



AI AS CO CREATOR for Learning Content Production

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Adobe Photoshop: Several pink pigs run to the camera through a typical street of a german village of the 19th century

AI as Co Creator

Statement I



AI is a great source for inspiration and structuring “first ideas”. And it helps with “optimizing media”.

Sign in to save AIs for later (it's free!)

Search

 Free signup

THERE'S AN AI FOR THAT*

12,342 Als for 15,328 tasks and 4,805 jobs.

 Tasks

 Timeline

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New AIs

Tasks For You

Just Launched

Linkquire 
 YouTube Summaries 
From \$6  3

 RAGnexus
Business management 
No pricing 

AI Baby Generator

AI Writer & Gram...
Email writing

Hi Talk

Language learning

Free + from \$9.99/mo

6 9

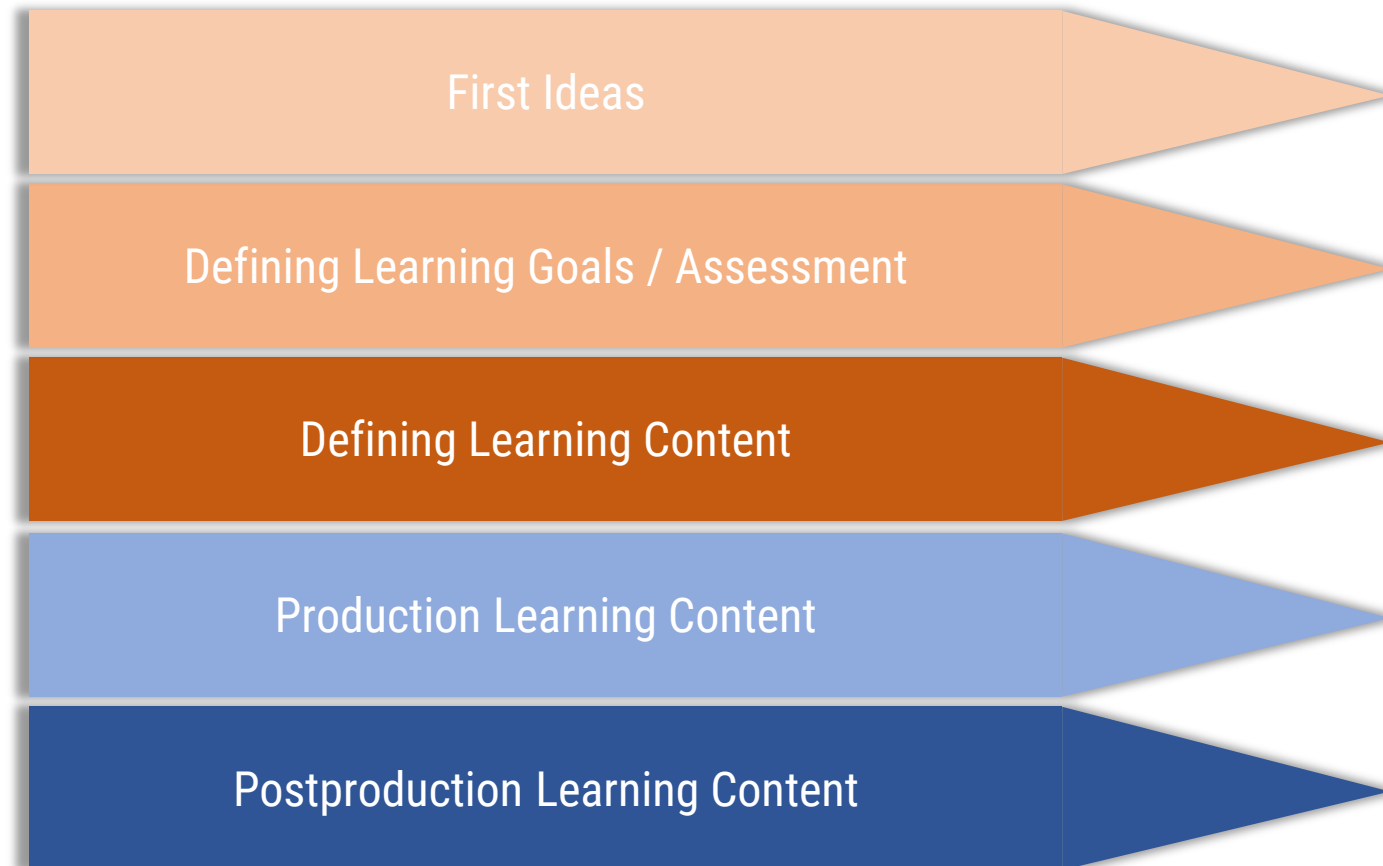
AskJack 
HR assistance 
From \$74/mo 🔖 6

