

<b>Provider</b>	
<b>Solution Name</b>	
<b>Country of Origin</b>	
<b>Target Audience</b>	

<b>Envisioned Feature</b>	<b>Existing in current solution?</b>	<b>Comments</b>
<b>General</b>		
Search functionality allowing learners to find specific courses, materials based on keywords, title, delivery format, and other tagged identifiers		
Add your own logo		
Forget password (auto e-mail sent to learner to create new password)		
Personalize home page		
Announcements/News		
Single Sign On		
Role Management with customizable roles and access control		
Hosted and Self-Hosted		
<b>Course Creation</b>		
Course and Lesson Templates		
Integration of e-Textbooks		
Upload of external files		
Import of existing courses		
Course repository including publicly available courses from other teachers		
Import publisher content		
Easy search in external Learning Object Repositories for STEM OER		
Compliant with SCORM		
Compliant with CC		
Easy access to repository for integrated STEM related serious games		
Easy access to repository for integrated STEM web services such as calculators, visualizations etc.		
Easy access to repository for integrated STEM related external tools such as virtual laboratories, simulations, and virtual experimentations		
Support of group and individual learning paths		
Recommendations of STEM related serious games, web services and other external tools based on the course or lesson created		
Recommendations for alternate learning content and learning activities to provide different options and learning paths to learners		
<b>Content Authoring</b>		
Rich Text editor (WYSIWYG)		
Equation editor (also integrated into text editor)		
Integration of multimedia content		
File upload and modify feature		
Support creation of metadata (IEEE LOM)		
Integrated video recording		
Access to Content Authoring Features for Teachers and Students		
Integration of collaborative content creation tools such as collaborative writing		
<b>Content Management</b>		
Own Learning Object Repository (LOR)		
File Manager		
Own secure data storage for all users		

Sharing of own content with groups and through communication tools		
Provision of an OAI-PMH interface		
Integration of OAI-PMH repositories		
Repository of integrated serious games including metadata (subject, content, grade etc)		
Repository of integrated STEM related web services such as calculators, visualisations, simulations etc including metadata (subject, content, grade etc.)		
Repository of integrated STEM related external tools such as virtual laboratories, virtual experimentations, simulations etc including metadata (subject, content, grade etc.)		
<b>Predictive Analysis</b>		
Recommends content/documents/videos/etc. based on in progress/completed courses or content		
Compliant with xAPI		
Identify preferred content type and learning activities for learner based on behavior in the system		
Identify learner specific requirements in terms of learning styles		
Automated adaptation of individual learning paths based on previous behavior, performance and preferences		
Automated provision of alternative learning content and learning activities		
Recommendation of learning content and learning activities based on identified preferences		
Recommendation learning content and learning activities based on previous behavior		
Recommendation learning content and learning activities based on previous performance		
<b>Gamification</b>		
Leaderboard		
Incentive/Reward Points		
Acquire Badges		
Built-in Badge Library		
High Scores for build in Learning Games		
Informal competitions (out of curriculum activities)		
<b>Notifications</b>		
Early Warning Alert (underperforming)		
Inform relevant stakeholders (e.g. Parents) about upcoming important events or unsatisfactory performance		
Remind about upcoming assessments or deadlines		
Manual notifications to specific stakeholders, groups etc.		
Automated system methods to inform users about downtime, problems, updates or planned maintenance		
<b>Social</b>		
Create User Profiles		
Twitter Integration		
Facebook Integration		
Learner comments (comment on content, etc.)		
Embed YouTube videos		
Create groups		
Create communities tied to a specific course		
Create communities tied to groups		
Virtual Teachers' Lounge including communication, news etc.		
Learners can upload their own videos		

Open ID		
<b>Communication</b>		
Blog		
Forum/Discussion board		
Text Chat or Chat room		
Wiki		
Can send emails within system		
Individual, group and course calendar		
Comes with web conferencing integration (Example: WebEx, NetMeeting, Adobe, etc.). Industry refers to it as "virtual classroom"		
Online "Office Hours"		
<b>Mobile</b>		
Supports HTML5 Courses		
Native Apps for Mobile Devices		
Online/offline synchronization		
Can view and take assessments/surveys within native app		
Can view and take courses within native app		
Social and Collaboration in native app		
Native app (Kindle Fire)		
Native app (Apple)		
Native app (Android)		
Native app (Blackberry)		
Native app (Windows)		
Can be viewed on any mobile device via browser		
Teacher features within native app (vendor - provide details)		
Learner features within native app (vendor - provide details)		
Customizability / Branding of Mobile Apps		
Integration of other mobile apps (e.g. Serious games)		
<b>Interoperability</b>		
Compliance with IMS Learning Information Package (IMS LIP)		
Compliance with further Open Standards beneficial		
Easy integration with additional external social media pages		
Possibility to integrate existing solutions such as Learner Information System or LMS		
<b>Scalability</b>		
Integration of external Web Services through REST		
Integration of external Web Services through SOAP		
Compliant with LMS LTI		
Easy Integration of additional serious games per subject		
Easy Integration of additional external tools		
<b>Languages</b>		
English		
German		
Spanish		
Swedish		
Finnish		
Catalan		
<b>User Interface</b>		
Visually Clean (Modern)		
Customization of layout for learners		
Skinned - choose your own colors		
Customizable personal front page		
Customizable components per course (for instructor)		
Integration of all integrated external tool into the same user interface (no side/interface break)		
<b>Assessment</b>		
Built in assessment/survey tool		

