Pedagogic Materials

CÉLINE AVERSENG

Pedagogic Innovation

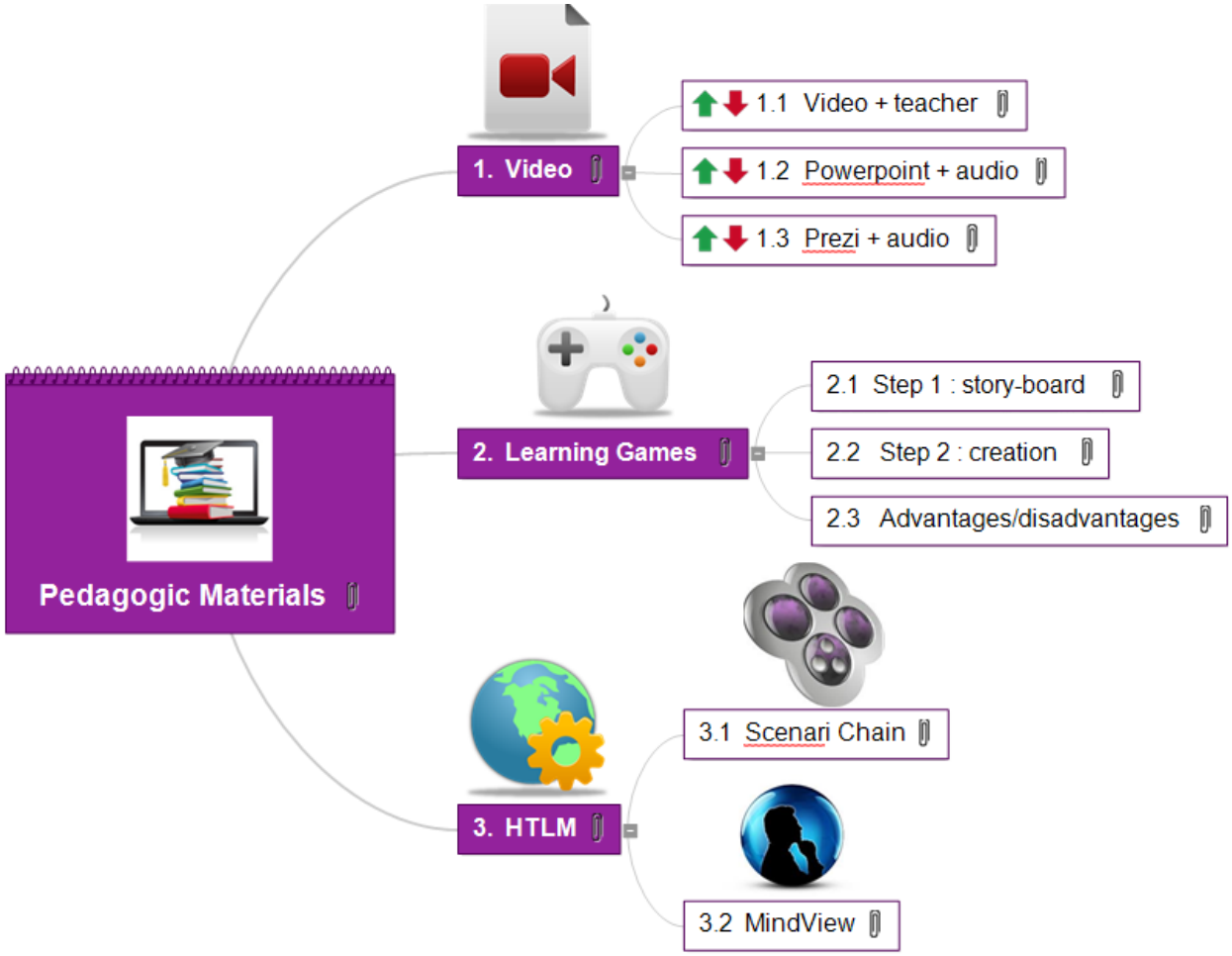
Innovation pédagogique :
"New tools available but also the complex processes relying on these new tools" (Choplin et al. 2007).

Various shapes

Several objectives

→ Inventory of tools

Summary


Pedagogic Materials
1. Video
1.1 Video + teacher
1.2 Powerpoint + audio
1.3 Prezi + audio
2. Learning Games
2.1 Step 1 : story-board
2.2 Step 2 : creation
2.3 Advantages/disadvantages
3. HTLM
3.1 Scenari Chain
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Video

Increasingly used:

- In MOOC or SPOC (indispensable media!)
- In blended learning

→ Several way to create a vidéo

Powerpoint + teacher

MOOC Sales Force Management (Ch. Fournier)

Interview

MOOC **Balanced scorecard** (G. Naro and T. Séran)

Advantages/disadvantages

Advantages:

- The learner see the teacher
- Possibility to feature the teacher (example: interviews, put a person in a professional situation, etc.)

