

SUPSI

Interactive video for training: opportunities and issues

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Objective

1. PRESENT the LESSON learned in the context of Erasmus+ projects about interactive video creation
2. TRY OUT the CREATION of an interactive video with the participants in practice
3. DISCUSS about opportunities and issues

Interactive videos creation in training projects

- Interactive videos represent an **effective** training technology **to show procedures** and behaviours, to **motivate** and **engage students**
- Context of use: **VET Erasmus+ projects** covering different domains
 - carriage of dangerous goods (adrtraining.eu)
 - light commercial vehicles transportation (sprinterprodriver.eu)
 - green logistics (greenlogisticsmanager.eu)
- Requirements: **distributed/collaborative** nature of **multi lingual content production**
 - need for a flexible and easy to use platform and for a procedure to produce, name and share the interactive material in a homogeneous way
 - The H5P platform was selected for content creation
 - it is **free** and can be used to **create**, **share** and **reuse** rich interactive content cross browser/platform
 - The procedure provides steps and recommendations to select videos and enrich them with interactive elements: e.g. suggestions about length, format, copyright and translation

Steps for H5P interactive videos creation

1) Select video

- *source*: upload a video or enter a link to youtube/vimeo video
- *format*: recommended formats are mp4, webm or ogv
- *resolution*: use video with high resolution quality: 240p is very low, suggested is at least 720p if possible
- *length*: short (recommended length: 2-5 minutes, max 6)
- *copyright*: insert the copyright information (only free copyright videos)
- *audio track*: the best solution is to have a video without audio narrations

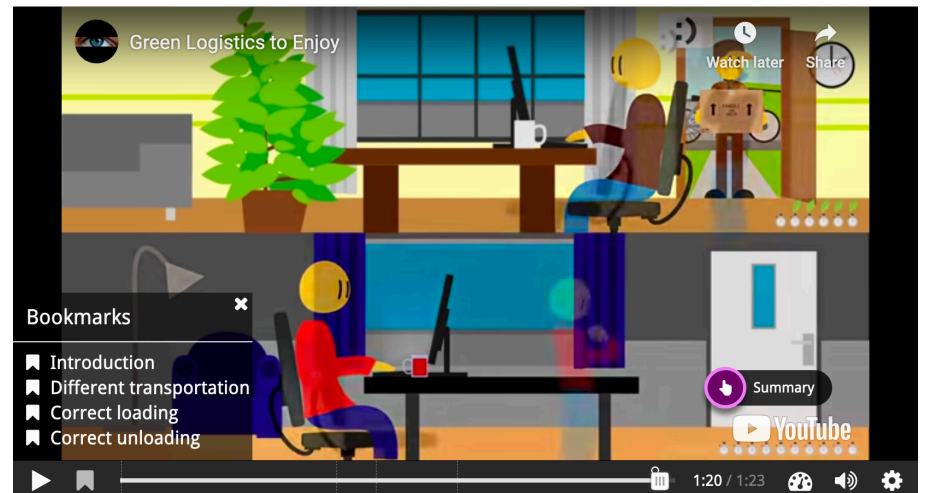
2) Add interactions

- *interactive points*: insert different interactive points: bookmarks, quizzes, text, images, links, etc.
- *bookmarks*: useful to split the video into sections; insert at least 1 bookmark for each subject change;
- accurately position the timing of the interaction points

3) Add Summary (quiz)

- at the end of an Interactive video, you can add a final self-evaluation

Live Demo - Examples



HANDS ON: let's create an interactive video together

1. start with this plain video: <https://www.youtube.com/watch?v=c4-9rR-YxZk>

2. identify key content blocks (bookmarks)

3. add other interaction points (e.g. links)



4. create a summary quiz at the end to verify the competences

5. create a version in another language: translation/localization, new links, ...

Opportunities & issues

Opportunities

- Effective training technology to show procedures and behaviours
- More media → more senses
- Interactivity to motivate and engage students
- Self-evaluation opportunity
- Transform passive vision into active engagement

Issues

- Difficult to find the best video for the learning objectives
- Long (tricky) procedure to create and enrich videos
- Coordination among different actors to produce consistent and homogeneous content
- Difficult translation of audio track