

Extreme Learning Web Site Coding Scheme

No	Criteria	Definition	1 (Low)	2	3 (Medium)	4	5 (High)
1	Content Richness	This criterion deals with how much information the Website, resource, or project contains on the topic chosen, how adequately it fulfills the purpose of learning, and whether the information is credible and up-to-date or not.	The Website, resource, or project doesn't contain much information on the topic chosen, and doesn't adequately fulfill the purpose of learning. The information is not credible or is out-of-date. There are few resources providing access to learning content; it may appeal to different learning preferences or styles.	-	The Website, resource, or project contains less information on the topic chosen, and fulfills the purpose of learning to some extent. The information is somewhat credible or is up-to-date. There are some resources providing access to learning content; it may appeal to different learning preferences or styles.	-	The Website, resource, or project contains much information on the topic chosen, and adequately fulfills the purpose of learning. The information is credible and up-to-date. There are a wide range of resources providing access to learning content; it may appeal to different learning preferences or styles.
2	Functionality of Technology	This criterion deals with the ease of access, navigation, and use of the Website, resource, or project and whether it contains effective and appropriately employed technology to serve the stated learning purpose.	The Website, resource, or project is difficult to access, navigate, and use and contains ineffective technology for the stated learning purposes of potential users.	-	The Website, resource, or project is relatively intuitive or easy to access, navigate, and use and contains somewhat effective and appropriately employed technology to serve the stated learning purposes of potential users.	-	The Website, resource, or project is extremely intuitive and easy to access, navigate, and use and contains highly effective and appropriately employed technology to serve the stated learning purposes of potential users.
3	Extent of Technology Integration	This criterion deals with the range, amount, and types of technologies employed including issues of interaction, collaboration, and information collection, contribution, and community through such technology.	The Website, resource, or project contains few technologies for learning. Technology tools are not interactive, collaborative, or participatory and do not promote communication or sense of community. User contribution is limited or nonexistent.	-	The Website, resource, or project contains some range of technologies for learning. Technology tools are moderately interactive and collaborative and might enhance information exchange or user communication and contribution.	-	The Website, resource, or project contains a wide range and amount of technologies for learning. Technology tools are highly interactive and collaborative and can greatly promote information collection and dissemination as well as user communication and contribution.

4	Novelty of Technology (Coolness Factor #1)	This criterion deals with whether the Website, resource, or project contains emerging, unusual, or novel technologies.	There is no experimentation with emerging, unusual, or novel technologies for learning and the technologies which are used are out-of-date.	-	There is some experimentation with emerging, unusual, or novel technologies for learning which might motivate or engage potential users/learners.	-	There is extensive experimentation with emerging, unusual, or novel technologies for learning; some of which is quite exciting, motivating, or appealing for potential users/learners.
5	Uniqueness of Learning Environment / Learning (Coolness Factor #2)	The Website, resource, or project serves the purpose of learning in a non-traditional, unique, or extreme learning environment, which is highly different from traditional classroom settings.	The Website, resource, or project is just a replication of formal or traditional school-based learning. The learning is essentially what the user or learner might experience in a traditional teaching or training situations. The Website, resource, or project might be rather plain or unappealing to the potential learner or user; it is one of dozens of such sites.	-	The Website, resource, or project is somewhat unique or different from traditional learning. There are learning opportunities that are somewhat novel or hard to find in formal or traditional settings. The Website, resource, or project makes an attempt to connect people to each other as well as to novel resources and activities and current information not easily found in books or other traditional learning resources. There is also some room for creative expression of the users.	-	The Website, resource, or project is unique or different. There are learning opportunities that are novel or hard to find in formal or traditional settings. The Website, resource, or project connects people to each other as well as to novel resources and activities and current information is not easily found in books or other traditional learning resources. There is also extensive room for creative expression of the users.
6	Potential for Learning	This criterion deals with whether the Website, resource, or project enables and provides learning activities or learning opportunities for the target audience to achieve the intended learning goals. There might be many markers, targets, or goals for such learning as well as celebration of those who have completed one or more learning-related	The Website, resource, or project enables and provides few learning activities or opportunities for the target audience to achieve the intended learning goals. There are extremely limited markers, targets, or goals for such learning and limited acknowledgment related to those who have completed one or more learning-related units, activities, or segments (i.e., self-tests, discussions, reviews, interactions, etc. or various rich	-	The Website, resource, or project enables and provides some learning activities or learning opportunities for target audience to achieve some intended learning goals. There might be some markers, targets, or goals for such learning as well as celebration of those who have completed one or more learning-related units, activities, or segments (i.e., self-tests, discussions, reviews, interactions, etc. or various rich media resources). The paths for	-	The Website, resource, or project enables and provides the potential for learning activities or learning opportunities for the target audience to achieve most or all of the intended learning goals. There might be markers, targets, or goals for such learning as well as celebration of those who have completed one or more learning-related units, activities, or segments (i.e., self-tests, discussions, reviews, interactions, etc. or

		units, activities, or segments. Such markers might come in the forms of self-tests, discussions, reviews, interactions, etc. or various rich media resources. The paths for learning are varied and extensive.	media resources). The paths for each learner may be not unique. There may be few ways to socially network or collaborate with others at the Website, resource, or project.		each learner may be somewhat unique. There may also be some ways to socially network or collaborate with others at the Website, resource, or project.		various rich media resources). The paths for each learner may be highly unique. There may also be ways to socially network or collaborate with others at the Website, resource, or project.
7	Potential for Life Changing	This criterion deals with whether the Website, resource, or project influences or improves the quality of life and extends or changes the perspective of the world for the intended audience. As part of this, there is potential for individuals to experience life changing or empowerment moments from the use of the Website, resource, or project.	The Website, resource, or project does not offer much in the way of improving or influencing the quality of life or the perspective of the world for the intended audience. The impact is quite narrow or limited. Users might not gain anything beyond basic skills.	-	The Website, resource, or project somewhat influences or improves the quality of life and the perspective of the world for intended audience. People are somewhat empowered to learn in ways that change their lives or broaden their outlook, perspectives, or knowledge and competencies. They can connect to other people or to knowledge and information in some ways that they might not have felt or experienced previously.	-	The Website, resource, or project significantly influences or improves the quality of life and extends or changes the perspective of the world for the intended audience. People are empowered to learn in ways that change their lives or broaden their outlook, perspectives, or knowledge and competencies. They can connect to other people or to knowledge and information in many ways previously unseen or seldom experienced.
8	Scalability of Audience	This criterion deals with the potential impact of the Website, resource, or project including the possibility to broaden the size and scope of its potential intended audience.	The Website, resource, or project has a narrow focus or does not have wide appeal or potential impact. The intended or actual audience is quite limited.	-	The Website, resource, or project has the potential to impact many people or a somewhat wide audience. It might have relevance to several different audiences or types of users.	-	The Website, resource, or project has high possibility to impact a broad audience or large scale and scope from one or more educational sectors (e.g., K-12, higher education, corporate, government, non-profit, or informal).