

Comprehensive computer-based learning materials have in some cases been taken out of the hands of educators. Moody (1995) provides an extended example in his documentation of a year-long creation of the children's multimedia encyclopaedia Explorapedia at Microsoft Corporation. On the other hand, it is increasingly common for teachers to use existing tools and platforms such as Blackboard Vista to create new courses with interactive tasks using assessment software such as Respondus and Questionmark Perception. But for larger projects, currently, software programmers, engineers and marketing executives, rather than educational academics and teachers, make many of the critical decisions on the creation of popular educational software.