



Learning Objects

Learning objects are content items, practice items, and assessment items. These resources are self-contained, digital or non-digital resources that can be used for learning, education or training. Learning objects can be organized to easily form collections of themed content, including traditionally designed courses.



- [Interactive Architecture](#)



- [Interactive Art Library](#)



Humanistic Studies Supplemental Modules



- [Literature Supplemental Modules](#)
- [No image available](#)

Thumbnail: Expectation–maximization algorithm clustering of Old Faithful eruption data. The random initial model (which, due to the different scales of the axes, appears to be two very flat and wide spheres) is fit to the observed data. In the first iterations, the model changes substantially, but then converges to the two modes of the geyser. Image used with permission (CC BY-SA 3.0 Unported; [Chire](#) via [Wikimedia](#)).