Disadvantages:

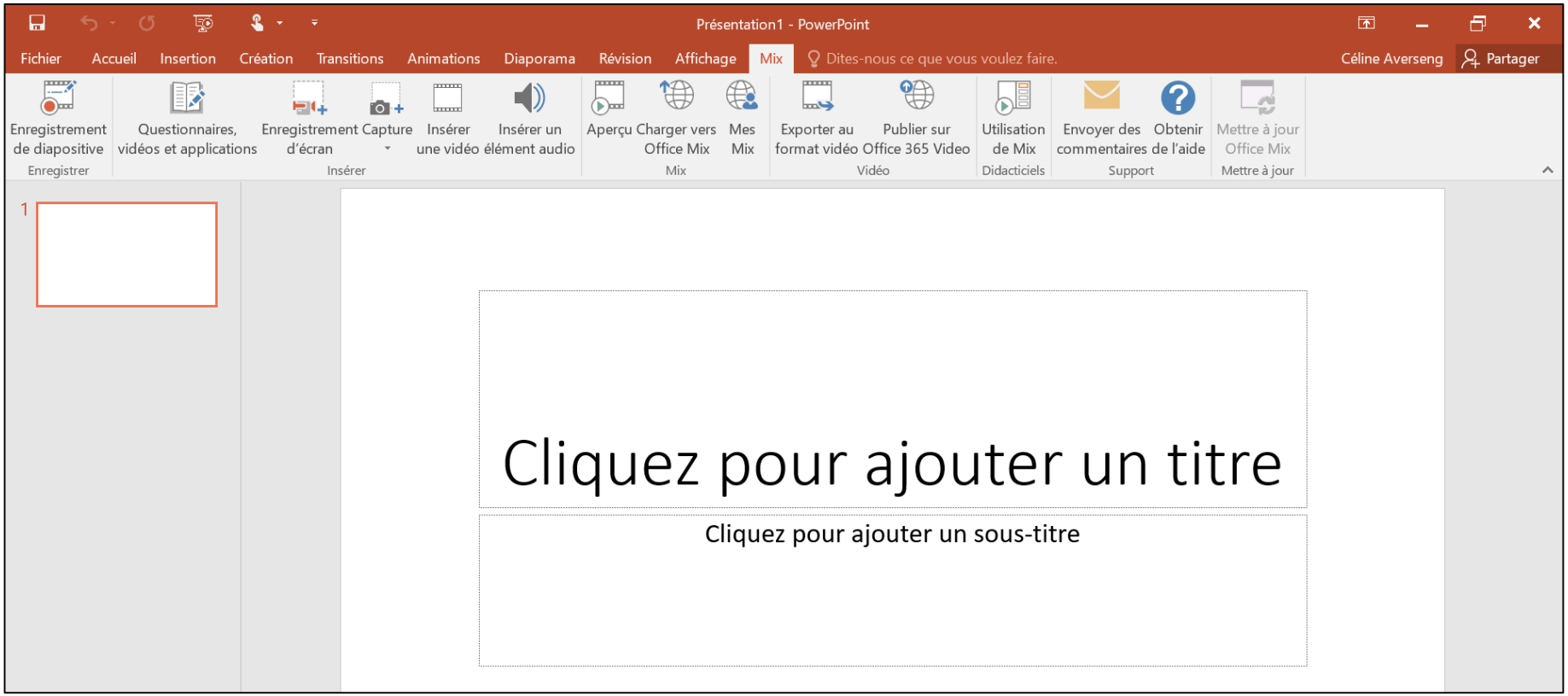
- Complicated to create: need ressources and time consuming
- Complicated to update...

Powerpoint + audio

Powerpoint + OfficeMix

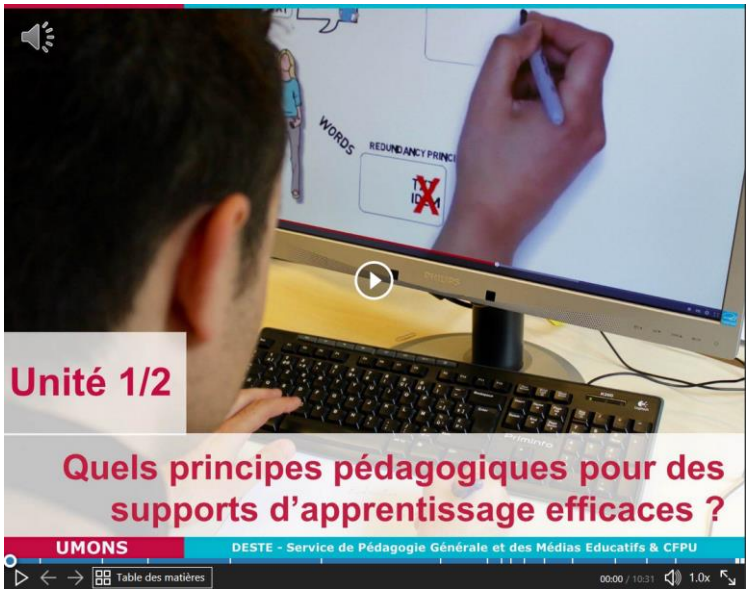
Powerpoint + Camtasia/Camstudio

Office mix



Powerpoint + audio

Office mix allows the creation of "Pedagogic Capsules ", as in the MOOC "**L'innovation pédagogique dont vous êtes le héros**":



