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BYOD-Learning

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 4 – Practical Activity: Develop your own learning video using AI video generator Tools

Module Owners: DOUKAS

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

This module will introduce trainees to the process of creating a learning video utilizing artificial intelligence online applications. The trainees will gain experience and understanding in the phases of this process and more specifically, the utilization of AI to develop a scenario, the scenario to scenes phases, the scenes to video, the video editing and finally the video rendering and extraction.

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

1. Understand the concept of utilizing AI to generate video.
2. Utilize online AI applications to generate learning videos.
3. Identify the cases where the use of AI video generators is more effective without impacting the quality of the learning video

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

Online AI video generator (<https://www.invideo.io/>)

Methodology and approaches for the module training presentation:

The instructional method involves utilizing a PowerPoint (PPT) presentation to guide the training process by presenting the information in a visually attractive way and providing access to the main resource of the module, such as the online AI tool. Following the PowerPoint presentation, the presenter will continue instructed through presenting the online AI video generation tool. The instructional part of the module is followed by a hands-on team activity.

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

- PPT
- Online AI video generator tool
- One PC/laptop per team of trainees (activity phase)

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 motivate trainees and enable them to identify the benefits (e.g., time saving, more effective, etc) of utilizing AI video generators to support the development of learning videos for students and to familiarise them with the process of developing a learning video using an AI video generation tool.
Learning Outcomes	<ul style="list-style-type: none"> - To gain motivation towards developing learning videos utilizing AI video generation tools - To identify the value of using AI video generation tools
Competences	Critical thinking, engagement and participation
Content, Resources and Tools	Module PPT
Activities	<p>Participation through answering questions during the presentations.</p> <p>Indicative questions:</p> <ul style="list-style-type: none"> - How often do you use AI in your everyday life? - Could you use AI to create a learning video - What do you think are the phases of creating a learning video and where and how could this process be assisted by AI?
Estimated Time	10 minutes

PART 2	A.Development Activities
Learning Objectives	Trainees are introduced, in more detail, to the phases of creating a learning video using an online AI video generation tool and are familiarised with an online AI video generation tool.
Learning Outcomes	<ul style="list-style-type: none"> - To understand the different phases of creating a video using AI video generation tools. - To familiarise themselves with the environment of an AI video generation tool.
Competences	cognitive skills (analytical and evaluative), critical thinking
Content, Resources and Tools	<p>Module presentation</p> <p>AI video generation tool (https://invideo.io/)</p>

Activities	Trainees are presented with the phases of creating a video utilizing AI video generation tool and more specifically the idea to script, the script to scenes, the scenes to video, the video editing, and the video rendering. They will also be presented with the online tool to be used for this module (InVideo) to familiarize themselves with its features. They will be engaged, through interacting with the presenter, in developing one example learning video, to experience in practice the process of development and to prepare them for the activity phase.
Estimated Time	35 minutes

PART 3	C.Development & Practicing Activities
Learning Objectives	Gain hands-on experience, through working in team, in creating and developing a video lesson utilizing AI video generation online tools. The activity aims to improve the comprehension of the development process and the competence of the trainee to achieve in doing so (developing a learning video).
Learning Outcomes	<ul style="list-style-type: none"> - to be able to use the online AI video generation tool - to be able to develop a learning video using the AI video generation tool - to be able to customize and edit their AI generated video
Competences	Knowledge and understanding, critical thinking and analysis, creativity, collaboration
Content, Resources and Tools	InVideo online AI generation tool
Activities	Trainees are divided in teams of 3-4 and are assigned with the task of designing and developing their own learning video, utilizing an AI video generation tool. They are asked to choose a subject, create the AI scenario, turn the scenario into scene ideas, create the scene ideas into video, edit the video, render and export it, and finally presented to the whole training class.
Estimated Time	30 minutes

PART 4	Evaluation of Learning Outcomes
Learning Objectives	Trainees will be able to actively participate in the evaluation of the achievement of the set training objectives of the module, by interacting with the presenter during the activity phase of the module. Their interaction will provide the presenter with a clear perspective on whether the training objectives have been achieved or not.
Learning Outcomes	- to evaluate the extent to which the training objectives have been met

	- to identify possible aspects of the module that need revision
Competences	Analytical and critical thinking, self-reflection, self-evaluation
Content, Resources and Tools	Open-discussion and interaction
Activities	Open discussion and interaction, guided by the trainer, during the engagement of trainees with the activity of the module, to allow for the evaluation of the achievement of the training objectives as well as indicate aspects of the module that may need further revision/reflection.
Estimated Time	15 min

Reflection and Closure activity:

PART 5	Reflection and Closure Activity
Learning Objectives	This last part aims to support trainees to reflect on what they learned and what they achieved through their engagement in the activity allowing them to put in practice the knowledge and skills they have developed.
Learning Outcomes	<ul style="list-style-type: none"> - To identify and reflect on the knowledge gained - To identify and reflect on the skills/competences acquired through the activity
Competences	Critical thinking, communication, creative thinking
Content, Resources and Tools	Module presentation
Activities	Reflection through discussion on the knowledge that was gained by participants (AI video generation process, AI video generation phases, use of an online video generation tool to create a learning video, etc.) as well as what was achieved through putting the knowledge gained in practice during the implementation of the training module activity.
Estimated Time	10 minutes