

P1484.21

Submitter Email: avron@aldo.com
Type of Project: New IEEE Standard
PAR Request Date: 22-Jan-2016
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Status: PAR for a New IEEE Standard

1.1 Project Number: P1484.21
1.2 Type of Document: Standard
1.3 Life Cycle: Full Use

2.1 Title: Task Model for Project-based Learning

3.1 Working Group: Task Model for Project-Based Learning (C/LT/TMPL)

Contact Information for Working Group Chair

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None

3.2 Sponsoring Society and Committee: IEEE Computer Society/Learning Technology (C/LT)

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4.1 Type of Ballot: Individual

4.2 Expected Date of submission of draft to the IEEE-SA for Initial Sponsor Ballot: 12/2019

4.3 Projected Completion Date for Submittal to RevCom: 05/2020

5.1 Approximate number of people expected to be actively involved in the development of this project: 10

5.2 Scope: The Task Model for Project-based Learning (TMPL) standard specifies the metadata required to describe a small real-world work project that is a suitable learning opportunity, e.g., for a student intern or lifelong learner. The work project could be stand-alone or a part of a collaborative work activity.

The TMPL standard enables applications to share data about work projects in a consistent way with all of the information needed to match projects with learners' background, objectives, and constraints. These applications might help managers find student team members or help learners gain experience by finding real-world tasks that develop a needed competency. The standard allows learners to conduct a single search across all conforming task registries to find appropriate tasks.

The standard is complimentary and conformant to IEEE 1484.20 Standard for Learning Technology--Data Model for Reusable Competency Definitions.

5.3 Is the completion of this standard dependent upon the completion of another standard: No

5.4 Purpose: The TMPL standard allows multiple applications to develop and share consistent data about project-based learning opportunities.

5.5 Need for the Project: In many disciplines, some learning objectives are best realized in the context of real-world projects. The need for on-the-job learning experiences is increasing, as evidenced by movements like competency-based education and new technologies like Mozilla Open Badges. This standard will enable the development of exchanges and similar applications that match tasks

posted by employers with the qualifications, interests, and availability of potential learners.

5.6 Stakeholders for the Standard: Corporations (training, HR, college relations), military, schools (secondary, tertiary, trade, and professional schools), government, labor and employment agencies, student learners, independent and life-long learners, tool developers, and Task Registry developers.

Intellectual Property

6.1.a. Is the Sponsor aware of any copyright permissions needed for this project?: No

6.1.b. Is the Sponsor aware of possible registration activity related to this project?: No

7.1 Are there other standards or projects with a similar scope?: No

7.2 Joint Development

Is it the intent to develop this document jointly with another organization?: No

8.1 Additional Explanatory Notes (Item Number and Explanation):