

# EDUCATIONAL MEDIA TIPS, TOOLS AND APPS

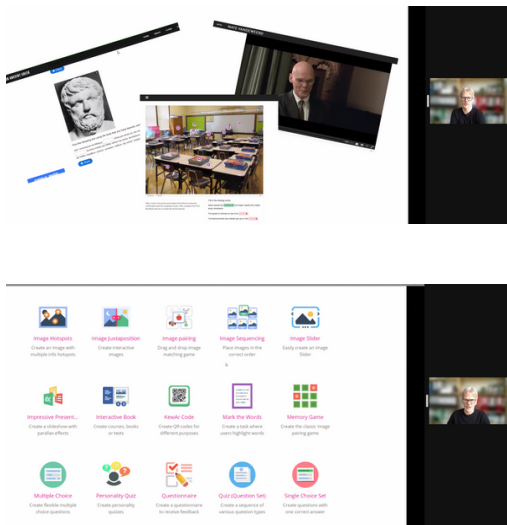
M&L SEMINAR || 12 April 2022



A **H5P taster** presentation by **André Rosendaal**, University of Groningen, the Netherlands.

H5P is a free and open-source content collaboration framework based on JavaScript and PHP which aims to make it easy for everyone to create, share and reuse interactive HTML5 content. Interactive content such as interactive videos, presentations, games, quizzes and other can be embedded in any website that supports html. YouTube and Vimeo videos can be integrated in video-related content types, or alternatively a video can be uploaded. Unfortunately, H5P does not work with some video repositories such as Kaltura, MediaSite and others, at least not out of the box and for the time being.

During this presentation, André showed participants different interaction types supported by H5P, for example adding multiple choice questions to a video. The free version ('for trying out H5P') currently allows only 6 different interaction types namely, dialog cards, image choice, Cornell notes, AR scavenger, structure strip and information wall, while paid users can choose from 52 different content types. The paid version enables integration via LTI in Learning Management Systems such as Blackboard, Canvas, Moodle and Brightspace. This tool comes with a rather hefty price tag. If billed monthly, the service would cost around 1300 euros per month for a license for up to 100 teachers and 1000 students. The price per student drops to 0,15 euro per student per month for a 10,000 student license. Alternatively, H5P can be downloaded and installed as a self hosted service for free, and e.g. integrated in a WordPress or Drupal site.



H5P has been used at the University of Groningen for more than 6 years and teachers are offered 1 hour intro workshops on how to use this tool. This is enough to get started and be able to create interactive content. When asked who uses H5P in their teaching, André said that the uptake by language teachers seemed to be higher than in other fields. These academics usually share tips and information about new tools and how to use them across their networks. Interactive video is the content type that is used most, as it fits well with their Task-based learning approach. The Faculty of Medical Sciences has installed their own H5P server.

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**Interactive Virtual Environments for Teaching & Assessment** presented by [Damien Mansell](#), University of Exeter, UK.

**InVenTA** uses geospatial and visualisation technology, allowing educators to easily create and explore immersive free-roaming interactive virtual environments. Think of it as virtual field trips, where students can visit the Arctic circle, an archaeology site, or the surface of another planet, without leaving the classroom. The Viewer is a desktop application that allows learners to navigate pre-prepared landscapes 'on foot' or 'in flight'.

In this session Damien Mansell demonstrated the tool, showcased how it can be used in teaching by taking workshop participants on a virtual field trip to explore a glacier in Iceland.

What can be controlled in these virtual environments created in InVenTA? Teachers can change weather, time of the day, add ambient sounds, can even flood areas if they choose to!

How does it work and where to start? First teachers need to download a 3D map (for instance from [elevationapi.com](#) or [sketchfab.com](#)) and then upload it on InVenTA. They can then manipulate the virtual environment, add signposts. Damien highlighted that no coding is needed to use this app and that it is an intuitive and easy to use tool.



There was a question in the audience if it is possible to source higher resolution maps (the one we explored was a map of 30m resolution). Damien and his colleague Steven said that it was, as InVenTA supports most 3D file formats (OBJ, GLTF, 3DS and DAE), however, as usual, trade of between higher res and extent of the model has to be considered due to the limitations of your hardware.

Damien and Steve are building a community of users, so feel free to reach out to them at [inventa@exeter.ac.uk](mailto:inventa@exeter.ac.uk)

The current version can be used on any windows desktop PC. There are plans to release Mac and chromebook versions soon.

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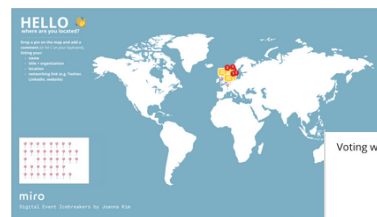


**Collaborative Tools: [Miro](#) as a tool for the delivery of design thinking-based sessions presented by [Daniel Villar-Onrubia](#), Coventry University, UK.**

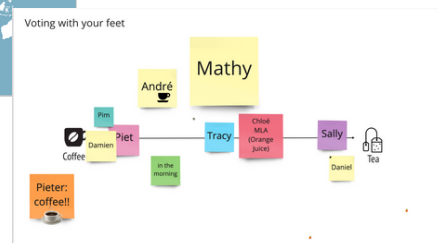
Miro is a rather popular tool among educators, but how can we make it more engaging and exciting?