Here, a new tab is add in Powerpoint to capture the screen and the voice

Advantages/disadvantages

Advantages:

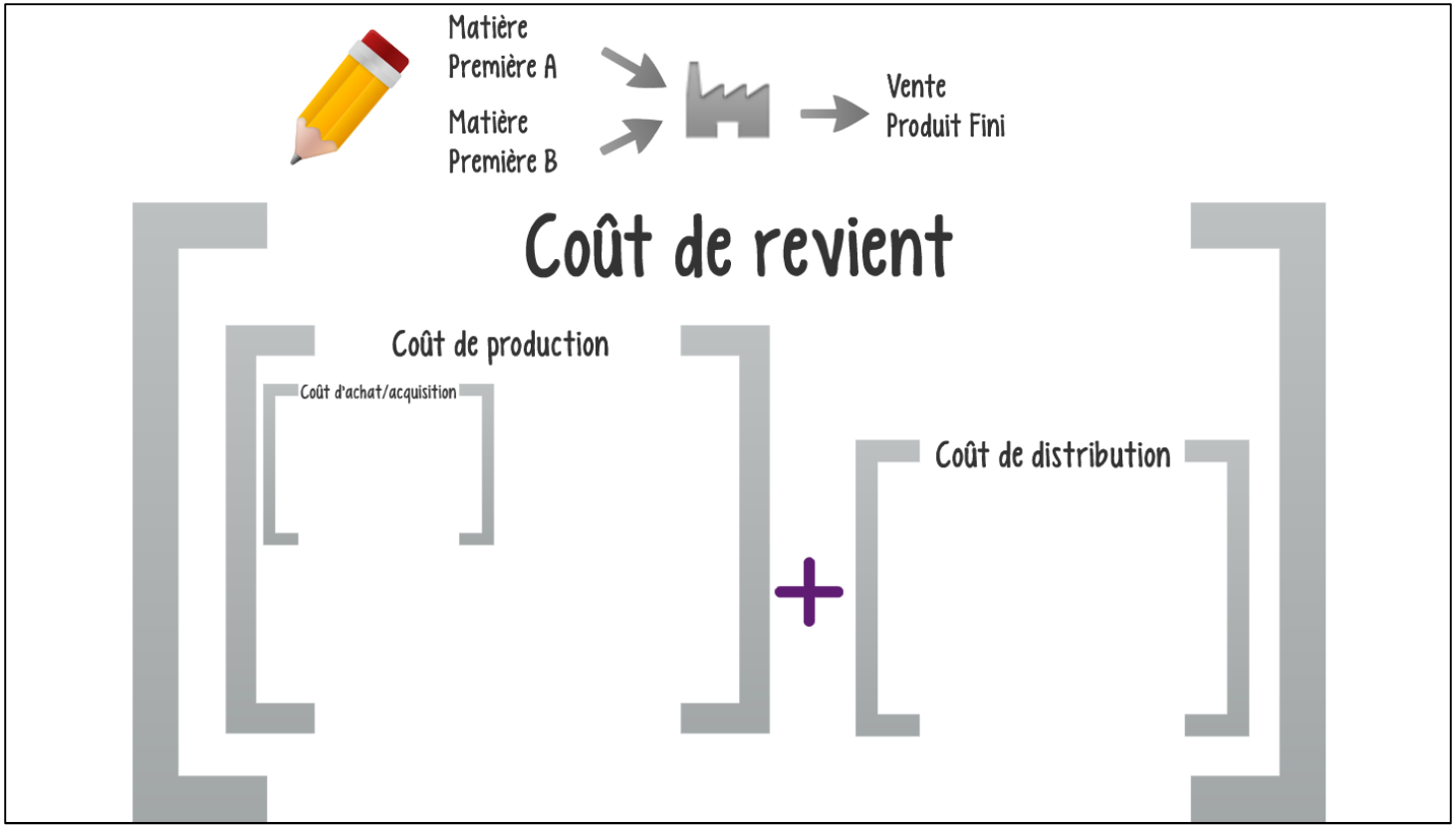
- Quickly created from existing Powerpoint
- Does not require any special knowledge in video editing
- Update/changes easier : the sound is musch easier to cut, redo and mount than a shot

