

Učenje i poučavanje u nastavi
informatike / računalstva i
tehničke kulture u
izvanrednim okolnostima

Alice 3 u online okruženju

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Sadržaj

- Uvod
- Alice 3 razvojna okolina
- Oracle Member Hub
- Što se očekuje u slijedećoj verziji ?
- Pitanja

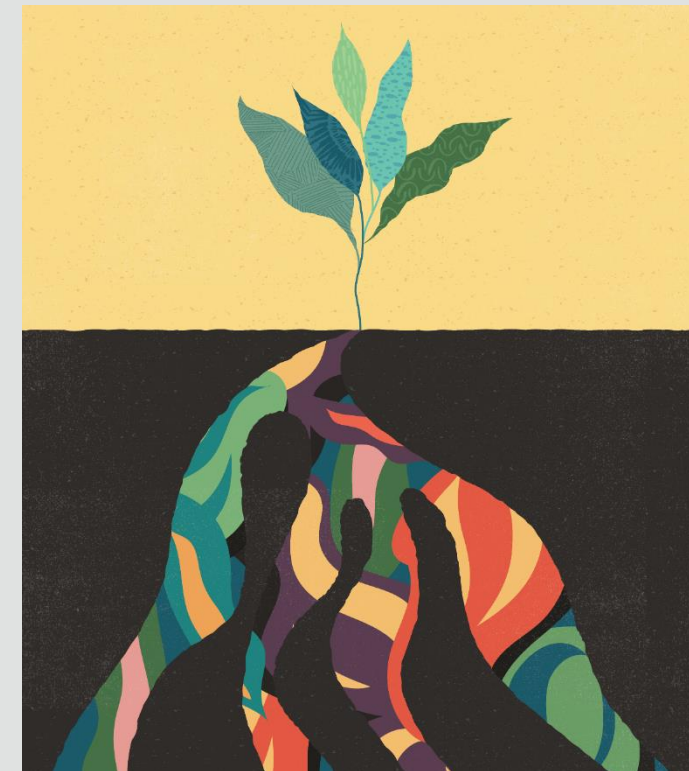
dr.sc. Frane Urem prof.v.š.

Veleučilište u Šibeniku – prodekan za poslovanje,
Erasmus+ koordinator, profesor ...

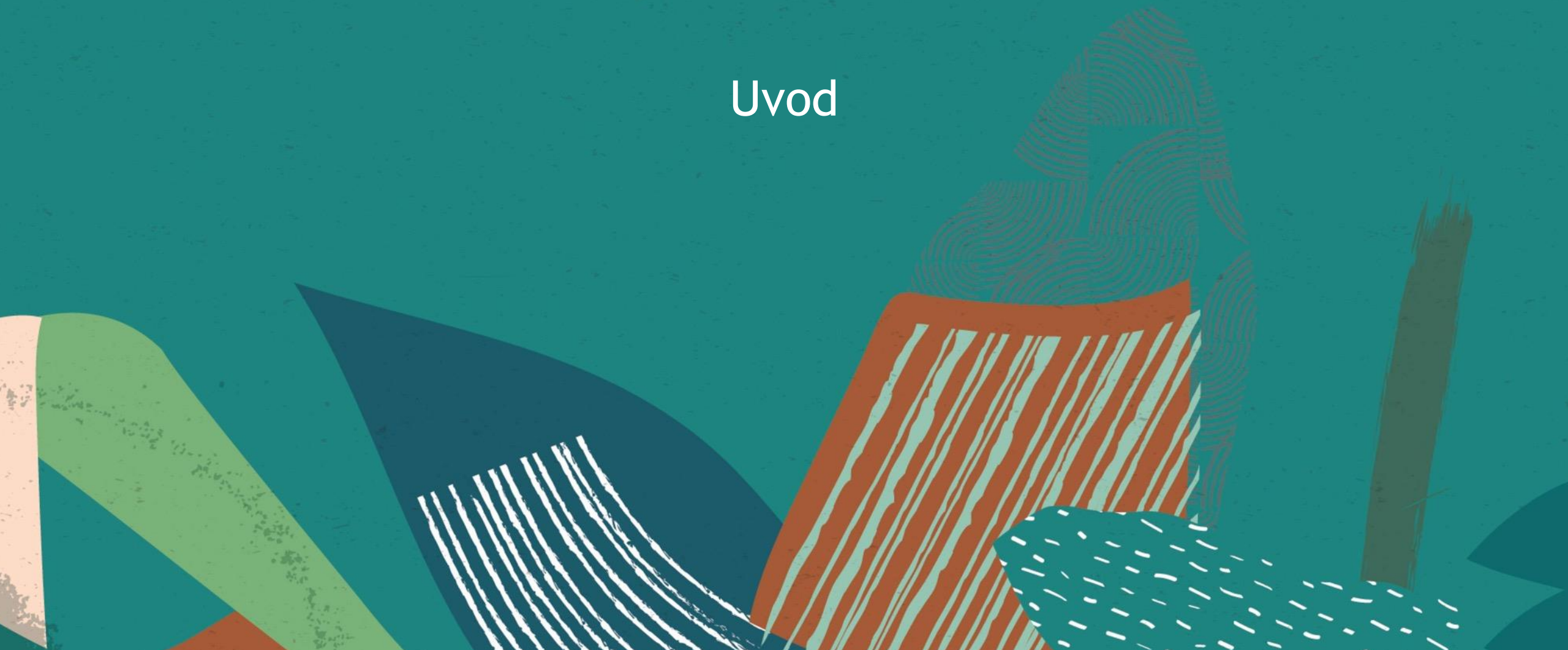
<https://www.linkedin.com/in/frane-urem-09765926/>

