

# Potential Experience API Use Cases

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Integrate non-traditional learning event streams (coaching sessions, introductions, web tutorials, etc.), organization-specific events (promotion, department changes, office change, etc.) with 'traditional' learning event streams (classrooms, elearning, compliance, etc.)

Track all actions associated with consuming video content

Assess mastery and execution of hospitality industry competencies

Issue Open Badges based on a pre-specified set of criteria (evidenced in xAPI statements)

Create adaptive digital textbooks which respond to decisions and track reading activities (time on page, re-reading, looking up words in-device, use of interactive content)

Track kinesthetic learning activities (in context of competencies) and combine with other performance analytics to create adaptive training regimes

Combine with SCORM to create a mobile learning event tracking solution that works even when the mobile app is offline

Create a real-time data flows from classroom activities

- for teachers so as to enable them to assist students working on multiple activities
- for principals, so as to aggregate real time student and teacher performance data
- for parents, so as to review daily achievement

Create adaptive medical training simulations (and standardize reporting from these systems)

Capture learning events in the moment and share them with a network

Track cross-domain learning experiences from an HTML template

Collect user learning experiences in the context of their geographic location (using GPS and/or QR codes) and deliver content based on past experiences and cultural or geopolitical context.

Track/rate web social/community activities, such as commenting on an article or answering questions in a forum

Create and manage rich, multi-modal certifications

Allow learners to collect and broker learning experience history data.

Allow for team-based exercises, group learning, collaboration, informal learning, social learning, and direct instructor intervention.

Give learners control of their own learning and learning record-keeping (via ePortfolios, learning logs, etc.)

Leverage assessments in simulations and other advanced technologies based on micro-interactions. This includes evidence-centered design (ECD), stealth assessment, and statistical/mathematical modeling of user behavior (i.e., comparing to a gold standard)

Performance-based assessment (vs multiple choice test based assessment)

Create an exchange or marketplace where learner paths for a particular topic (esp. including esoteric ones) are sold or made available to the public.

- These paths would be a profile of what someone (a certified “smart learner”) did to learn a given topic. Such profiles could be rated via paradata in a huge marketplace.
- The path would not necessarily be a list of content but processes and activities. A simple ‘sidekick’ utility document each learning path ‘story’ as a collection of xAPI statements.