Teaching with a Scalable, Multidisciplinary Learning Object: A Business School Case Study

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ABSTRACT
This article describes a multimedia case study that was conceived as a high level learning object, reusable in different disciplines, and scalable in that it can be used for teaching at different levels in each discipline. Design principles for a reusable, scalable multidisciplinary learning object illustrate how the case study can be used in different ways. Use of the case for teaching MBA students about systems, IT infrastructure and network components, and frameworks for use by non-technical managers called on to make IT decisions is described. This description includes the learning goals, the lesson plan, and evaluation of the learning object and the lessons in which it was incorporated. The author concludes that use of the two design principles – separation of application from abstraction, and instructor-guided learning about abstraction – enabled production of a learning object that could be incorporated effectively in classroom teaching for MBA students in the core course.

Keywords: Learning object, scalability, reusability, evaluation, computer networks, decision making