Oracle – Oracle Academy trener

<https://academy.oracle.com/en/newsletters/april-2018-full.html#spotlight1>



Uvod

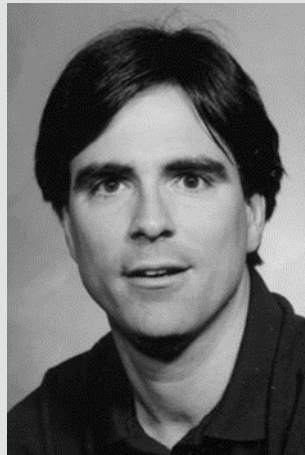


Moderna nastava informatike

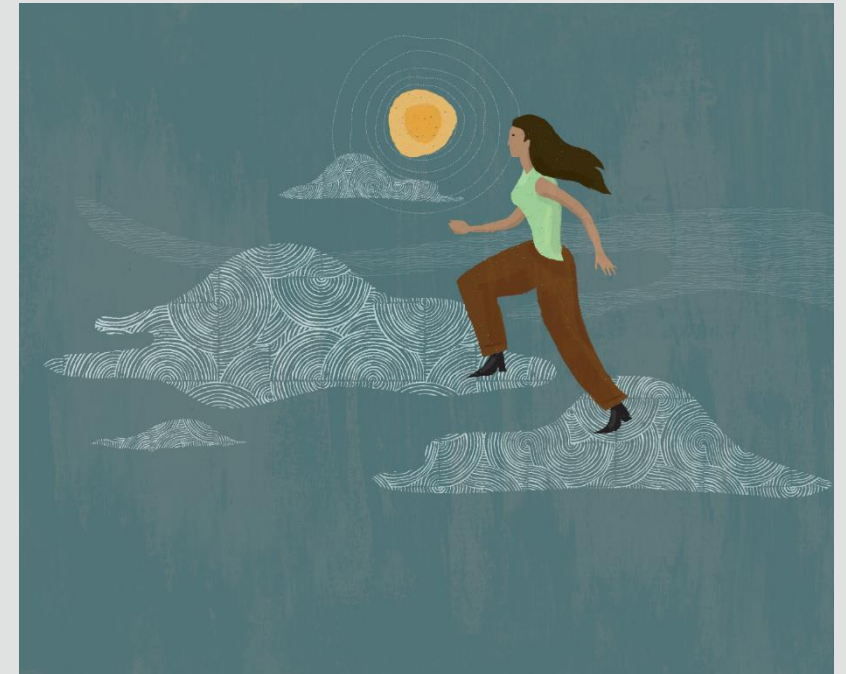
- Analiza i usvajanje primjera dobre prakse
- Stručno osposobljavanje nastavnika
- Potpore (projektno financiranje) za razvoj nastave
- Osiguranje interaktivnog nastavnog okruženja
- Dobivanje povratnih informacija o održanoj nastavi od strane učenika
- Osiguranje kvalitete (redovite revizije i unaprjeđenja nastavnih programa)

Alice 3

Idejni tvorac Alice platforme:
prof. Randy Pausch - Sveučilište Carnegie Mellon
(1960. – 2007.)



The Last Lecture:
Really Achieving Your Childhood
Dreams



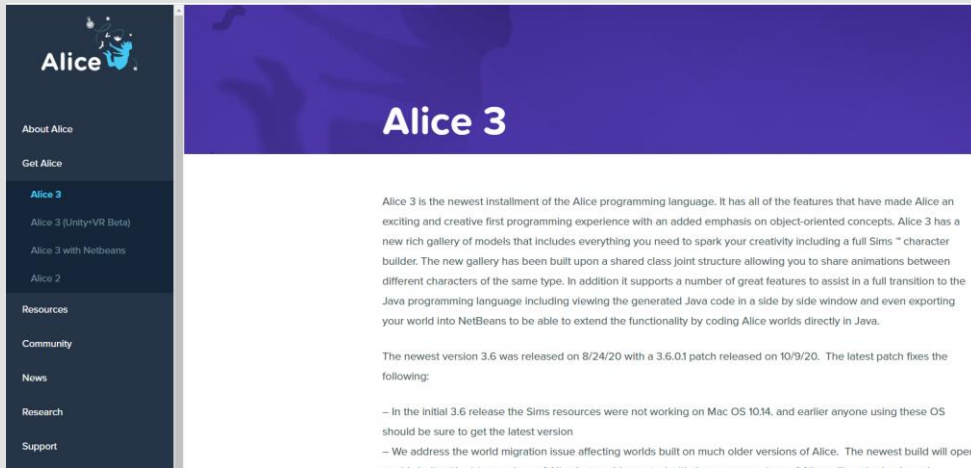
Dobra iskustva s Alice 3 platformom

- Jednostavna instalacija i početak rada
- Pristup nastavnim resursima i globalnim primjerima dobre prakse
- Inovativno i interaktivno nastavno okruženje – utječe na motiviranost učenika
- Projektna nastava

Alice 3 razvojna okolina



Alice 3

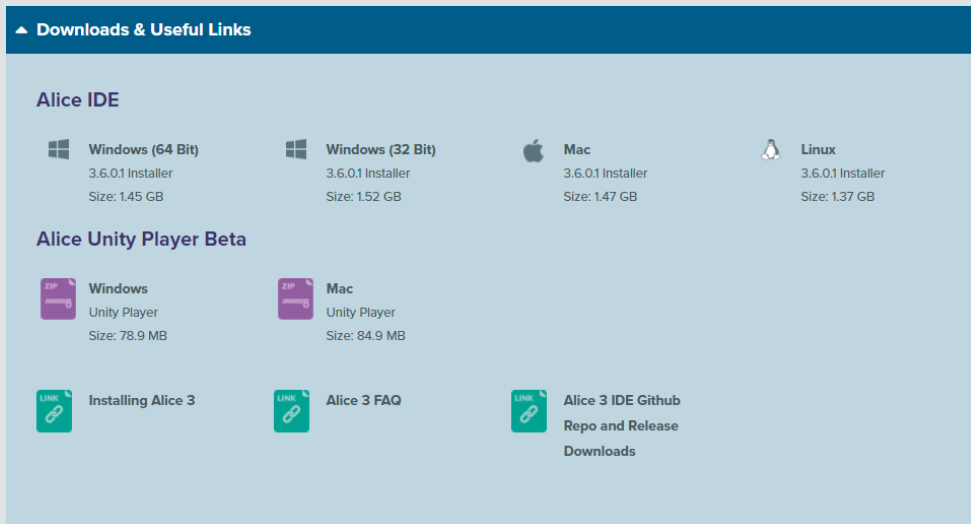


Alice 3

Alice 3 is the newest installment of the Alice programming language. It has all of the features that have made Alice an exciting and creative first programming experience with an added emphasis on object-oriented concepts. Alice 3 has a new rich gallery of models that includes everything you need to spark your creativity including a full Sims™ character builder. The new gallery has been built upon a shared class joint structure allowing you to share animations between different characters of the same type. In addition it supports a number of great features to assist in a full transition to the Java programming language including viewing the generated Java code in a side by side window and even exporting your world into NetBeans to be able to extend the functionality by coding Alice worlds directly in Java.