Daniel Villar-Onrubia led this short presentation and shared his useful tips. He started by introducing seminar participants to the concept of design thinking and recommended the handbook Design Thinking for Educators, by [IDEO](#). He then demonstrated how design thinking sessions, in which participants generate and evaluate ideas in several iterative cycles, can be adapted for online delivery with tools like Miro. Daniel highlighted that design thinking can be used as a methodology.

He invited everyone to join an ice breaker activity that involved dropping a pin on the map and adding their name.



Participants were then introduced to a couple other activities using sticky notes to adapt the “voting with your feet” dynamic from physical space to online delivery.



Daniel also introduced a couple of MIRO features that are less well known, for instance timer and voting functionalities that could be used in online activities.

## Personas

Personas aggregate insights about real customers into an archetypical representation of a customer. In this session, we use research insights and your experience working with customers to create personas. We focus less on things like demographics, and more on things like goals and pain points.

**DURATION**  
2 - 4 Hours

**ATTENDEES**



### USE TO

Highlight gaps or assumptions in our understanding of customers.  
Guide product design decisions.  
Build empathy for your customers.  
Evaluate product ideas.  
Inform recruiting for user research.

### HOW TO

- 01 Bring any existing user research notes or insights.
- 02 Create a rough list of personas or segments.
- 03 Draw on research insights and personal experience to document each persona's goals, pain points, skills, and environment.
- 04 Present your personas one by one. Rate them on different personality trait scales. Group or combine similar personas.

Lastly, he illustrated the use of Miro in design thinking processes with a template for the generation of ‘personas’: archetypical users to help focus the design of solutions.

Last, he mentioned three projects in which they have used design thinking approaches to work with distributed teams: [EduHack](#), [StrategyHack](#) and [DALI](#). Access the [Miro board here](#).

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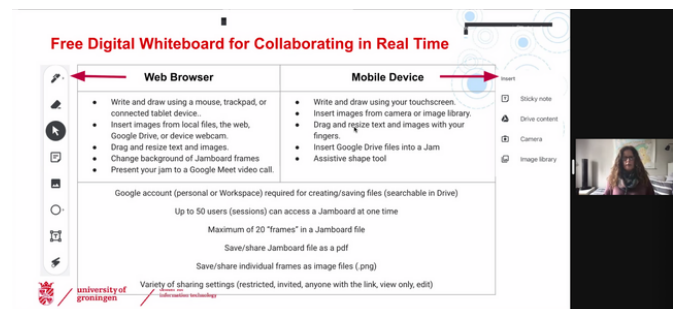
**Collaborative tools: Using Google Jamboard in instruction** presented by **Tracy Poelzer**, University of Groningen, the Netherlands.

“Sometimes simple is best” highlights Tracy.

Rather than handing out lists of tools that educators can use in their teaching, Tracy finds that helping instructors identify the best tool for helping achieve learning outcomes and not overwhelming them with options is beneficial. Small consistent changes work, not overloading. One of the tools she introduces teaching staff to is Google Jamboard. Tracy believes that its simplicity, collaborative nature and ease of use contributed to the successful take-up of this tool among the faculty.

The main features of Google Jamboard can help facilitate successful collaboration, and can be integrated into physical, online, and blended teaching designs.

Educators at the University of Groningen find using tools like Jamboard particularly beneficial as dual channel information processing (the combination of visual with auditory/verbal) is a powerful way to stimulate and encourage learning, and increase understanding and retention.



There was also a question in the chat *“With the dual coding in mind, could you reiterate whether using Jamboard caused cognitive overload for some students with breakout rooms, or did you feel it was fine as they were listening and talking to each other and the jamboard was a visual element that didn't overload them, but supported their thinking. Is that correct?”* to which Tracy replied *“I can only comment from my personal experience, however, it seemed to work well if we left our videoconference session running in a separate tab while we worked on the Jamboard. We would be focussed visually on the Jamboard open in the primary tab, while we could still hear each other in the videoconferencing tab open in the background. Nobody seemed to complain about overload in these instances.”*

Educators will need to have a Google account to access Jamboard. It allows for up to 50 users and maximum of 20 frames (slides). Sharing and editing access is easily managed.

Tracy's slides can be found [here](#).

Article shared by André in the chat **“Online collaboration using Miro”**

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**Non-linear video editing: new tools, new features, online/offline/cloud...led by [Mathy Vanbuel](#), ATiT Belgium.**

There are so many editing tools but how to choose one that suits your needs best? The difficult question that Mathy addressed in his presentation ([click here to download](#)) by briefly presenting several popular free and paid tools and discussing their pros and cons.

At the very beginning of the presentation Mathy ran a multiple choice poll "What editor are you using? (Multiple Choice)" with the following options

- None
- Avid
- DaVinci Resolve
- Final Cut Pro
- Lightworks
- OpenShot
- Premiere Pro
- Premiere Rush
- WeVideo
- Other

■ Premiere Pro ■ Final Cut Pro ■ Premiere Rush ■ Other  
Column 1



The majority of our seminar participants use Premiere Pro or another programme, when asked which ones, people indicated using iMovie, Shotcut, Camtasia, Loom (free educational license), Clipchamp (works in Chrome and has a free version. Handy for short promos or tasters.), VideoScribe.

When asked "What would your top recommendation be for a newbie staff member looking to do some editing in the (paid) tools?", Mathy suggested starting with OpenShot (totally free) or Lightworks (free trial version).