

MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material:	Hybrid PLC Mechatronics - Chapter 9 Planning the Panel
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taaccct/18771
Learning Material URL:	https://hybridplc.org/wp-content/uploads/chap9_S.pdf https://www.youtube.com/watch?v=BauCjrmYdTw
Reviewer's Name:	
Date Review Completed:	
Review Time Required:	
Rejected? Y/N	
Description	<p>This chapter discusses several issues to be considered when building the automated control application. Included in the chapter are discussions about wire and voltage type. Interfaces between different control elements are also discussed. Safety is reviewed at the panel level as well as at the project level. Standards for drawing generation and drawing types are included as well as an introduction to the AutoCAD Electrical productivity enhancement program.</p> <p>This chapter looks at the construction of a panel and how the construction intersects with the need for safety in the workplace. The need to comply with safety rules overshadows the other design criteria and has become the determining factor in the design of the control panel. PLCs are still the main element in a panel but their design and the control design in general has been modified to satisfy the need to comply with new safety criteria.</p> <p>While the student may seem at times disconnected from the real-world aspect of panel design, construction and check-out, he or she might be only months or years away from such an activity. And, many times, a company may take the attitude that safety is not important or not in their best interest. This is never the case and every attempt should be made to encourage and demand that rules be followed. There is no compromise on safety!</p> <p>Accompanying Video: PLC Series Chapter 9 - Planning the Panel (45:16) (see Additional Public Access to Materials below)</p> <p>Online Course Module</p>
1. Overview: Describe overview, features and descriptions, uses, and applications. Include cost, if any for apps	
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.	
3. Technical requirements: Browser, software or plug-in, Java, HTML, Flash, etc. You can test how it appears on Internet Explorer at http://ipinfo.info/netrender/ 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 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	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
...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						3
...is self-contained (can be used without requiring an assignment or context)						4
...provides accurate information						3
...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						46

#2 Potential Effectiveness as a Teaching Tool/This Learning Material...	Strongly Agree: 4	Agree: 3	Disagree:2	Strongly Disagree: 1	N/A: 0	TOTAL
...identifies learning objectives						4
...identifies prerequisite knowledge						4
...reinforces concepts progressively						3
...builds on prior concepts						4
...demonstrates relationships between concepts						4
...is easy to integrate into curriculum assignments						4
...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						3
Total: #2 Effectiveness as Teaching Tool						34

#3 Ease of Use – This Learning Material...	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
...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 platforms						4
Total: #3 Ease of Use						31

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3						111
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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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