The newest version 3.6 was released on 8/24/20 with a 3.6.0.1 patch released on 10/9/20. The latest patch fixes the following:

- In the initial 3.6 release the Sims resources were not working on Mac OS 10.14, and earlier anyone using these OS should be sure to get the latest version
- We address the world migration issue affecting worlds built on much older versions of Alice. The newest build will open worlds built with older versions of Alice, but worlds created with the newer versions of Alice will not be affected.



Downloads & Useful Links

Alice IDE

| | | | |
|--|--|---|---|
| Windows (64 Bit) 3.6.0.1 Installer Size: 1.45 GB | Windows (32 Bit) 3.6.0.1 Installer Size: 1.52 GB | Mac 3.6.0.1 Installer Size: 1.47 GB | Linux 3.6.0.1 Installer Size: 1.37 GB |
|--|--|---|---|

Alice Unity Player Beta

| | |
|--|--------------------------------------|
| Windows Unity Player Size: 78.9 MB | Mac Unity Player Size: 84.9 MB |
|--|--------------------------------------|

[Installing Alice 3](#) [Alice 3 FAQ](#) [Alice 3 IDE Github Repo and Release Downloads](#)

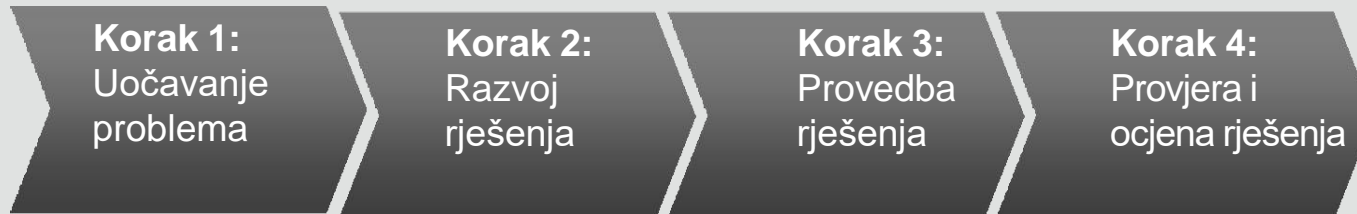
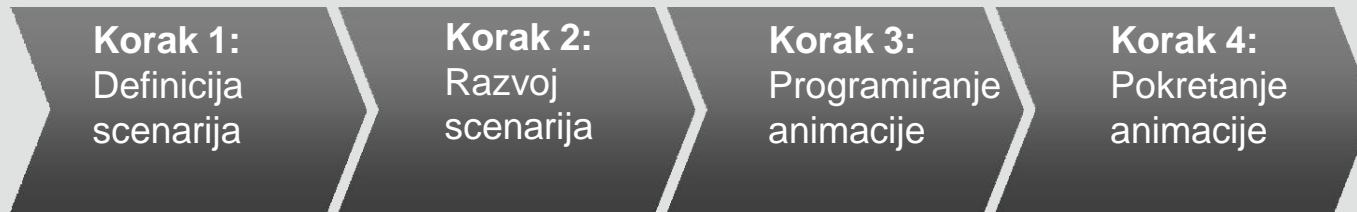
- Instalacija

<https://www.alice.org/get-alice/alice-3>

- Uloga programera je nalik ulozi redatelja filma ili video-igre

- Jednostavno usvajanje osnovnih pojmova (klasa, objekt, metode, svojstva ...)

Zašto Alice 3 (animacija) ?



- Planiranje i razvoj kompliciranih animacija je vrlo složen proces i usporediv s razvojem stvarnih aplikacija
- Kako bi se takav posao pojednostavnio potrebno je analizirati postavljeni zadatak i uočiti sve probleme koji se moraju savladati

