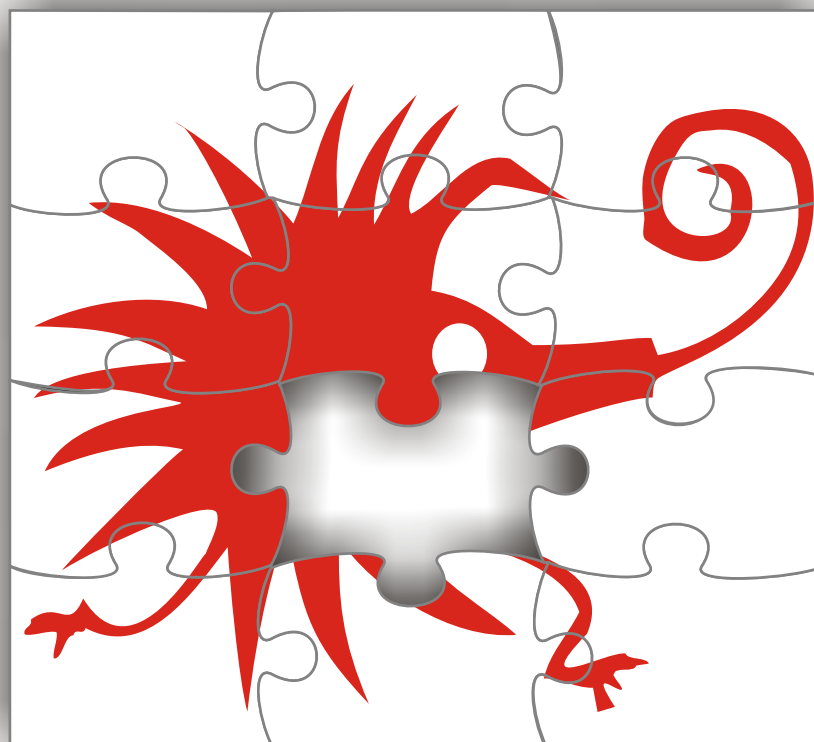


7



# The Didactical Unit Book



The Didactical Unit Book



# Didactical UNIT

The Didactical Unit is an ePublication with a complete description of the cognitive method which was used and formed during the project, a didactical model for implementing of a web based geo-heritage information system, manual of using the 3G mobile technology for retrieving the heritage information anywhere at anytime by anyone. The Didactical Unit is deliverable number 7 of CHIMER Project.



*The didactical Unit is written under order of the Municipality of Den Helder/Groene Poolster. The Stichting Bedrijfsregio Kop Van Noord-Holland supported the publishing and release of the Didactical Unit financially and technically.*



The Didactical Unit Book



for Nokias  
3650/6600  
& Ericsson P900  
Pocket PC  
TCP/IP platform

# THE DIDACTICAL unit

Childrens heritage interactive  
models for evolving repositories  
ist 2001/32695-Heritage for All  
<http://www.cordis.lu/ist/ka3/digicult/home.html>

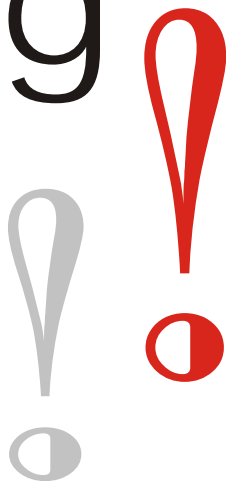


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	1. The Didactical Unit	2. Working with children, tools, materials. Understanding how to start	3. Thinking about preparatory tasks before going to the territory
4. Activities on the territory geo-catching game	5. Bridging the Gap Understanding file format of CHIMER multimedia content	6. How to create contents for the eGuide	7. How to create routes for the eGuide
8. The mGuide, going mobile based on TCP/IP protocols	9. Mobile GPRS settings, working with the Telcos	10. Phone Features, Nokias 3650, 6600 and P900 from Ericsson	11. How Opera browser works on mobile phones
12. Final conclusions			



# Warning Wording



## From an academic point of view

- ▶▶ CHIMER Mobile platform is a mobile cooperative environment for mobile learning.
- ▶▶ Obiquitus computing in e-learning related to ambient technologies also applies to CHIMER.
- ▶▶ Mobile Data Acquisition is in the main stream of CHIMER for Blending learning, children and teachers work in scenarios where integrated Repositories interact with Mobile awareness.
- ▶▶ The CHIMER platforms have paved the way for an Open abstract framework for modelling interoperability and mobile learning services. It is important to mention Mobile lessons concepts and applications for "in the field" are geo-referenced lessons.