Question types (M/C, T/F)		
Multiple Answers		
Essay		
Quiz can be audio/video/image based		
Questions can be randomized		
Quiz bank		
Assessment repository		
Timed Questions/Assessments		
Download of the results of assessment to grade offline		
Assessment design wizard		
Export/Import of Assessments		
Compliant with LMS QTI		
Assessment through external tools such as virtual labs, virtual experiments, serious games, simulations etc		
Assessment of group or project work		
Stealth assessment		
<b>ePortfolio</b>		
Portfolio for each learner		
Access control to portfolio information		
Export/Import of portfolios		
Give access to prospective employer		
Persistent portfolio even after learner leaves school		
Compliance with IMS ePortfolio		
Creation of Certificates/Diploma		
<b>Stakeholder Integration</b>		
Access for parents and other stakeholders to the system		
Monitoring of learning process of own child		
Notifications from the systems in terms of risk, underperformance, upcoming events		
Smart Parent Tutoring - Suggestion how to support the learning process of the child		
<b>Monitoring / Reporting</b>		
Ad-hoc reports		
Custom fields are reportable		
Ability to schedule and email reports		
Ability to report on question level data from surveys and assessments/tests		
Wizards for reporting		
SQL Query		
Export data to a 3rd party database		
Export data as .tab delaminated - .xls, html, csv, pdf		
<b>Metacognition</b>		
Learner can review own learning progress		
Analysis of strength and weaknesses of the learner		
Suggestions to improve the learning process for each learner		
Teacher can review learners' results in relation to chosen teaching styles		
Suggestions how to improve the teaching process		
<b>Learning Activities</b>		
Student workspace, including the students home view, upcoming important tasks etc.		
Set up collaboration groups to work on group projects		
Provision of Serious Games for STEM content (Maths, Biology, Physics, Chemistry)		
Integration of STEM related external tools such as virtual labs, simulations, virtual experimentations to allow online experimentation for STEM content (Maths, Biology, Physics, Chemistry)		
Integration of STEM related web services such as calculators, data analysis methods, simulations etc to provide STEM content (Maths, Biology, Physics, Chemistry)		
Provision of Multimedia STEM content		

Suggestion of learning content and learning activities based on predictive analysis / learning analytics		
Informal learning space (try out apps, games, functions without being monitored or assessed)		
<b>Accessibility</b>		
Compliance with World Wide Web Consortium Web Accessibility Initiative (W3C WAI)		
Compliance with ISO/IEC 24751 Individualized Adaptability and Accessibility in e-Learning, Education and Training		
<b>Support</b>		
Built-in Help Desk		
Support based in home country and/or native language		
24/7 support		
User friendly bug and fault reporting and management process (including automated bug/fault reporting)		
Documentations		
Online support materials for all stakeholders		
Possibility for teacher trainings		
Tutorials		
<b>Intelligent Tutoring</b>		
Intelligent Tutoring System to guide Learners through the system		
Provision of tips how to perform activities during the learning process		
Provision of informal, individual learning paths to reach individual learning goals (e.g. Catch up with content of classes, go ahead in topics of own interest, find more detailed information about topics of own interest etc)		
Suggestion of additional (informal) learning activities		
<b>Privacy and Data Protection</b>		
Virus and anti-malware checker on all uploads into the LMS		
Compliance with EU Data Protection Directive 95/46/EC		
User data storage in European Union		
High protection measures for user data		
Privacy Declaration		
<b>Performance</b>		
Availability - 24/7 unless prenotified or unexpected downtime		
Downtime response time - Specify the expected response time in terms of unforeseen errors		
Page responsiveness during average traffic - Specify the response time of pages (e.g. Time to page refresh, time to page load etc)		
Page responsiveness during high traffic		
Maximum amount of users to ensure fast page responses, uploads and downloads		
Provided up and downstream with different devices		
Minimum recommended up and downstream		