## **Digital Learning Objects**



## **1 Definition**

Any digital resource that can be reused to support learning.

## 2 Reference

Source: Wiley, David. A. (2002) "Connecting Learning Objects to Instructional Design Theory: A Definition, a Metaphor, and a Taxonomy." The Instructional Use of Learning Objects. (Bloomington, IN: Agency for Instructional Technology) Available: <a href="http://reusability.org/read/chapters/wiley.doc">http://reusability.org/read/chapters/wiley.doc</a>

## **3 Definition Information**

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