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

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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 6 - *Interactive Elements and Engagement Strategies in Video Design*
Module Owners: AMETA

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

This module presents different techniques and methods of adding interactive elements to the educational videos. The purpose is to enable the teachers to create video contents that will be engaging and will increase their motivation to learn

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

1. learn about different interactive elements that can be added to the design of educational videos.
2. be able to use techniques and methods to create interactive educational content.
3. be able to use strategies to enhance the motivation and engagement of the trainees for learning through video lessons.

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

1. Powerpoint presentation
2. video presentation
3. reading material
4. hands-on activities

Methodology and approaches for the module training presentation:

The methodology of this Module involves 5 parts. In the first part of the module there are discussion and brainstorming activities about the importance of the interactive elements in videos. Through a presentation the trainees will be shown different elements and strategies for creating engaging content, as well as practical examples. In the third and fourth part they will design their own

interactive content using video editing software. Finally, they will evaluate their designs and reflect on the usefulness of the added questions, links, simulations, etc. in their own creations.

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

MODULE 6 Powerpoint presentation
- https://www.techsmith.com/blog/make-course-videos-interactive-and-accessible/
- https://www.commonsense.org/education/lists/best-interactive-video-apps-and-websites
- https://filmora.wondershare.com/video-marketing/interactive-video.html
- How To Create an Interactive Video On YouTube (in 2023)
  https://www.youtube.com/watch?v=mQcpXJKPRbQ

MODULE 6 videos
- **How to add sound and questions in EDpuzzle?**
  https://www.youtube.com/watch?v=F95ZDKH1_ro
- **How to Make Interactive Videos in Nearpod**
  https://www.youtube.com/watch?v=_wsF9u1B0bU
- **Invideo Tutorial For Beginners | Best Online Video Editor 2023**
  https://www.youtube.com/watch?v=qv-PCwEFHmg

MODULE 6 questionnaire

Pedagogical/Learning Sequencing and Activities Plan:

PART 1	Introductory Activities (creation of interest, reference to real value issues, relation to background experiences, etc.)
Learning Objectives	to get introduced to the concept of interactive features in educational videos
Learning Outcomes	the trainees will learn the importance of the concept of interactivity, what elements can be used to increase engagement, and become aware of the benefits of the interactive features
Competences	- reflection - awareness - engagement
Content, Resources and Tools	*Introduction to Interactive Features in Educational Videos* *Objective: Introduce trainees to the concept of interactive features in educational videos* - video - ppt
Activities	1. Show examples of educational videos that incorporate interactive features. 2. Discuss the benefits of using interactive features in educational videos. 3. Brainstorm ideas for different types of interactive features that can be used.
Estimated Time	30 min

PART 2	Development Activities
Learning Objectives	to get familiarized with various interactive features that can be used in educational videos
Learning Outcomes	the outcomes of the activity involves knowing different types and elements that are considered interactive
Competences	- collaboration - sharing - creativity - expression
Content, Resources and Tools	*Types of Interactive Features* *Objective: Familiarize trainees with various interactive features that can be used in educational videos* - ppt - video - hands-on
Activities	1. Present a list of common interactive features such as quizzes, clickable hotspots, annotations, and branching scenarios. 2. Provide examples and demonstrations of each interactive feature. 3. Have trainees work in pairs or small groups to create their own interactive feature for a specific educational video topic
Estimated Time	30 min

PART 3	Practicing Activities (hands-on activity)
Learning Objectives	to learn to design interactive features that enhance engagement in educational videos
Learning Outcomes	they will be able to compare different interactive features, know the principles of effective design (clarity, simplicity, relevance)
Competences	- critical thinking - sharing - cooperation - expression
Content, Resources and Tools	*Designing Engaging Interactive Features* *Objective: Teach trainees how to design interactive features that enhance engagement in educational videos* - ppt - video - video design software https://studio.invideo.io
Activities	1. Discuss the principles of effective design for interactive features, including clarity, simplicity, and relevance. 2. Analyze and critique examples of educational videos with interactive features. 3. In groups, have trainees storyboard and design interactive features for a given educational video topic.
Estimated Time	45 min.

PART 4	Practicing Activities (hands-on activity)
Learning Objectives	to get familiar to the process of implementing interactive features in videos
Learning Outcomes	know how interactive elements can be inserted in existing videos though a free software
Competences	- creativity - critical thinking - collaboration - expression
Content, Resources and Tools	*Implementing Interactive Features in Educational Videos* *Objective: Guide trainees in the process of implementing interactive features in their own educational videos* - ppt - link https://studio.invideo.io
Activities	1. Provide step-by-step instructions on how to integrate interactive features into video editing software. 2. Have trainees work individually or in pairs to create their own educational videos with interactive features. 3. Encourage trainees to give and receive feedback on their videos, focusing on the effectiveness of the interactive features.
Estimated Time	90 min.

PART 5	Evaluation of Learning Outcomes
Learning Objectives	to have a clear understanding of the impact of interactive features in the learning experience through videos, to know how to evaluate the quality and benefits of them
Learning Outcomes	having knowledge to assess the impact of the interactive elements in a video, having understanding of the importance of evaluation of these features
Competences	- analysis - critical thinking - problem-solving - decision making
Content, Resources and Tools	*Evaluating the Impact of Interactive Features* *Objective: Help trainees evaluate the impact of interactive features on the learning experience* - questionnaire (Google form) - evaluation rubric and criteria
Activities	1. Discuss the importance of assessing the effectiveness of interactive features in educational videos.

	2. Have trainees watch and analyze educational videos with interactive features, identifying strengths and areas for improvement. 3. Provide a rubric or criteria for trainees to evaluate their own educational videos with interactive features.
Estimated Time	30 min.

Reflection and Closure activity:

- Peer feedback and self-reflection on the implementation of interactive features
- Final project presentation and rubric-based evaluation