MERLOT – SKILLSCOMMONS Peer Reviewer Report Form (V 52218)

Name of Learning Material:	Hybrid PLC Mechatronics – Chapter 13 Indexing – Batching Applications
SKILLSCOMMONS URL:	https://www.skillscommons.org/handle/taaccct/18775
Learning Material URL:	https://hybridplc.org/wp-content/uploads/labs12_S.pdf https://hybridplc.org/wp-content/uploads/labs13_S.pdf https://hybridplc.org/wp-content/uploads/labs14_S.pdf https://hybridplc.org/wp-content/uploads/ https://hybridplc.org/wp-content/uploads/chap13 https://www.youtube.com/watch?v=2KVxHUV98tM https://www.youtube.com/watch?v=ssfgLKZn https://www.youtube.com/watch?v=NdHqZH7Nprw
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	This chapter discusses moving of data and large data manipulation programs. This includes batching applications. Also discussed are the different indexing instructions presently employed by A-B and Siemens as well as look back at the older indexing instructions used by A-B with their SLC and PLC-5 processor lines. In addition, we will look at a specification from ISA called SP88 and some of its methodologies as to how to build a successful batching application. You may be curious how two games, Simon Says and Whack-a-Mole have anything to do with batch applications. If run as sequences of numbers, the same operations used in these games are used for batch applications. The games are to be programmed in this way. Hopefully these labs will give some insight into actual batch programs. Accompanying Video: PLC Series Chapter 13 (Part 1/3) - Indexing - Batching Applications (1:05:54) PLC Series Chapter 13 (Part 2/3) - Allen-Bradley Program (6:21) PLC Series Chapter 13 (Part 3/3) - Batching System (8:28) Hybrid Lab Text: Ch. 12 – Simon Says Game Ch. 13 – Whack-a-Mole Ch. 14 – Batch System Programming Ch. 31 – Simple Robot (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.	Online Course Module
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/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 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						3
…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						47

#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						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

	Strongly Agree: 4	Agree: 3	Disagree: 2	Strongly Disagree: 1	N/A: 0	TOTAL
Total: #2 Effectiveness as Teaching Tool						35
#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						3
…is of high design quality						4
…meets accessibility requirements if able to assess						4
…if an app, can be used on multiple types of mobile devices and						4
platforms						
Total: #3 Ease of Use						31

Combined TOTAL scores (add together the totals as indicated above for #1, #2, #3	113
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.)	