Featured

B12 B12.io
Website building 643

AI as Co Creator

Helper during different stages



BUT

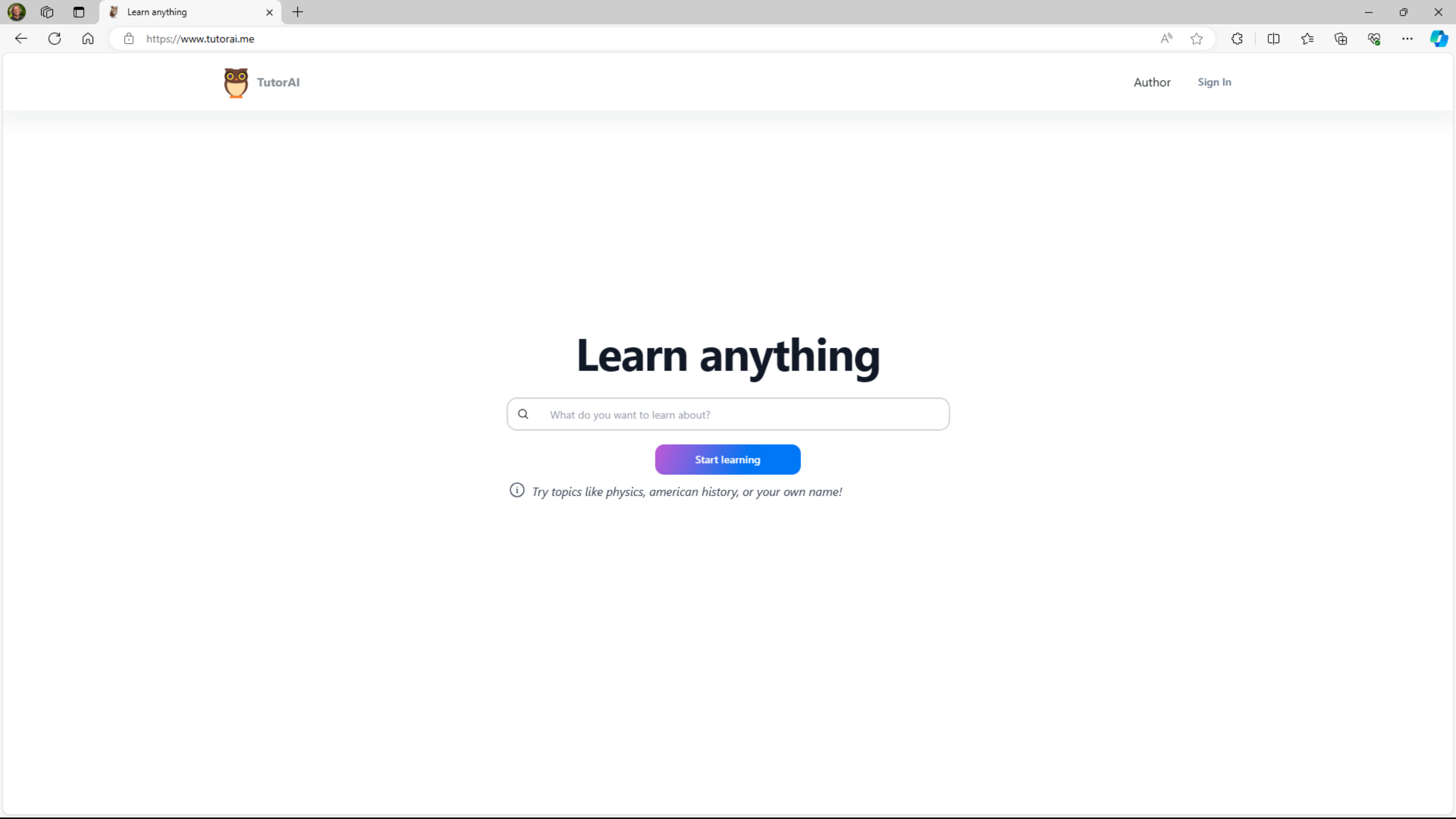
AI as Co Creator

Statement II



We need educators for the creation process in between “first ideas” and “Postproduction”

FIRST IDEAS



Author

Sign In

Learn anything



What do you want to learn about?