Disadvantage:

- A Powerpoint always stay linear
- Risk of cold and boring media

Prezi + sound

Prezi + capture tool: Camtasia/Camstudio or other



Advantages/disadvantages

Advantage:

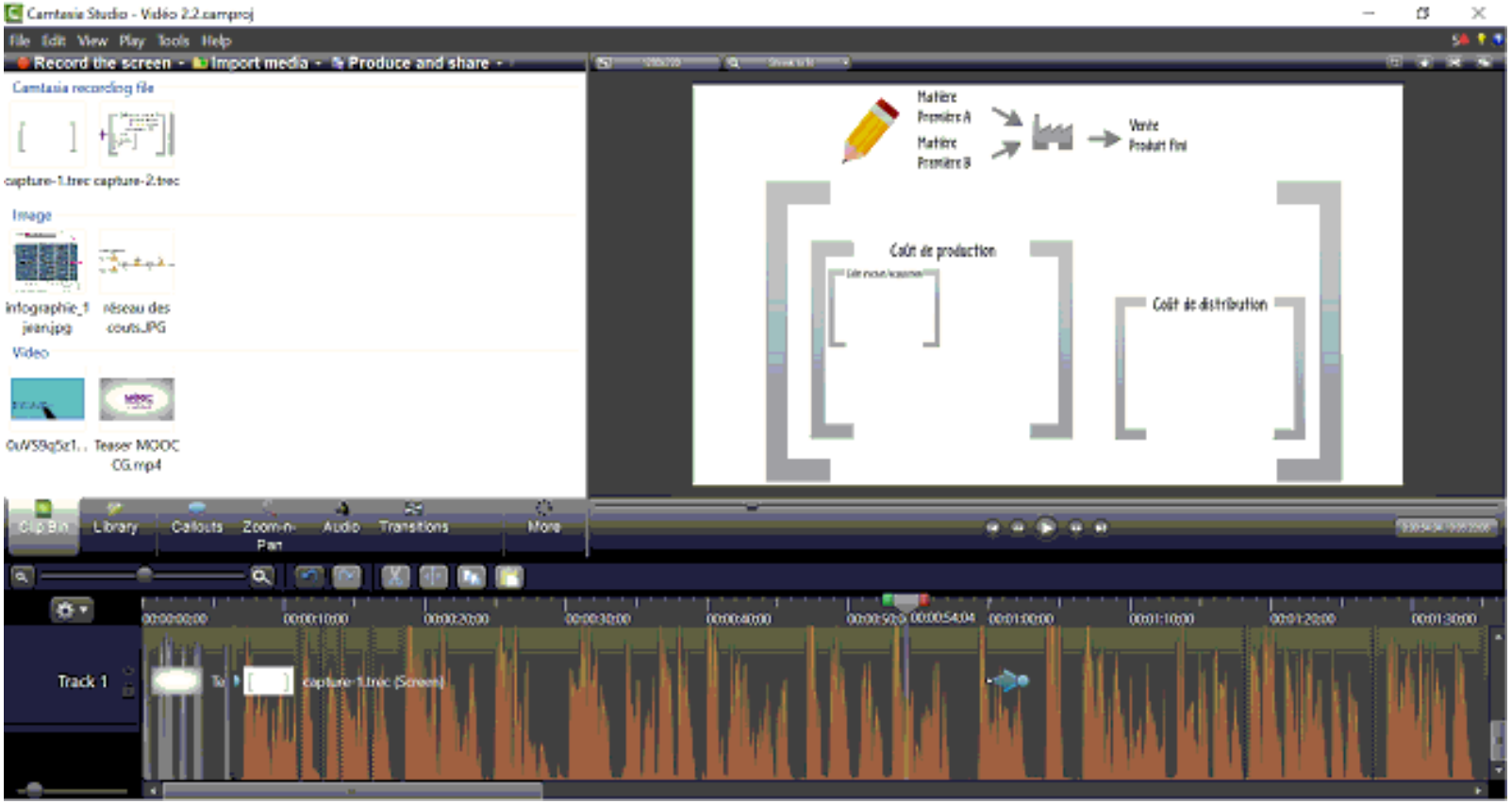
- Final rendering interesting from a pedagogical point of view, close to an animated film, but we can't use it in all disciplines: the content must be easy to represent

Disadvantage:

- Long to create (in the first time)
- Requires basic assembly knowledge

Advantages/disadvantages

Example : capture video and editing software : Camtasia Studio 8



Learning Games

Non-linear numeric case study

Interest

→ Free software : Scenari Chain

Step 1 : storyboard

Step 2 : creation

Advantages/disadvantages

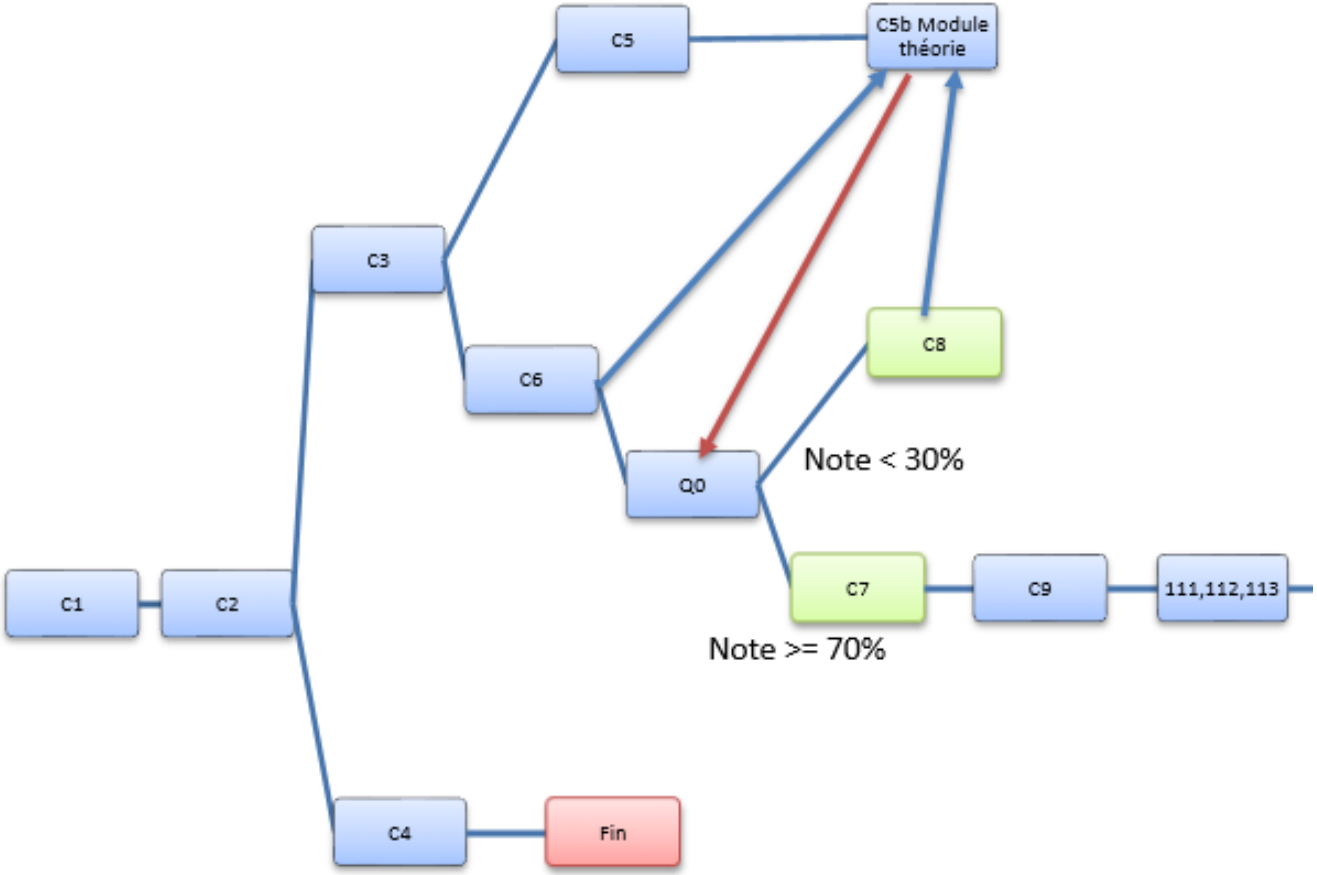
Step 1 : storyboard

Identify the learning game elements:

- Content elements (knowledge),
- Module training
- Choice element or orientation element (the learner must answer a question or make a choice to carry on),
- Quizzing,
- Etc.

Step 1: storyboard

- Forecast the content sequence:



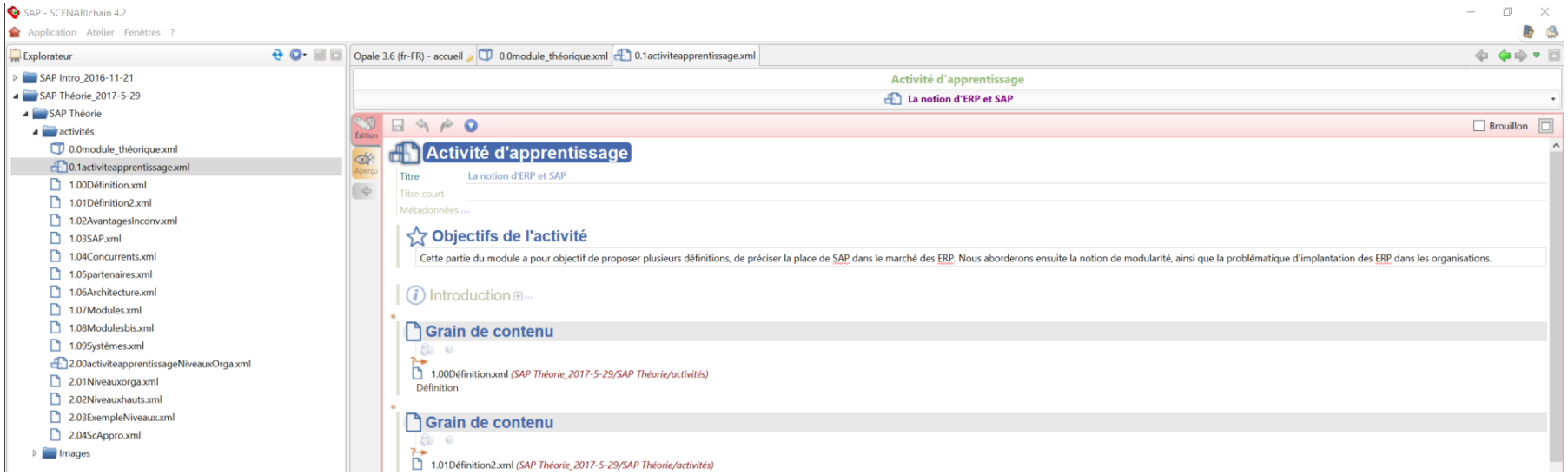
Step 2: Creation

- Creation of visuals:

