A concept for the construction of learning platforms is being developed in this thesis. Based on a theoretical approach, how interactive media can support teaching and learning processes from a technological point of view, media functions are classified into three levels. This classification is the foundation on which learning platforms can not only be evaluated but also designed. In a second step, requirements for learning platforms that have been determined in various analyses by other authors are examined and integrated into a systematic framework, allowing for a constructive perspective and the identification of functional areas of such systems. The application context of university teaching is then established by an extensive study of scenarios complemented by an analysis of various university courses. This results in a catalog of activities of all actors involved and thus of the corresponding functionalities for a learning platform to provide. By combining these three approaches into a constructive framework, a concept is developed that may be used in the development of learning platforms and thus may serve as the base for implementing a learning platform for university teaching.