

Digital Video in the Classroom points to consider

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Advantages

- Digital video provides teaching staff and students with an opportunity to be creative
 - Developers can write and draw
 - They can apply the skills they have acquired in planning, writing and art in a new area
 - They can transfer the skills and knowledge acquired in planning, writing and art to the storyboarding process.
 - Storyboarding and digital video production can assist in cognitive development
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Advantages

- Employing digital video in the classroom can furnish the following advantages for the teacher and the students:
 - The process encourages motivation and engagement
 - The process can be empowering
 - They need to exercise decision making skills in the capturing of scenes and later editing of the video
 - Complex tasks become manageable
 - Complex processes or concepts can be illustrated
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Begin with a storyboard

- Plan
 - Structure
 - Script
 - Proof of concept
 - Instructions...
 - It is different things to different people
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Why storyboard?

- Proof of concept
 - Illuminate instructional strategies and individual instructional tactics
 - Test the flow
 - Test ideas
 - Editorial check
 - Subject matter check
 - Design input and feedback
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Why storyboard?



Audience for the storyboard

- The students
- Your peers
- You

- Audience characteristics...
what are they like?



What can a storyboard do?

- A storyboard provides a visual means for organizing your ideas
- A storyboard approach can be used for developing a pictorial and textual representation of the creative ideas
- The storyboard allows you to set out your ideas in a concrete manner
- The storyboard allows you to collect all their ideas in one place.

What can a storyboard do?



What can a storyboard do?

- For example, you can consider topics, treatments and story lines
- Who is the intended audience?
- Are there any constraints?
- Are there any freedoms?
- How can the video project be integrated with other projects and other subject areas?
- Is it re-usable and/or stand-alone?

What can a storyboard do?



What can a storyboard do?

- A storyboard will allow you to consider such factors
 - Sequence
 - Characters
 - Props
 - Scripting
 - Sound
 - Lighting
 - Angles
 - Video effects

What can a storyboard do?

- Storyboarding allows you to carefully plan out your video production project in terms of:
 - Preparation
 - Resources
 - Roles
 - Techniques
 - Concept development

Preparation

- Producing a video project requires preparation. Plan ahead in order to ensure that the video production is a success
- Time plays an important role in the production.
- Access to both the video cameras and the computer may be limited by time

Resources... real

- Resources need to be gathered.
- You may need to gather props, equipment and costumes for their video production
- This takes time and usually requires the assistance of relatives, peers and friends.
- Arrangements may need to be made for the delivery of the props, equipment and costumes to the school or scene of the action
- The props, equipment and costumes will also need to be stored.

Resources... real



Resources... digital

- Another type of resource that may be needed includes audio and music clips
- Will the production require audio effects?
- Can the audio effects be obtained from a special sound effects compact disc?
- Can the sound effects be downloaded from the Internet?
- Will the production require the use of music?
- Can the music clips be easily obtained?
- Will permission be needed for the use of the audio and the music?

Decide roles

- Producing a video may require you to allocate roles or duties
- A variety of activities are involved in the creation of a video project
- It is an opportunity for collaboration as you and the students decide who will manage the camera, props, scripts, editing and audio for example

Decide roles

- The students can rotate their roles during the life of the project.
- The video project may have five different scenes.
- Each scene will allow the students to rotate their roles
- This gives the video production the opportunity to exhibit a variety of camera and shooting styles

Technique

- Capturing the scenes on camera requires a measure of creativity and forethought. Where will the scenes be captured?
- Will the shooting take place outdoors or indoors? Will the subjects be stationary or moving?
- Will the camera be stationary or moving?

Technique

- Will the subject be shot from a low angle or a high angle?
- Will the scene be captured with a narrow or wide focus?
- Will the scene be captured with a slow panning shot?
- Will the same subject be captured from a variety of different angles?

Concept development

- Storyboarding allows you to plan for many contingencies
- You can sit down with your peers, organize yourself and adopt a considered approach to the video production process.
- Storyboarding affords you the chance to collaborate, share and be creative at both individual and collective levels.

What goes into a storyboard?

- Content
- Camera angles
- Design ideas (colours, fonts, palettes)
- Scripts... storyline
- Lighting ideas
- Audio inclusions

What goes into a storyboard?



Storyboarding methods

- Text based description
- Templates
- Microsoft Powerpoint
- Database (FileMaker Pro, etc)
- Still photos
- Paper
- Whiteboards

Learning paths in your storyboard

- Provide alternative paths if it is appropriate for the learning experience
- Case studies
- Problem based learning
- Explorations

Support these explorations with guides, road maps, scaffolds (templates, examples, wizards, just in time support, 'experts')
Provide alternative support in the form of notes, flow charts, different views of the same problem, glossaries, 'you are here' indicators

Engaging the learner

- Remember to engage the learner...
 - Attract their attention
 - Maintain their interest
 - Arouse their curiosity
 - Provide value and benefit
 - Motivate
 - Enlighten

Engaging the learner

- Remember to engage the learner...
 - Met the needs of educational policies that are emphasising:
 - Skills of investigation
 - Opportunities for student reflection
 - Problem based learning
 - Develop alternative frameworks for learning

Engaging the learner



Design principles



Design principles

- Commence the story with an attention grabber... something which with the learner can identify
 - Employ examples of expertise
 - Employ examples of best practise
 - Employ simulations... not necessarily complex
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Design principles

- You remember best what you feel the most
 - Allow for failure in a safe environment
 - Deliver the learning just in time... not too much and not too soon
 - Failure can teach anything
 - Employ stories and anecdotes
 - Recreate the work environment... do not rely on memorisation
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Design principles

- Do not teach what you do not have to...
 - Organise the content in a meaningful way
 - Eg: not by topics but by procedure or actual workplace processes.
 - Ensure that the learning is authentic and situated
 - Complex ill defined problems
 - Use collaboration tools if possible
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Design principles

- Deep level knowledge
 - Intelligent tasks and not disconnected details
 - Multi-faceted presentation
 - Learning skills and not passive reception
 - Ask questions
 - Encourage thinking
 - Self reflection
 - Plan and regulate cognitive activities
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Design principles



Advantages

- Employing digital video in the classroom as a teaching and learning tool:
 - Recognizes the diversity within student groups
 - Creates supporting learning environments
 - Creates authentic learning environments
 - Establishes challenging learning situations
 - Teaches students to select and apply appropriate software
 - Provides a wide range of experiences in the use of computer software
 - Provides meaningful activities and learning contexts
 - Values prior knowledge and experience
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