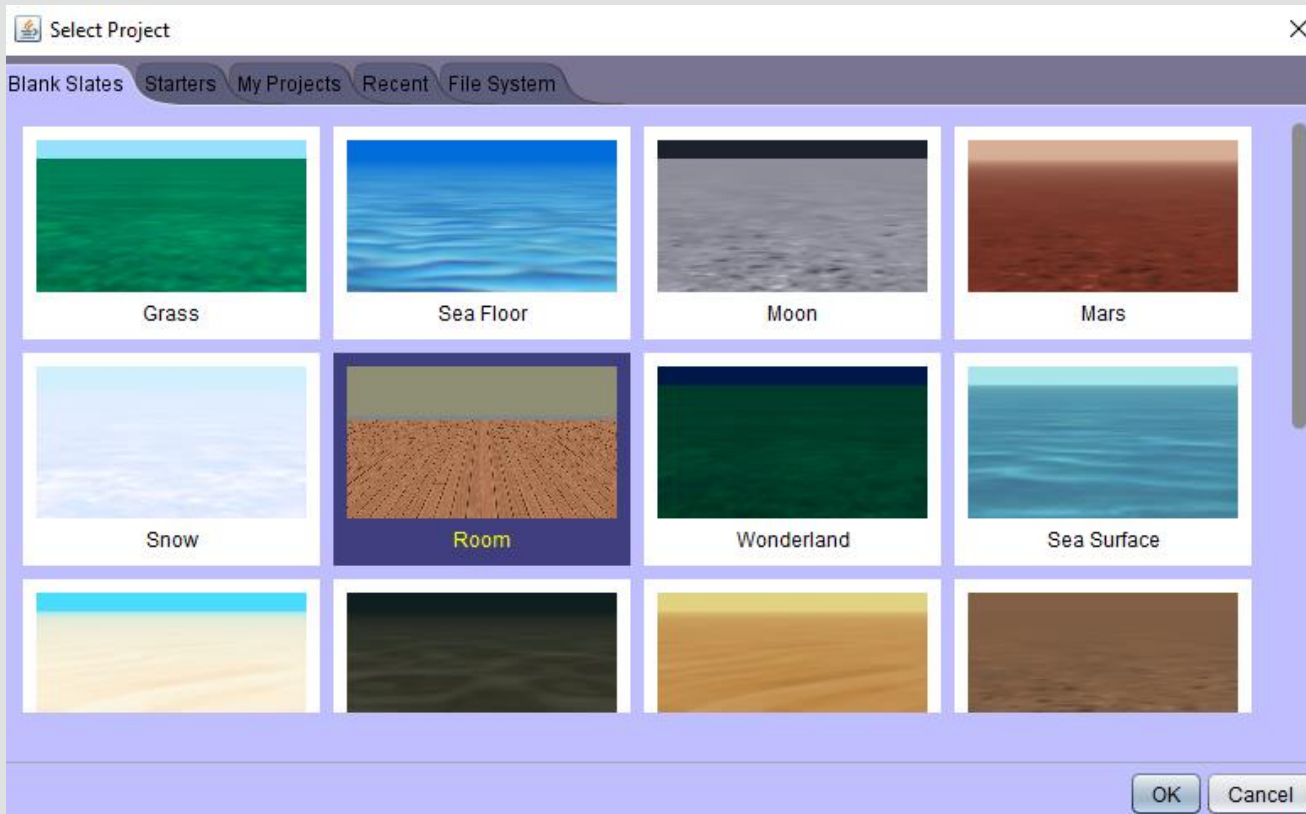
Definicija i razvoj scenarija

- U razvoju softvera je posebno bitan proces razvoja scenarija - ili priče - koja mu daje svrhu, npr.
 - Priča koja predstavlja problem i rješenje
 - Pouka za podučavanje pojma matematike
 - Postupak za simulaciju ili demonstraciju
 - Igra za zabavu ili trening

Definicija i razvoj scenarija

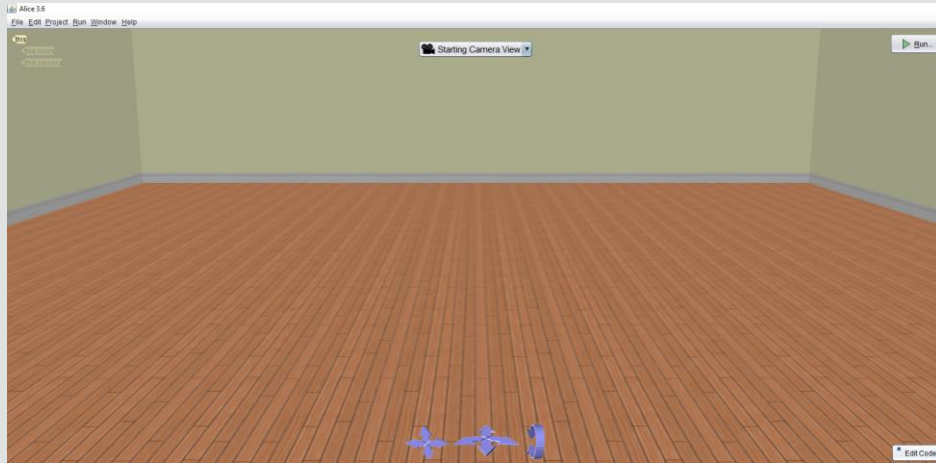
- Identificiraju se specifikacije dizajna za scenarij animacije, npr. kako se objekti pojavljuju, kreću, govore, komuniciraju itd.
- Za planiranje Alice 3 animacije koriste se dvije vrste scenarija :
 - Vizualni: niz ilustriranih slika koje predstavljaju glavne prizore animacije
 - Tekstualni: Detaljan, naručeni popis radnji koje svaki objekt obavlja u svakoj sceni animacije

Otvaranje novog projekta

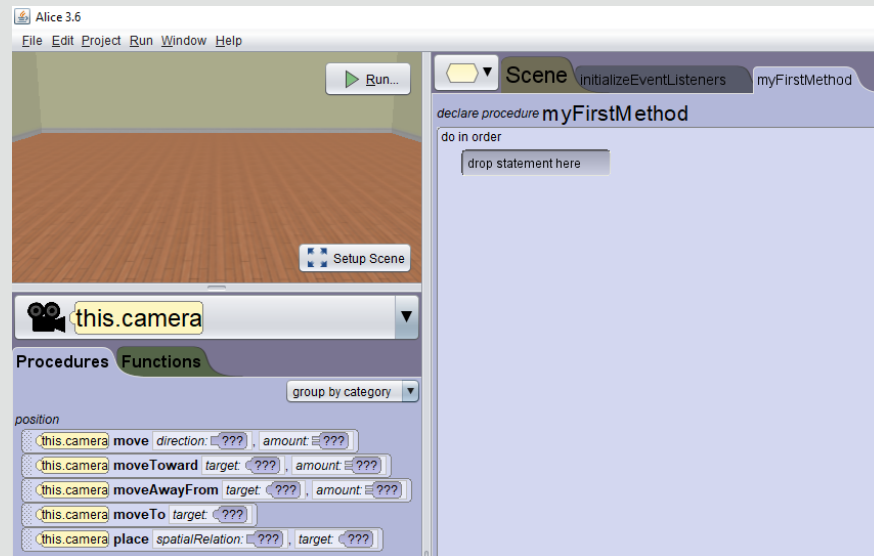


- Pokrenite Alice 3
- U početnom dijalogu (Welcome dialog box) odaberite karticu Blank States
- Odaberite željeni predložak, i potvrdite s OK

Osnovni dijelovi razvojne okoline



- Prijelaz između različitih pogleda je moguć odabirom gumba Edit Code (iz uređivača scene) ili Setup Scene (iz uređivača programskog koda)