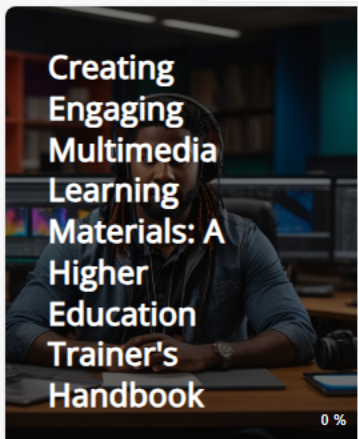
Start learning



Try topics like physics, american history, or your own name!

COMPLETE COURSE

AT YOUR FINGERTIPS?



- Introduction
 - ☒ Definition and Importance of Multimedia Learning Materials
 - ☐ The Role of a Higher Education Trainer in Creating Engaging Materials
- Understanding Multimedia Learning Theory
 - ☐ Principles of Multimedia Learning
 - ☐ Cognitive Theory of Multimedia Learning
 - ☐ Impact of Multimedia on Learning Outcomes
- Designing Effective Multimedia Learning Materials
 - ☐ Identifying Learning Objectives
 - ☐ Selecting Appropriate Multimedia Tools
 - ☐ Designing for Accessibility and Inclusivity

Definition and Importance of Multimedia Learning Materials



Definition and Importance of Multimedia Learning Materials

Multimedia learning materials are educational resources that combine different forms of media, such as text, images, audio, and video, to create engaging and interactive learning experiences. These materials are designed to cater to various learning styles and preferences, making them an effective tool for teaching and learning in higher education.

Definition of Multimedia Learning Materials

Multimedia learning materials are defined as educational resources that use multiple forms of media to convey information. These materials typically include a combination of text, images, audio, and video, and are designed to be interactive and engaging for learners.

Importance of Multimedia Learning Materials

INTERACTIVE H5P COURSE

AT YOUR FINGERTIPS?

Introduction and Video-Tutorial:

<https://help.h5p.com/hc/en-us/articles/8229514747805-Smart-Import-Introduction-and-Video-Tutorial>



How to Flip Your Class. Flipped Learning

- Course
- Interactive Video
- Glossary
- Concepts Cards
- Quiz
- Drag the word
- Flashcards
- Summary

Summary & submit

 How to Flip Your Class. Flipped Learning

 Teilen

 Lesson plan

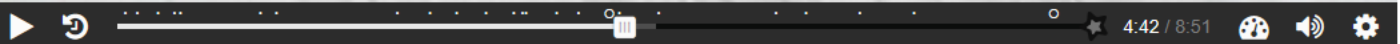
4 Pillars of Flipped Learning



- Flexible Learning Environment
- Learning Culture
- Intentional Content

 Powtoon

 YouTube



How to Flip Your Class. Flipped Learning

Hello everyone and welcome to the introduction to flipped learning, utilizing technology to engage students and achieve higher level thinking through individualized learning. Let's begin by having a common definition of what flipped learning is. Flipped learning is a pedagogical approach in which the direct instruction moves from the group learning space to the individual learning space. And the resulting group space is transformed into a dynamic, interactive learning environment where the educator guides students as they apply concepts and engage creatively in the subject matter. Boy, that's a lot of words.

Let's unpack this a little bit. First off, it's a pedagogical approach. It's grounded in good, sound pedagogy. Second, the individualized learning space at home, typically, is where the focus is to deliver basic content. And this leaves time for an interactive learning environment in the classroom where students can explore, analyze, and hopefully even create new information. And this all relates or engages the students creatively in 21st century skills. Now, a key aspect of flipped learning is essentially turning Bloom's taxonomy on its head.

Now, we're all familiar with the different levels of Bloom's taxonomy, starting with remembering all the way up to creating. And most of the time in class, in a traditional lecture or lesson, Teachers spend a lot of time on the remembering and understanding, getting that foundational knowledge

H5P Smart Import as Co-Creator

Current Status



Declarative knowledge (Facts, Know-what)

i.e. Which kind of bicycles exist?



Procedural knowledge (processes, Know-how)

i.e. How to ride a bike?

Math or chemical equations etc.

Are completely ignored

Priorities / Relevance

Only the author knows

MEDIA OPTIMIZATION

A HUGE TIMESAVER

**Audio
optimization**

Sharpening

Voice Dubbing

Color match

**Text Based
Editing**

Subtitles

Remix

Upscaling

Transcription

GENERATIVE AI

IT DEPENDS...

**Text to
Speech**

**Music
Creation**

Text to *picture*

**Extend
pictures**

Video Avatars

Text to Video

Voice Cloning

SOLUTION FOR OER

LICENSING WITH GENERATED MEDIA

Thanks
For listening

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