



# **BYOD – Learning: Learning at Any Time, at Any Place, via Any Device**

**Reference number:** 2021-1-PL01-KA220-SCH-000034458

**Implementation period:** 1 January 2022 – 31 December 2023

**Training course for supporting teachers and educators to digital transformation through the development of digital readiness, resilience and capacity, using the BYOD method**

**Module Number and Area/ Topic:** Module 5 - Video Recording and Editing Techniques

**Module Owners:** IES Arcebispo Xelmírez II

## **Introduction and Broad Description of the Context and Goal of the area/ topic addressed:**

This module is devoted to know and control the main available tools for developing video learning. We are presenting tools for audio and video recording, screen recording and audio and video editing. The main goal of the area is to present the tools, to propose activities related with them and to give to the participants a good understanding of them in order to qualify them for creating their videos.

## **Learning Objectives and Learning Outcomes:** With the completion of this module the trainees will be able to:

1. Prepare an equipment set needed for video recording and editing.
2. Select the proper lightning for a good video recording.
3. Know the main concepts about framing, compositing and shooting in photography and cinematography.
4. Record audio and video with an amateur camera or with the smartphone.
5. Record the screen of the computer with a suitable program.
6. Edit an audio track, carrying out some usual transformations (merging, splitting, volume changing, noise reduction, etc).
7. Edit and render a video, carrying out some usual tasks (basic editing, adding transitions, adding text and graphics, adding effects, etc).

## **Content and Resources (providing information on the various constituents/ dimensions of the topic under consideration):**

Training includes multimedia presentations, examples and material for individual exercises, both during the course and after it.

## Methodology and approaches for the module training presentation:

The presentation of the module consists of a theoretical exposition of the basic concepts interspersed with demonstrations using the usual programs. The basic concepts of equipment, framing, compositing and lightning will be also complemented with practical advises and visual examples of their application. Additionally, screen recording, audio editing, and video editing demonstrations will be conducted using open source programs. To conclude, the raised questions of the participants will be addressed.

## Instruments/ Tools/ Supporting Material/ Resources to be used:

- Presentation file with slides for the theoretical part.
- Sample images and videos.
- Open-source programs for audio recording and editing (audacity), screen recording (OBS Studio) and video editing (kdenlive).

## Pedagogical/Learning Sequencing and Activities Plan:

<b>PART 1</b>	<b>Introductory Activities (creation of interest, reference to real value issues, relation to background experiences, etc.)</b>
<b>Learning Objectives</b>	Projection of making-of video showing the used tools and the process of creation of an educational video.
<b>Learning Outcomes</b>	The activity provides an overview of the creation process of an educational video and the necessary tools. Also, it focuses on the topic before the theoretical explanation.
<b>Competences</b>	Reflection and awareness, engagement and participation
<b>Content, Resources and Tools</b>	<b>Making-of video</b>
<b>Activities</b>	<b>Listening and watching video</b>
<b>Estimated Time</b>	<b>10 min</b>

<b>PART 2</b>	<b>Development Activities</b>
<b>Learning Objectives</b>	Trainees will know the main available tools for creating educational video materials. In addition, the trainer will present the theoretical framework to do appealing videos (equipment, framing, compositing, lightning and shooting) .
<b>Learning Outcomes</b>	Participants will be able to choose a proper equipment for recording audio an video. They will also know what are the basic principles of framing, compositing, lightning and shooting.
<b>Competences</b>	Knowledge and understanding, critical thinking, interdisciplinary connections, creativity, innovation.
<b>Content, Resources and Tools</b>	Slides for module 5&6
<b>Activities</b>	The trainer will present the theoretical content and will show some examples of use of different tools (screen recording, audio editing and video editing). Participants will listen and take notes.
<b>Estimated Time</b>	<b>60 min</b>

<b>PART 3</b>	<b>Practicing Activities (hands-on activity)</b>
<b>Learning Objectives</b>	Trainees will use the theoretical knowledge acquired and the shown examples in the previous part on creating educational video materials by choosing the goal and methods.
<b>Learning Outcomes</b>	Trainees will gain basic practical skills in the use of recording and editing audio and video in order to create educational videos.
<b>Competences</b>	Analytical and critical thinking, self-reflection, designing and developing, self-evaluation.
<b>Content, Resources and Tools</b>	Hands-on exercises file
<b>Activities</b>	Trainees will perform exercises prepared by the trainer focused on screen and audio recording and audio and video editing.
<b>Estimated Time</b>	15 min during the course Exercises for 4 hours after the course.

<b>PART 4</b>	<b>Evaluation of Learning Outcomes</b>
<b>Learning Objectives</b>	At this stage trainees will measure the impact they had from the module.
<b>Learning Outcomes</b>	Self-reflection and measure attitude and beliefs
<b>Competences</b>	Analytical and critical thinking, self-reflection, self-evaluation
<b>Content, Resources and Tools</b>	<b>Online survey</b>
<b>Activities</b>	The trainees will fill out a survey regarding the content provided by the trainer and reflections, conclusions, suggestions, ideas that emerged during the training
<b>Estimated Time</b>	<b>5 min</b>

### **Reflection and Closure activity:**

A short round in which each of the participants will point one new aspect or knowledge acquired during the session.