Alice 3 scena

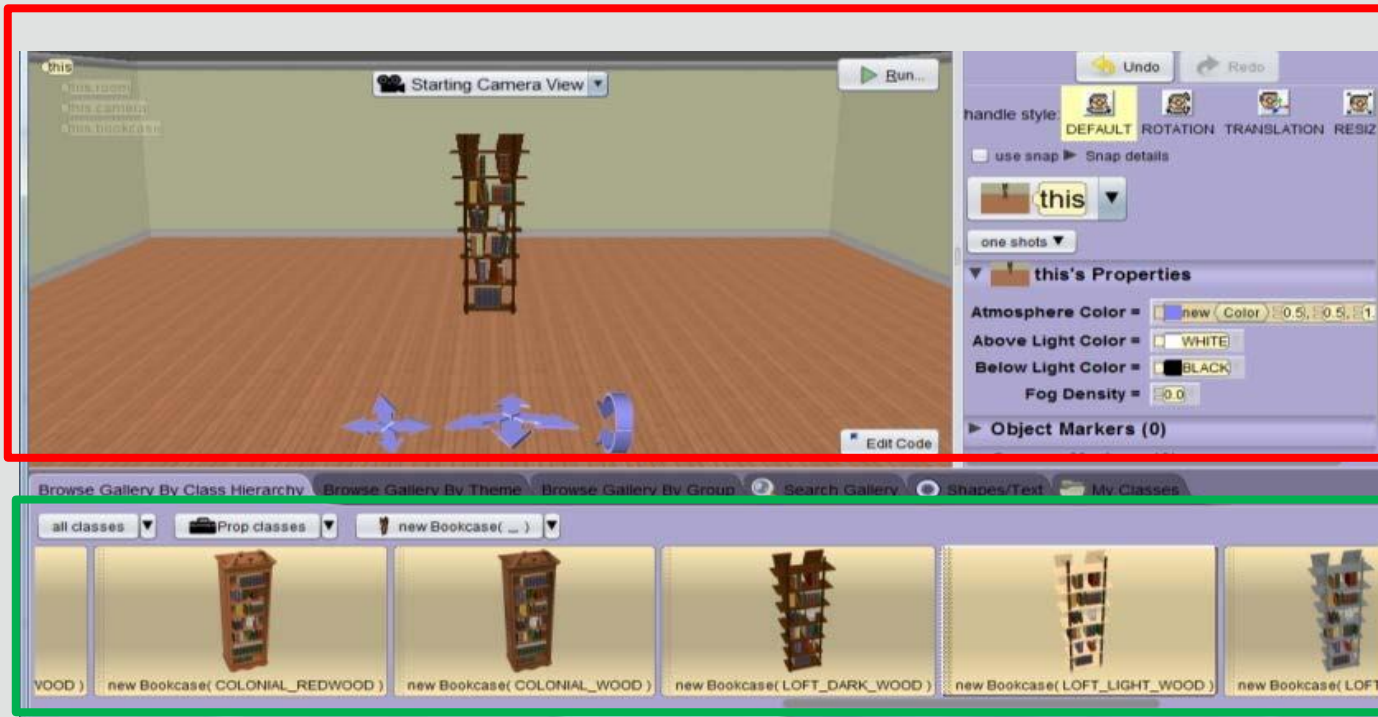


Scena je mjesto na kojem se odvija zamišljena radnja i na kojoj različiti likovi (objekti) tu radnju ostvaruju

Vidljiva su tri osnovna dijela:

- prostor radnje npr. soba, šuma, pustinja ...
- nepokretni objekti
- pokretni objekti koji ostvaruju zadanu radnju

Alice 3 uređivač scene (Scene editor)



- Sastoji se od:
 - dijela za podešavanje scene (Scene Setup)
 - galerija objekata (Gallery)

Alice 3 klase



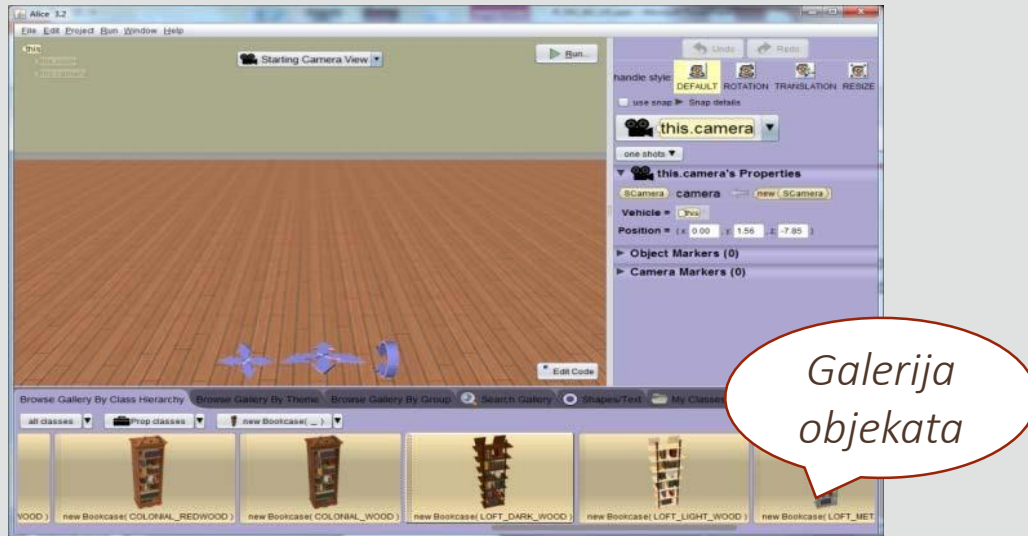
- Klasa je predložak koji opisuje objekt. Svi objekti sadrže svojstva klase.
- Klasa daje upute Alice 3 razvojnoj okolini kako će se objekt pojaviti unutar scene i što sve može raditi.
- Primjer: Klasa Alice je podklasa Biped (dvonošci) klase. Na slici su vidljive dvije verzije Alice klase. Svaka od njih nasljeđuje svojstva Biped (dvonošci) klase (npr. hodanje na dvije noge), a ostala svojstva se mogu razlikovati (npr. odjeća, boja kose ...)