## From a children point of view CHIMER is

- ➔ A father was trying to read the newspaper, but his little son kept pestering him. Finally, the father grew tired of this and, tearing a page of the newspaper - one that bored - he cut it into several pieces and handed them to his son. 'Right, now you have got something to do. I have given you a map of the world and I want to see if you can put it back together correctly.'
- He resumed his reading, knowing that the task would keep the child occupied for the rest of the day. However, a quarter of an hour later, the boy returned with the map. 'Has your mother been teaching you geography asked his father in atonishment.'
- 'I don't even know what that is, replied the boy.' But there was a photo of a man on the other side of the page, so I put the man back together and found I'd put the world back together too.



# about the wording

One of the Stories for parents, children and grandchildren from [www.paulocoelho.com](http://www.paulocoelho.com) has been selected as the main message for the Didactical Unit. We keep the finger crossed hoping you have understood the message. CHIMER means many things but everything can be described using Richard Florian definition in his book, The 3Ts, T for talent, T for technology and T for tolerance to the new ideas. The T for Tolereance to new ideas is the one that is more important in the CHIMER project. If you are a Museum expert and you think the information we need is in accordance with the Museum's vision, let me tell you it is not. If you are a teacher and you think because you are used to teaching children that you can implement CHIMER in the way you used to teach children, let me tell you this is not possible. If you think because CHIMER is so advanced in the use of cutting edge technologies you need special training on ICT, that is a false impression. Have you read the Harry Potter books? in the end these are just books for children, but there is a major difference. This is exactly what happen with CHIMER, it is open to new ideas where your human side plays a major role in content creation you need to be imaginative, creative and get involved. But you need to change your chip and rebuild yourself from scratch otherwise the daily dementors can come back again from Azkaban. CHIMER is a radical vision, bear that in mind. In the following pages you will read the CHIMER story in a very easy way. I hope you enjoy it as we did it when we run it.



# CHIMER IS ABOUT?

CHIMER is about documenting the heritage

through the childrens eyes



CHIMER is about using mobile devices for both content creation and retrieving the heritage using the mGuide and the eGuide.



CHIMER is about using GPRS, WiFi and UMTS networks for delivering multimedia content and vector cartography combined with ortophotos.



# Who did what in this book?



Daniel Weiss

Wrote this book, developed and implemented the concept of the Didactical Unit and co-designed the back cover of the book.  
dweiss@chimer.org



JR from MUDIMA

Researched all the Mobile Phone features for the Test Unit and wrote the chapters about Mobile Settings and Opera browser. He also designed the layout of this book.



## 10 facts you get to learn about CHIMER PLATFORMS

1. CHIMER platforms can be implemented in any environment with any kind of information.
2. Some of the features of the platform are as powerful as GIS systems, but easier to use.
3. Whatever you publish in the eGuide is retrievable in the mGuide.
4. The CHIMER platform is a drag and drop concept.
5. The CHIMER platform is not based on databases it works with multimedia files.
6. The CHIMER platform runs in Flash.
7. The CHIMER platforms support vector maps and ortophotos.
8. The CHIMER mobile application enables you to create and modify existing content with phones such as Nokias 3650, 6600 and the P900 from Ericsson.
9. The CHIMER platform recognises who is calling, PC, Pocket PC, phones or any device that supports TCP/IP.
10. In less than 24 hours both platforms can be up and running in any context.

www.chimer.org  
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# Understanding CHIMER components

→ The **Vector map** combined with the orthophoto are key components for locating the heritage of the territory.



→ The **eGuide** is the main platform where all the multimedia files, route description, maps and applications are stored.



→ The **Mobile Browser** platform retrieves everything published in the eGuide. You can use your phone for doing upgrades in the eGuide through the mGuide API.



# THE DIDACTICAL unit

➔ **The Didactical Unit** is a step by step process for explaining how to implement the CHIMER platforms named here as the eGuide and the mGuide. You have to think about the eGuide platform as if it is a piece of furniture with many draws where you can store things. It means in practice that videos, photos, texts and audio files of any particular heritage can be stored. The key point is understanding how to create the information and how to link the multimedia information with the vector map.

This is exactly what we will explain in these pages with cross references to our websites so you can clearly see how the final result looks. It is so easy to work with the eGuide that you will not believe it. Using the mGuide is even easier because you do not have to do anything except use it for accessing or modifying the content in the eguide. Both platforms have been widely tested in different countries and in different scenarios and we can guarantee that both platforms work. Bear in mind the idea that one thing is the platforms and the other one is the content that you create for the platforms. This Didactical Unit explains how to organise the content providing you with clear instructions about formats and file extensions, but content creativity is your challenge. Let's move one step forward.

