Abstract

This paper presents KOC, a conceptual and a software tool designed to support and enhance learning processes in architectural construction projects. ArCo, an ontological definition of construction objects and its production process, makes possible to represent Knowledge Objects of Construction and populate a knowledge repository with information coming from real construction projects. KOC also allows the creation of new Knowledge and Learning Objects useful for other courses related to this topic.

Keywords

Construction Ontology, E-learning, Knowledge Objects, Learning Objects.