Alice 3 galerija objekata

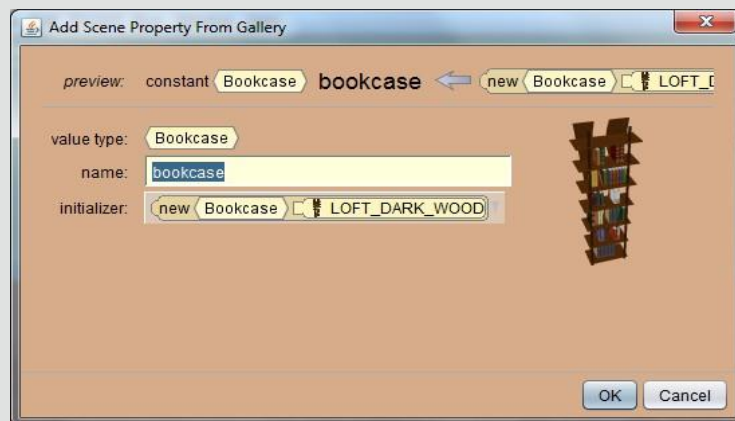
- Galerija sadrži skup trodimenzionalnih objekata koje je moguće dodati na scenu
- Objekti su podijeljeni u posebne grupe
- Moguće ih je pretraživati po nazivu (kartica Search Gallery)



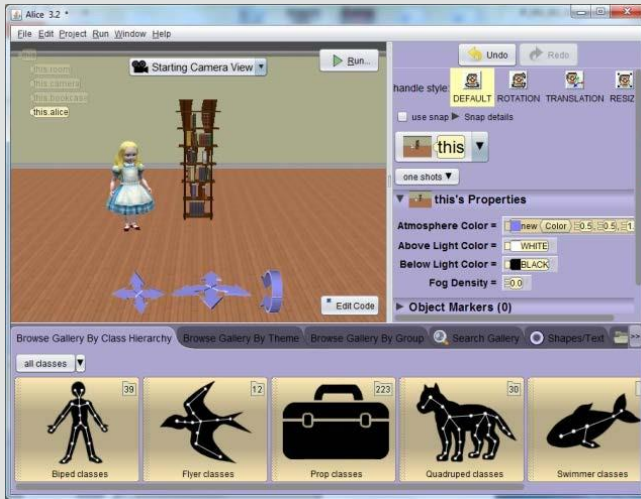
Dodavanje objekata na scenu



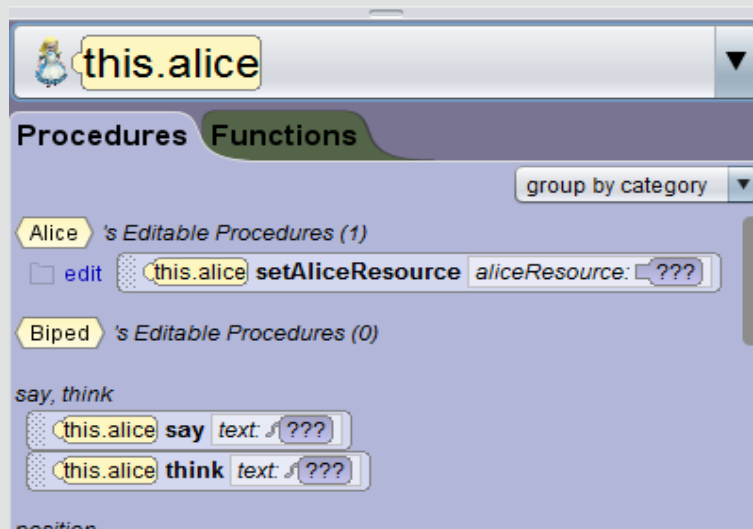
- Novi objekt na scenu se dodaje odabirom iz galerije objekata (iz uređivača scene), proširivanjem određene kategorije (class) i odvlačenjem lijevom tipkom miša
- Nakon postavljanja objekta na scenu pojavljuje se dijalog u kojem je moguće zadati ime objekta i potvrditi ga s naredbom OK. Ime objekta ne smije sadržavati razmake.



Uređivač programskog koda (Code editor)



- Code editor pogled omogućava programiranje objekata na sceni
- Prikaz Code editor pogleda se aktivira gumbom Edit Code iz Scene editor pogleda
- Code editor pogled sadrži Methods panel s karticama Procedures i Functions.



Za one koji žele znati malo više

Oracle Member Hub

Alice 3 nastavni materijali

+

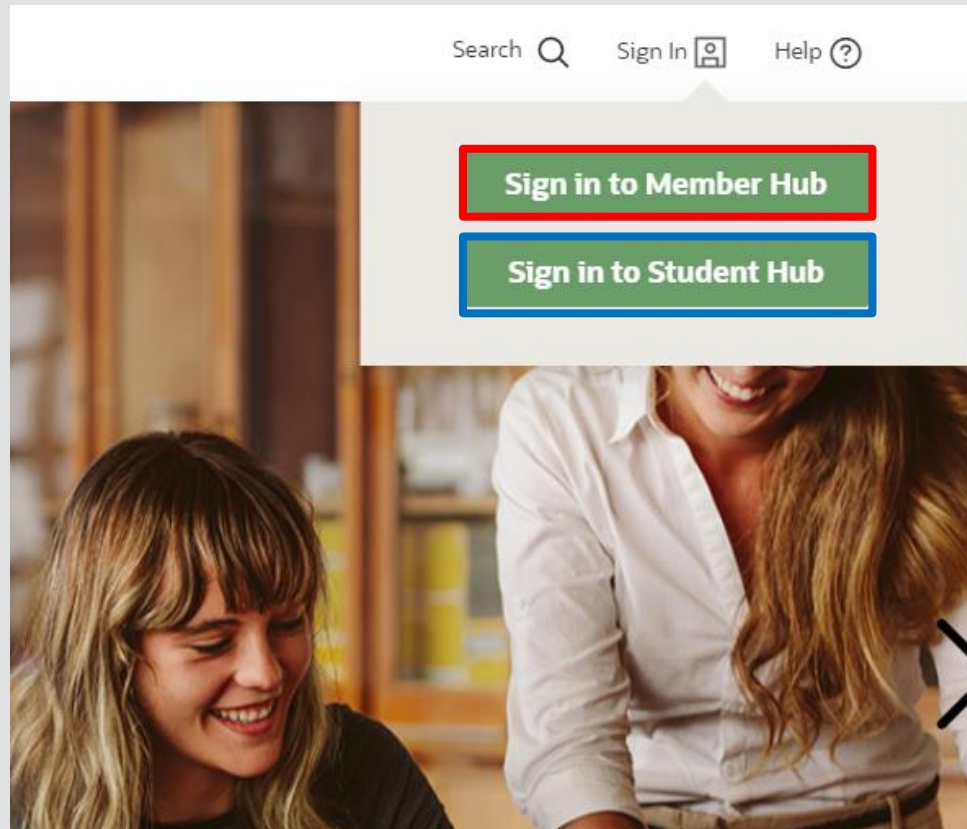
Zadaci, kvizevi, projekti

+

Različite radionice

academy.oracle.com

OA Member Hub



- Potpuno novi nastavni resurs aktiviran u sklopu programa početkom Covid 19 krize (uz Oracle Academy Cloud)
- Dva načina prijave :
 - **nastavnici**
 - **učenici**
- Nastavnici izrađuju korisničke račune za učenike

Kako pronaći Alice 3 nastavne materijale ?