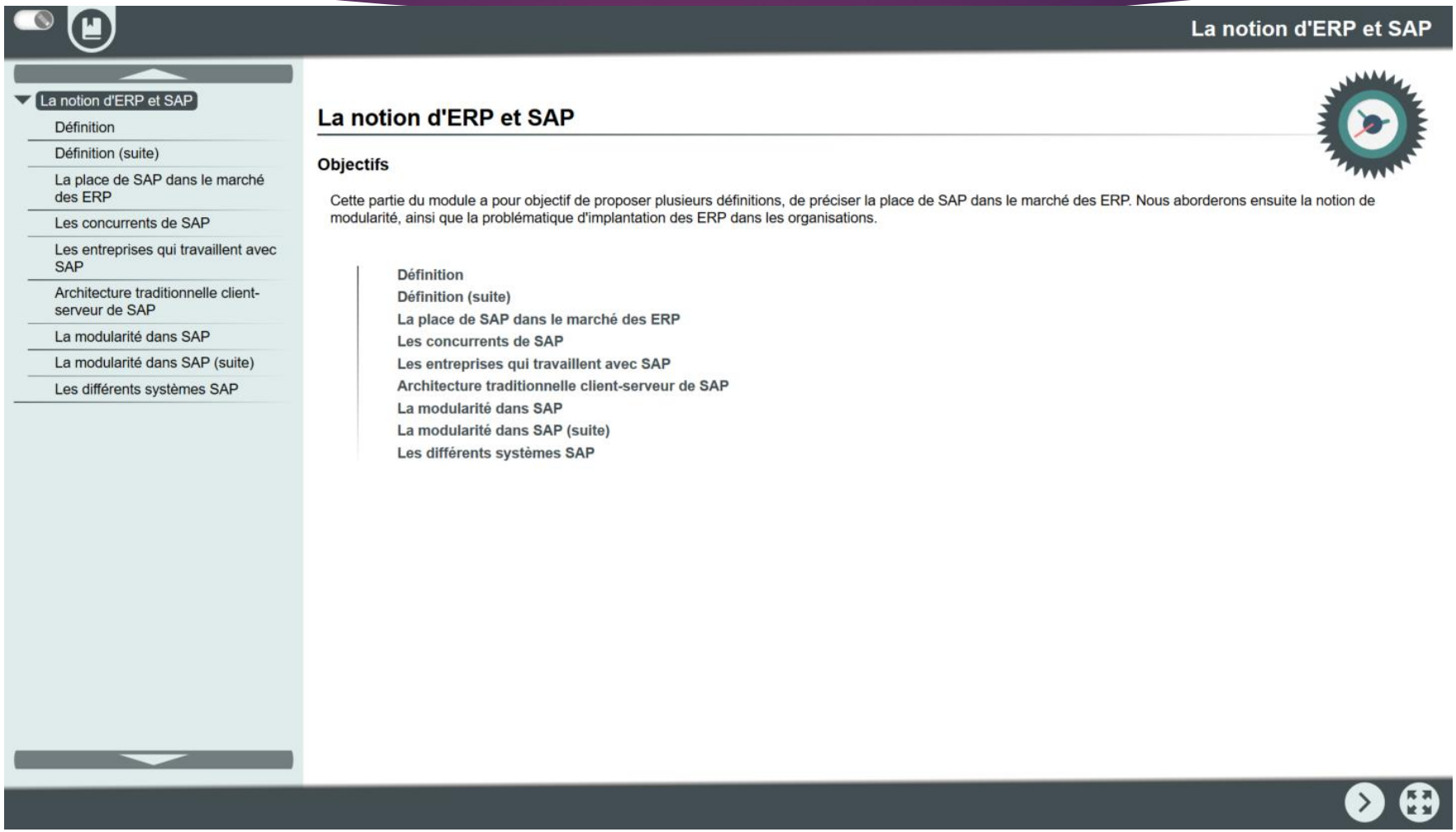
Step 2: creation of the learning game

Opale and Topaze from ScenariChain (free software) :

- **Opale** allows to create "pieces of content" which can be put together to create a module:



Step 2 : Creation



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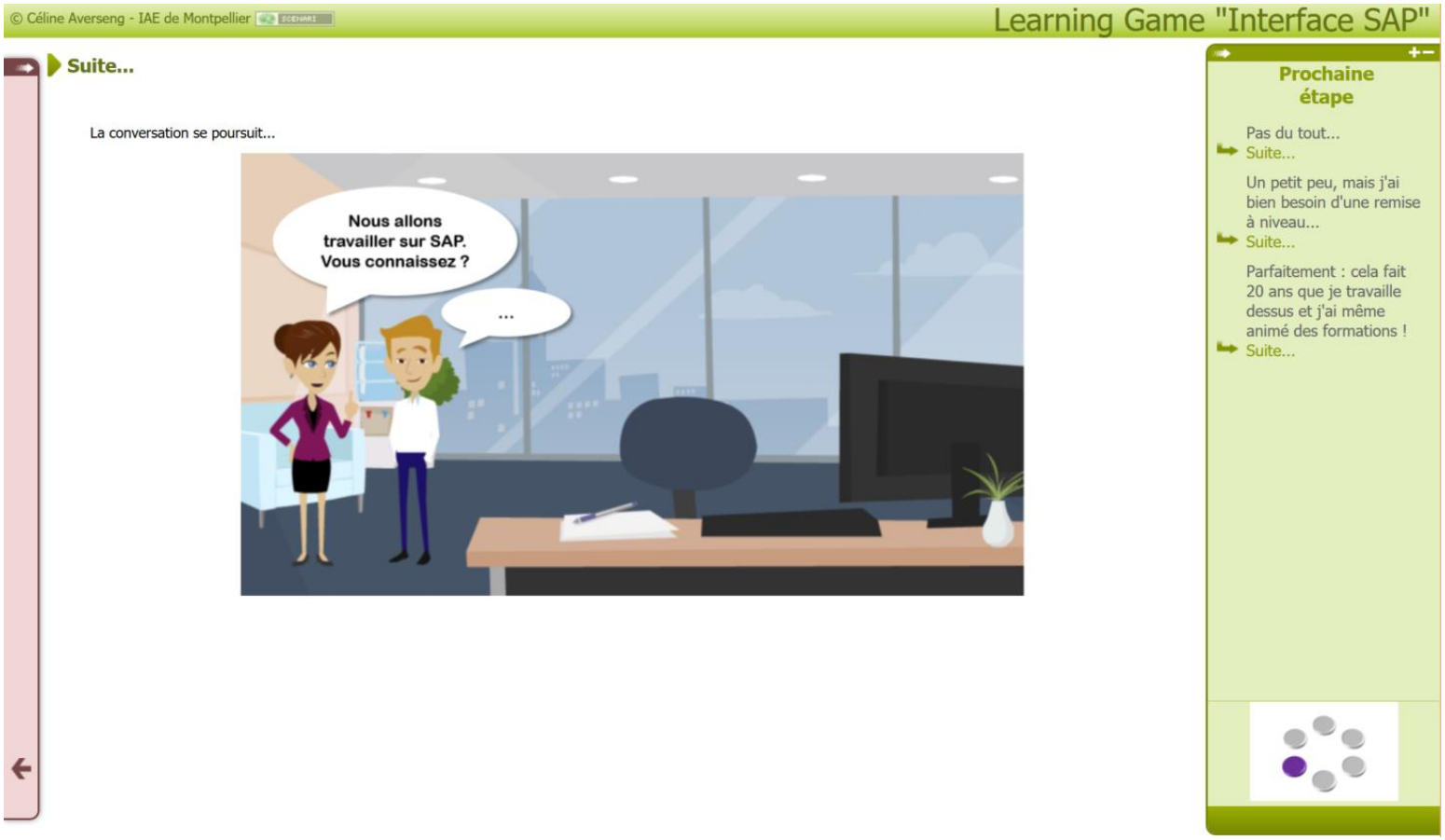

