

Gotcha!

Grabbing Attention with Interactive Course Objects

Erin C. Rumpke MS, MLS(ASCP)^{em}
University of Cincinnati
CLEC 2018

Goals for Today

1. Identify opportunities to introduce interactive learning objects.
2. Describe best practices in designing interactive course objects.
3. Summarize limitations to incorporating interactive objects.

What are Interactive Course Objects?

- Web based course objects
- Provide virtual interactivity
- Correlate with learning tasks

Intention of Interaction

- Increase student learning
 - Scaffold learning concepts
 - Check for comprehension
 - Practice a skill
 - Rehearse a concept
- Improve course experience
- Engage learners

Interactive Technology Touchpoints

- **Presentations**
 - Lecture tools
 - Video & Audio Media
 - Virtual Whiteboard
 - Screencast
 - Multimedia Posters
 - Animations
- **Mobile Learning**
 - Apps
 - Games
 - Simulations
- **Collaboration**

Lecture tools

Record narrated lectures
Insert interactive features

Resources:

- iSpring
- AdobeSpark
- Prezi

Virtual Whiteboard

Create "sketchnote" lectures
Great for problem solving

Resources:

- ExplainEverything
- ShowMe
- Educreations

Video Media

Create videos for your students
Allow students to create video

Resources:

- Flipgrid
- iMovie

Screencast

Create visual demos

Resources:

- Screencast-o-matic
- SnagIt
- Screencastify

Audio Media

Create audio lectures & Podcasts

Resources:

- Audacity
- GarageBand

Multimedia Posters

Summarize and synthesize information
Create interactive study guides
Design infographics

Resources:

- Piktochart
- Canva
- Glogster
- Thinglink

Animations

Create short animations

Resources:

- Voki
- Powtoon
- ZimmerTwins
- GoAnimate
- Nawmal

Mobile Learning

Online & App Syncing
 Create Private Classrooms
 Upload flashcard decks
 Integrate pictures & audio
 Monitor student progress

Resources:

- Studyblue
- Quizlet
- Kahoot
- GoConqr
- Brainscape

Formative Q&A

Survey the class
 Analyze comprehension
 Real-time intervention

Resources:

- Pear Deck
- Socrative
- Poll Everywhere
- Kahoot
- Piazza

Games

Play based learning
 Skill practice

Resources:

- Studyblue
- Quizlet
- Kahoot
- Open Resources*

Simulation

Explain course concepts
 Demonstrate skills
 Measure progress

Resources:

- MediaLab
- Cellavision
- iSpring
- Storyline
- Open Resources*

Open Interactive Object Repository

Open access repositories for interactive learning objects
 Members can download at no cost and contribute
 Most objects are peer reviewed

Resources:

- PhET Interactive Simulations: University of Colorado Boulder
- MERLOT: California State University Center for Distributed Learning
- CAREO: Campus Alberta Repository of Educational Objects
- Wisc-Online: Wisconsin Technical College System
- Creative Commons
- Open CourseWare Consortium

Collaboration

Extend education beyond the classroom
 Facilitate group work and class meetings

Resources:

- WebEx
- AnyMeeting
- GoToMeeting
- Social Media
- Google Suite

Considerations & Limitations

- Time
- Content
- Audience
- Benefits
- Drawbacks
- Necessity

Best Practices for Interactive Courses

The best “interaction” is relevant content.

We can try to mask the lack of relevance with interactive elements or decision-making scenarios. But the novelty expires and interactive decision-making scenarios can be **frustrating if not tied to real performance goals.**

You can do some neat stuff in your courses that **grab the user’s attention...**

But novel interactivity you add to the course can quickly wear off. **And what was once novel becomes a hassle.**

- Tom Kuhlmann, *The Rapid E-Learning Blog*

Goals for Tomorrow



Scan the QR code above for a complete list of interactive resources & tutorials