Departamento de Informática,

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eL-Architect

A meta-platform

Using a Design Flow e-Learning Tool in CAD/EDA and VLSI education

Over Viewing Key Aspects

- How does one learn about Design-Flow tooling?
- The UML/UEDK CAD/EDA Open platform:
  - Fundamental Features and Design Concepts
  - Resulting Design-Flow and Documentation Challenges
- What is the *eL-Architect e-learning meta-platform*?
- [*eL/D*]-*Architect*
  - Specifications & Design Concepts
  - Key Features and associated Technologies

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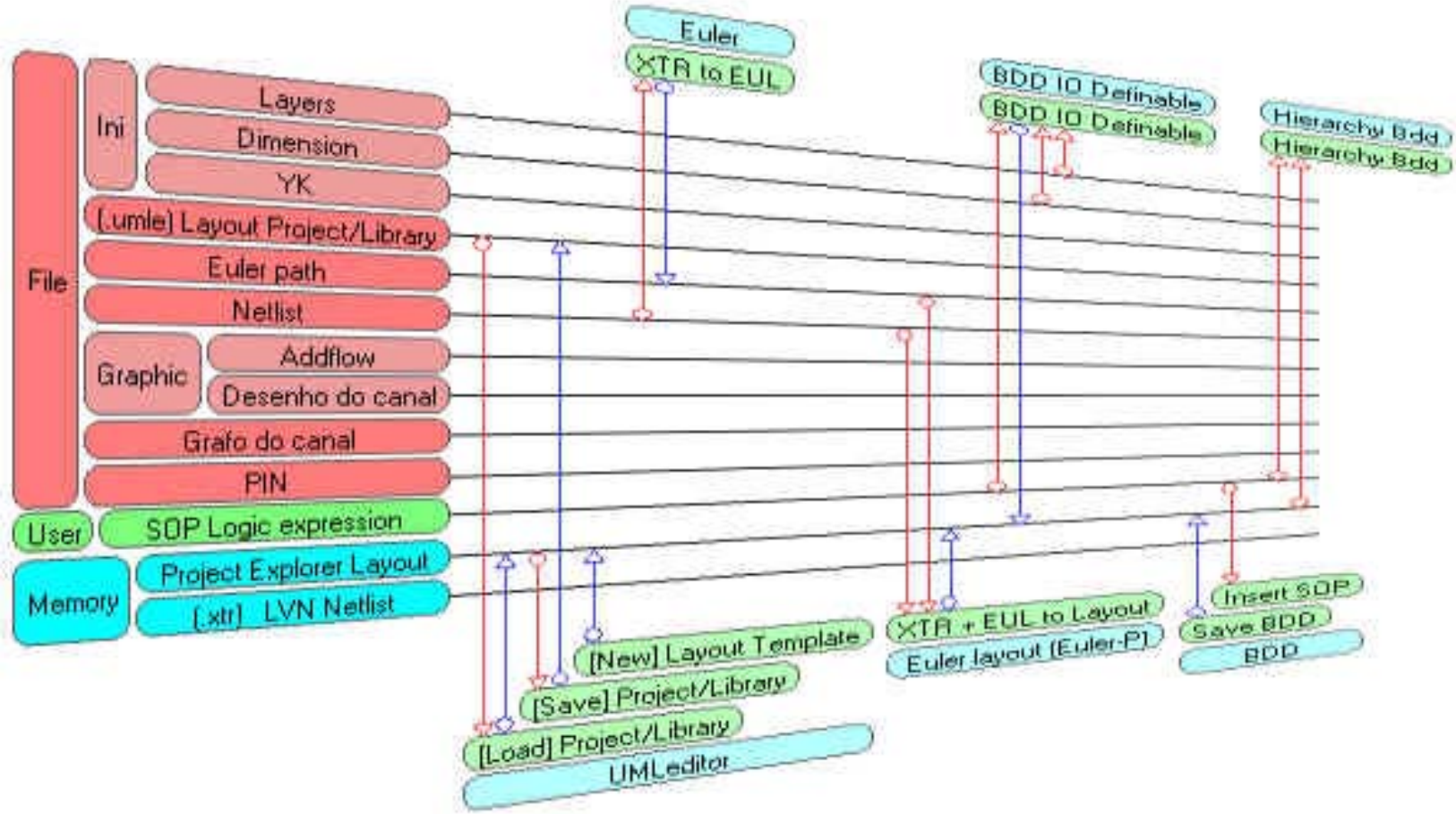
The eL-Architect



Using eL-Architect *(demonstration)*

- Creating a XML Knowledge-Base for Design:
  - Describing a Structural Model of the System
  - Modules, Types, IO Actions using a *DOF* representation:
    - Adding *e-content* for System's Behavior and Documentation
    - Information Views, KB filtering and Work-Flow Design-Views
- Systems' Design Consistency and Information Updating
- Creating and Updating Design-Flows
  - Design-Flow Customization and Forking
- Computer Assisted Creation of HTML Design-Flow Tutorials
- Design Evaluation using XML/HTML Quiz Generation
- Solution Submission, Organization and Evaluation

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Conclusion & Future Work

- Creating *eL-Architect* Subject Specific Templates
- Include features, for Web centric Design-Flow Integration
- Protocols, Data and Control Integration
- Solution Proliferation
- Document & Tool Versioning Management

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R&D Team

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