



MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

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Name of Learning Material:	Hybrid PLC Mechatronics - Chapter 1 Introduction to PLCs	
SKILLSCOMMONS URL:	https://www.skillscommons. org/handle/taaccct/18763	
Learning Material URL:	https://hybridplc.org/wp-content/uploads/chap1_S. pdf	https://youtu. be/T6e7RXmDTlY
Reviewer's Name:		
Date Review Completed:		
Review Time Required:		
Rejected? Y/N		
Description		
1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps 2. Type of material: Animation, assessment tool, assignment.	Programmable logic controllers (PLCs) were introduced to industry between 1968 and 1970 as a way to replace large expensive panels of relays, timers, and counters. Automotive manufacturers were looking for ways to simplify start up of new car lines after model changeovers each year and save money in the cost of manufacturing installations. This statement starts the text introducing PLCs and the study of how they are used to automate processes. The Hybrid Text is complemented by the Hybrid Lab Text and together they form a good study of the use of PLCs as well as instrumentation to automate a machine or complete process. The YouTube videos were recorded primarily during the covid time period with the assumption that the course(s) may necessarily be taught remotely for a number of years. The picture of instructors from around the world at the end of this chapter shows a school picture taken in 2008 in Germany at a Siemens School to Train the Trainer. Notice the number of Chinese. There were 19 from China, 4 from the US, 7 from Mexico and South America, 7 from the eastern European/Russian area and one I believe from Malaysia. This school represents the world and its desire for good PLC education. Accompanying YouTube Video (38:27): PLC Series Chapter 1 - Introduction (see Additional Public Access to Materials below)	
2. Type of material: Animation, assessment tool, assignment, case study, collection, development tool, drill and practice, e-portfolio, learning object repository, online course, open journal article, open textbook, presentation, reference material, simulation/game, social networking tool, quiz/test, tutorial, workshop and training material.	Onlinc Course Module	
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3. Technical requirements: Browser, software or			
plug-in, Java, HTML, Flash, etc. You can test how it	<u>:</u>		
appears on Internet Explorer at http://ipinfo.			
info/netrenderer/ Note type of device if it is an			
app (iPad, Android, phone, etc.)			
4. Identify major learning goals/ curriculum objectives:			
Purpose of site, goal for learner/user.			
5. Recommended uses: In-class, homework, individual, team,	,		
lecture, etc.			
6. Target population: Level, course or subject matter, other			
user groups			
7. Prerequisite knowledge or skills needed: Course or subject	t		
matter, computer skills, other miscellaneous skills			
8. Application to industry recognized certification: Name of			
credential or certification.			
Evaluation and Observations: After reviewing the			
learning material, please indicate your agreement with the			
following statements by utilizing the scoring scale:			
4=Strongly Agree; 3=Agree; 2=Disagree; 1=Strongly Disagree;	;		
and 0=N/A.			

#1 Quality of Content – The Learning Material	Strongly Agree: 4	Agree: 3	Disagrant 2	Strongly Disagree: 1	N/A: 0	TOTAL
#1 Quanty of Content – The Learning Material	Strongly Agree. 4	Agree. 5	Disagree: 2	Disagree. 1	N/A. U	IOIAL
is clear and concise						4
provides a complete demonstration of the concept						4
demonstrates a core concept grounded in the discipline						4
is current and relevant						4
is supported by appropriate research						4
is self-contained (can be used without requiring an assignment or context)						4
provides accurate information						4
is flexible (can be used in several situations)						4
includes an adequate amount of material						4
has strong workplace relevance						4
integrates the concept well						4
Overall, the quality of the content is very high						4
Total: #1 Quality of Content						48

#2 Potential Effectiveness as a Teaching				Strongly		
Tool/This Learning Material	Strongly Agree: 4	Agree: 3	Disagree:2	Disagree: 1	N/A: 0	TOTAL
identifies learning objectives						3
identifies prerequisite knowledge						3
reinforces concepts progressively						4

builds on prior concepts			4
demonstrates relationships between concepts			4
is easy to integrate into curriculum assignments			3
is very efficient (could learn a lot in a short time)			4
can be used to measure student learning			
outcomes			4
Overall, learning material is a very effective			
teaching tool			4
Total: #2 Effectiveness as Teaching Tool			33

#3 Ease of Use – This Learning Material	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
3	3,7,0,0	3 ** *			,	
is easy to use						4
has very clear instructions						4
is engaging						4
is visually appealing						4
is interactive						4
is of high design quality						4
meets accessibility requirements if able to assess						3
if an app, can be used on multiple types of mobile devices and						3
platforms						
Total: #3 Ease of Use						30

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3	111
Optional Information:	
Other comments to be included in the review: (If an app, respects privacy of user, meets PG rating standards, how frequently app is updated)	
Comments to author only: (Any needed improvements or recommendations should be addressed here.)	

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