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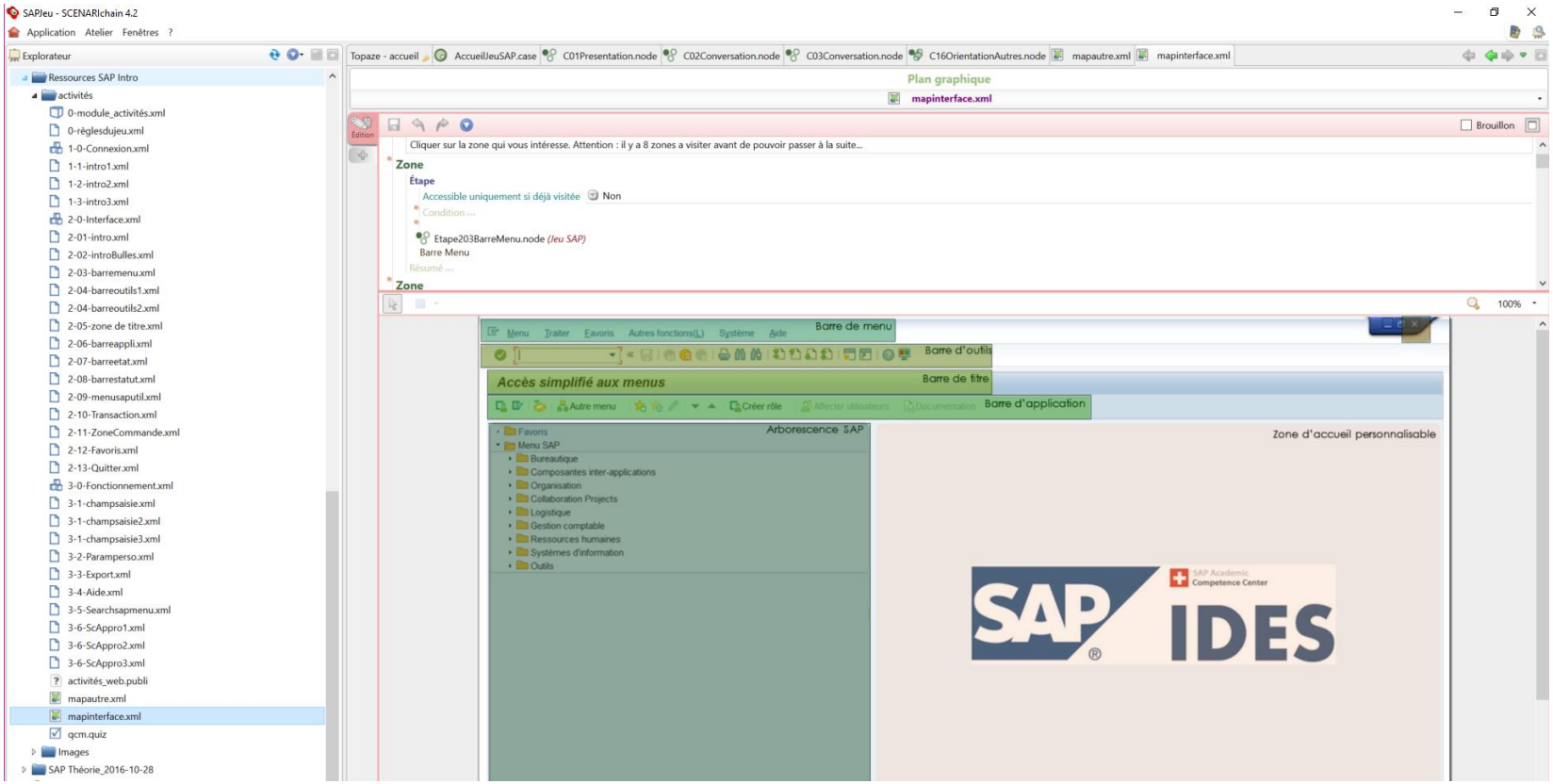

Advantages/disadvantages

Advantages:

- Free
- Flexibility

Disadvantage:

- Tool not intuitive, long to take in hand, but tutorials are available on the internet

HTLM File

ScenariChain

MindView

Allows to create "Map" :

- To jot down ideas during a meeting
- To brainstorm
- To write a content: training module, research article, theses and Phd (the map can be export in a word processor).
- To create a presentation: presentation mode or export in Powerpoint
- To create HTML files or "paquetage Scorm ".
- To help us for projet management : Gantt, time lines, resources management, etc.

MindView

Advantages:

- Great flexibility
- Automatic exports
- Very intuitive tool

Disadvantage:

- None ☺