The screenshot shows the Oracle Academy Catalog interface. At the top, there are navigation tabs: Home, Catalog (selected), My Learning, Resources, My Learners, and My Reports. Below the navigation is a search bar with the text 'alice' and a search icon. To the left of the search results is a 'Browse Catalog' sidebar with a grid icon and a 'Curriculum Type' section. The sidebar contains several checkboxes for different content types: Article, Exam, Instructor Resources - Academy Bytes, Instructor Resources - Full Course, Learner Channel, Learning Path - Cumulative Exam, Learning Path - Professional Development (CPD), Learning Path - Workshop in a Box, Video, and Online. Below the sidebar is an 'Advanced' section with a dropdown menu and a 'Courses Added Since' field. The main search results area shows 43 results. The first row contains four results, each with a 'Java Hands on Labs' icon and an 'Enroll' button. The second row contains four results, each with a 'Workshops in a Box - Alice' icon and an 'Enroll' button. The results are sorted by 'Best Match'.

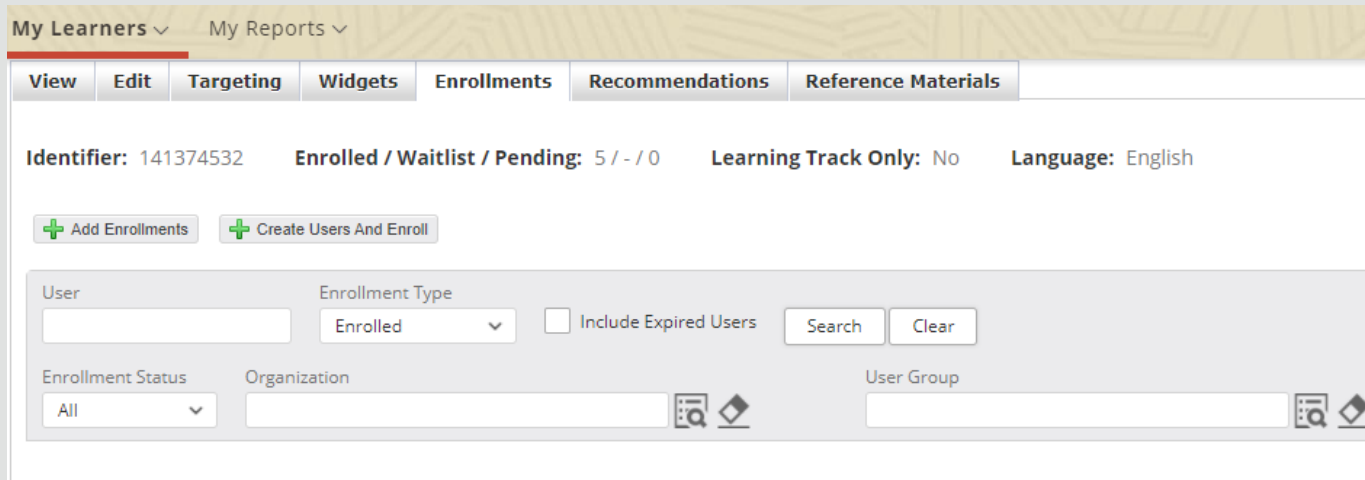
- Odabrati izbornik Catalog / Browse
- U retku za pretraživanje upisati Alice

Kako stvoriti predmet (Channel)?

The screenshot displays the Oracle Academy Learning Navigator interface. The top navigation bar includes 'Home', 'Catalog', 'My Learning', 'Resources', 'My Learners', and 'My Reports'. The 'Learning Navigator' sidebar on the left shows a hierarchical tree structure: Oracle Academy (66327327) > PRODUCTION (66327447) > CURRENT (66327449) > Institutions (66350377) > EMEA (66350379) > Croatia (66350478) > Polytechnic of Sibenik (78419725) > Channels (78419726). Under 'Channels', there are two items: 'Java Fundamentals - AZOO - 07-01-2020 (141374531)' and 'Oracle Academy Alice 07 01 2021 (141388224)'. The main content area shows the 'Channels (78419726)' page with a 'Create Channel' button and a 'Self Paced 1' indicator. Below this are tabs for 'View', 'Edit', 'Targeting', 'Email Templates', and 'Audit'. The 'Targeting' section shows 'Folders: 1' and 'Content Objects: 2'. A table lists properties: 'Default Content Type: Online', 'Created By: API Admin Account', and 'Modified By: API Admin Account'. The 'Targeting' table has columns 'Condition', 'Target', and 'Inher'. A row shows 'Self Enrollment' as the condition and 'Polytechnic of Sibenik' as the target. The 'Permissions' section has a 'Privilege' dropdown set to 'All' and a 'Target' field.

- Odabrati izbornik My Learners / Learning navigator
- Odabrati Create Channel

Izrada korisničkih računa za učenike




The screenshot shows the 'My Learners' interface with the 'Enrollments' tab selected. The interface includes a navigation bar with 'View', 'Edit', 'Targeting', 'Widgets', 'Enrollments', 'Recommendations', and 'Reference Materials'. Below the navigation bar, there is a summary row with the following information: Identifier: 141374532, Enrolled / Waitlist / Pending: 5 / - / 0, Learning Track Only: No, and Language: English. There are two buttons: '+ Add Enrollments' and '+ Create Users And Enroll'. Below these buttons, there are search filters for 'User', 'Enrollment Type' (set to 'Enrolled'), 'Include Expired Users' (checkbox), 'Enrollment Status' (set to 'All'), 'Organization', and 'User Group'. There are also 'Search' and 'Clear' buttons.


