**Week 2: Multimedia in e-learning Contexts (Text, Graph, Sound, Animation)**

**Where am I at?**

* How confident am I in my use of ICT in teaching and learning? Explain.
* What do I want to develop and why?

**4 Phases of Teacher Innovation and Integration of ICT**

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| **Phase** | **A classroom example?** | **Where am I at?** |
| **1: Developing ICT skills:** personal use and professional interest in enhance own skill level.  Classroom activities focus on ICT skills to complete specific ICT tasks |  |  |
| **2: Applying ICT in classroom**: ICT viewed as tool for specific learning tasks  Teachers explore ICT to support existing teaching and learning activities/practices |  |  |
| **3: Delivering on learning outcomes**: ICT viewed as integral to teaching and learning  Teachers clearly connect ICT use to learning outcomes for students  Teachers adopt and refine own practices to reflect new approaches to teaching and learning to use ICT to improve learning outcomes |  |  |
| **4: Transforming practices**: ICT viewed as catalyst for rethinking classroom educational goals and transforming learning culture  Teachers make choices that change their pedagogy and develop new assessment practices in multiple mediums |  |  |

**What is Multimedia?**

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| **Multimedia Hardware**  Computer/peripherals  CD  DVD  Compact Flash card  MP3/MP4 players (i-pods etc)  Plus . . . i-phones, i-pads, smartboards |

* The use of multiple media e.g. pictures, sound, video, graphics, animation, text etc. Integration of more than one medium in a product for communicating information.
* Digital Multimedia: allows computer user to combine and control several instructional resources in order to present information, passively or interactively.

**Common Multimedia Software**

* Kid Pix: paint/slideshow/animation software designed for children
* Adobe: Photoshop (graphics), Premiere (video editing), Dreamweaver (web design), Flash (animation), Director (games)
* Microsoft: Powerpoint, Photostory
* Scratch: free online multimedia tools and community for creating and sharing multimedia/animation etc.

<http://info.scratch.mit.edu/> <http://scratched.media.mit.edu/>

* Pre-packaged multimedia software: Learning Objects, Smartkiddies, Quicksmart, Successmaker

e.g. <http://www.scholastic.com/magicschoolbus/tour/home.htm>

e.g. <http://www.surveymonkey.com>

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| **Multimedia File Types**  Pictures: jpg, gif, bmp, tif  Movies: mpeg, mov, quicktime  Sound: mp3, wma, wav, au,md, snd  Text: tst, doc, pdf |

**Using Audio**

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| **Why use it?**   * another channel for learners * explaining commentary for text * a sense of mood for graphics * develop listening skills:   sound recognition;  attention and concentration;  analysis of sound/word connections   * . * . |

<http://www.freeaudioclips.com/>

**Capturing Audio Using Sound Recorder (part of Windows operating system)**

Google for instructions or go here:

<http://www.microsoft.com/resources/documentation/windows/xp/all/proddocs/en-us/app_soundrecorder.mspx?mfr=true>

**Using Video**

* Create Video using phones, cameras, flipcameras etc. then edit it using Flip software or Windows Movie Maker. Google for tutorials or go here:

<http://www.atomiclearning.com/en_GB/moviemaker2_uk>

* Source video on the web via podcasts:

<http://www.det.wa.edu.au/education/cmis/eval/curriculum/ict/podcasts/>

**Using Animation**

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| **Why use it?**   * Supplement to text and graphics * Attraction (or distraction?) * Illustrate change over time * Reduce complicated displays (dropdown menus) * . * . |

* source animations on the web:

<http://www.animationfactory.com/en/>

* Create your own animations, using Flash or simpler templates, such as:

<http://www.fluxtime.com/animate.php>

**Using Hypermedia**

**What is Hypertext?**

A link between related text

A non-sequential, non-linear method for organising/displaying text

* How to make one in Word:

<http://www.ehow.com/how_4705816_hyperlink-microsoft-word.html>