- Odabрати izbornik My Learners / Learning navigator
- Odabрати predmet (Channel)
- Odabрати Enrollments
- Odabрати Create Users And Enroll

Dodavanje vlastitih nastavnih materijala

Import Content To Channel




1 Choose Upload Type 2 Details



Upload File

- To import a course package, it needs to be zipped up (.zip) and needs to be either an MP4, SCORM, AICC or xAPI course package.
- A SCORM package needs to have a imsmanifest.xml file in the root folder which describes the course and its content.
- An xAPI package needs to have a tincan.xml file in the root folder.
- An AICC package needs to be zipped up with the AICC descriptor files (AU, CRS, CST, & DES).
- A cmi5 package must include a 'cmi5.xml' file which includes a list of assignable units (AU).
- A video file should be MP4 and unzipped. MP4s will use a progressive download player.

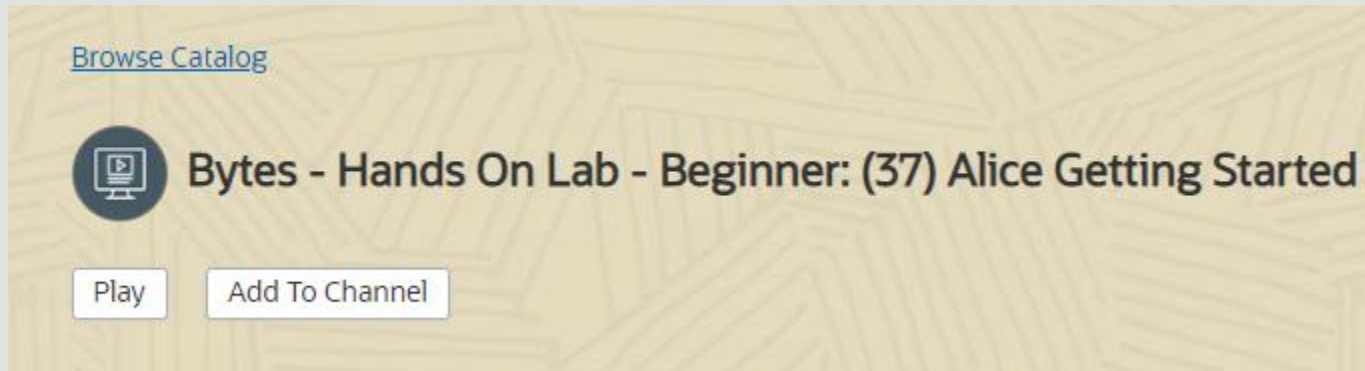


Add External URL

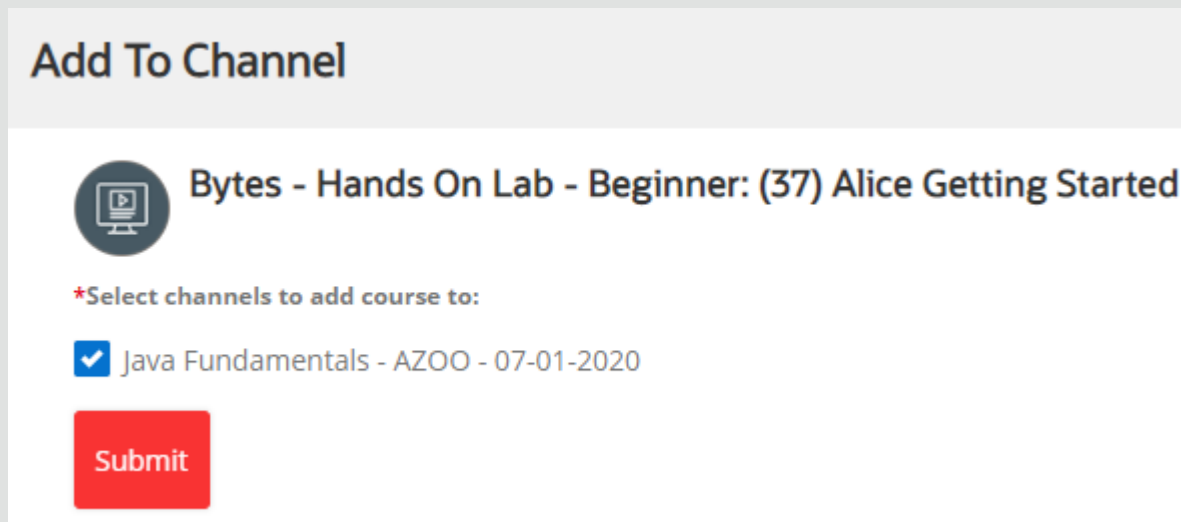
An External URL is a link to any web page or third party content.

- Odabрати izbornik My Learners / Learning navigator
- Odabрати predmet (Channel)
- Odabрати Import Content To Channel

Dodavanje OA nastavnih materijala (Learning Path)



- Odabrati izbornik Catalog / Browse
- Pronaći nastavni materijal
- Add to Channel
- Odabrati predmet (Channel) i potvrditi sa Submit



Praćenje učenika

[Reports](#)

Learner Channel Status Report (65280)

Lists all channel learners within your institution and their status in the objects in that channel.

1. Locate your Channel from Channel Name list-of-values.
2. Select Run button.

Report Format:

* Channel Name:

* Mandatory fields



- Odabrati izbornik My Reports / naredba My Reports
- Odabrati Learner Channel Status Report
- Zadati brojčanu oznaku predmeta
- Otvoriti izvješće sa naredbom Run

Što se očekuje u sljedećoj
verziji ?



Alice 3 Unity + VR

▲ Downloads & Useful Links







Alice 3 Unity Player

| | |
|---|---|
|  Windows Unity Player Size: 78.9 MB |  Mac Unity Player Size: 84.9 MB |
|---|---|

Alice 3 IDE Beta Builds

| | |
|--|---|
|  Windows (64 Bit) Beta Installer Size: 1.45 GB |  Mac Beta Installer Size: 1.47 GB |
|--|---|

Alice Player Demo Worlds

| | | | |
|--|---|--|--|
|  CSTA and ISTE Demos ZIP Folder Size: 65.6 MB | | | |
|  Using The Alice Player |  Exporting For The Alice Player |  Using The Alice Player With Oculus VR |  Using The Alice Player With Vive VR |
|  Overview of VR Input Mapping | | | |

Pitanja ?



Pitanja

- Q: Kako se učlaniti u OA program ?
- A: Putem poveznice academy.oracle.com, odaberite Join now
- Q: Dodatna pitanja ?
- A: Slobodno pošaljite upit na frane.urem@oracle.com

Hvala na pažnji !

academy.oracle.com

