

## EXPLANATORY SHEETS: ROADMAP

**Reminder:** These roadmaps will allow a better understanding of the workflow of digital interactive contents production through practical recommendations and testimonies of professionals.

In that way, we intend to support learners and teachers in their learnings but also after the training, in their practical working life.

### 1. About the technology

The technology used	Interactive Video
Final objective and result	Creating an interactive video which stops at certain points and with questions as preparation for an exam (using an existing video from YouTube, which was made by our organisation prior)
Description of the tool	In this case an interactive video was created - a video that includes interactive elements. The IV created here serves as a learning tool as preparation for a test and was created with the software H5P. H5P allows you to integrate various question types, labels, text, images, navigation hotspots etc. With the option 'branching scenario (beta)' you can create 'choose-your-own-adventure' videos.  This specific IV was made for people who want to become bar keepers. At certain points, the video stops and the learner can answer a multiple-choice question. Afterwards the video continues and shows the next steps before the next question pops up.
Medium used (computer, tablet, phone)	Computer (also possible on other devices but it is easier with a bigger screen size)
Where will it be accessible (app, platform, website...)	Moodle - Learning Management System of BFI OÖ People who are enrolled in our courses have an account on our Moodle platform and certain courses have access to the IV
How long did it take to develop this tool?	Creation of the interaction layer: 15 Minutes  Creation of the video was done also by our organization, but by another department and existed already. It also could have been another video from YouTube (looking for fitting content takes time as well). Depending on prior knowledge, calculate about 2 to 3 hours



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	to produce a short, simple video like this (and 2 to 3 people working on it together as a team).
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## 2. Used software

Name of the software	<p>H5P (<b>free</b> Moodle plugin)</p> <p><a href="https://h5p.org/">https://h5p.org/</a></p> <p>Plugins also exist for WordPress, Drupal and several other publishing systems. This HTML5-content can also be created without a plugin directly on H5P.com (this service will be charged though).</p>
Name of the company	<p>H5P is a community driven project</p> <p>Joubel (driving force behind H5P)</p>
Copyright status (cc, proprietary system, etc)	<p>H5P is an open source community driven project</p> <p><a href="https://h5p.org/licensing">https://h5p.org/licensing</a></p> <p>H5P is an open-source tool for creating many different kinds of interactive (learning) materials – one of them is the interactive video.</p> <p>The part where you may have to pay for is the hosting – so be aware that there is a difference between H5P.org and H5P.com.</p> <p>On H5P.org you can test drive the tool and if you like it and want to use H5P, you basically have these options:</p> <ol style="list-style-type: none"> <li>1. You can create AND host on H5P.com. This means you have to pay H5P for hosting your content.</li> <li>2. Use the H5P plugin (possible for Moodle, Drupal and Wordpress) which is for free (no hosting by H5P).</li> </ol> <p>More information here: <a href="https://h5p.org/integrations">https://h5p.org/integrations</a> and <a href="https://h5p.org/installation">https://h5p.org/installation</a></p>

In case you have used additional resources for the content of your tool, please describe them below:

YouTube (we put the video on our YouTube-Channel): We could have included the video directly in H5P but this way it loads faster. If possible, create a YouTube account and just embed the link in H5P.



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### 3. Cost

Cost of the creation of this tool	0 € (if you would create your own video you would need to take this into account: actors, equipment, post-production, ...)
General pricing plan	No additional costs, but personnel expenses

In case you have used additional resources for the content of your tool, please detail their cost below:

No additional cost for resources (audio and title strip were also free resources)
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### 4. Steps of production

Please describe each step of the production of the tool

#### Design phase

Why did you create this tool?	As an institute for adult education we offer many different courses. Teaching digitally becomes an increasingly important part. Interactive videos can range from simple videos like this example to very complex and complicated ones. If you keep it simple, you can easily create engaging learning content for your students. They can access it with any digital device any place, any time – as long as it has an internet connection. As we use Moodle and have the H5P plugin in our institution our trainers regularly use interactive videos to enhance the learning experience.
What functionalities does it have?	Video stops at pre-determined times, questions for the learners, automatic evaluation. This interactive video can be used, when the learners already know about the drinks and want to make a kind of pre-test. The video shows the steps in mixing a Margarita. At certain points the video stops and the learner can answer a multiple-choice question. Afterwards the video continues and shows the next steps before the next question pops up.



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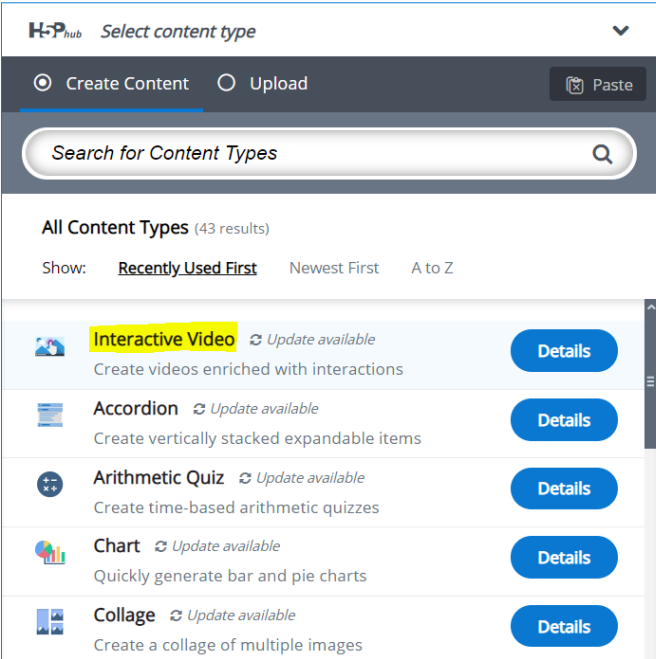
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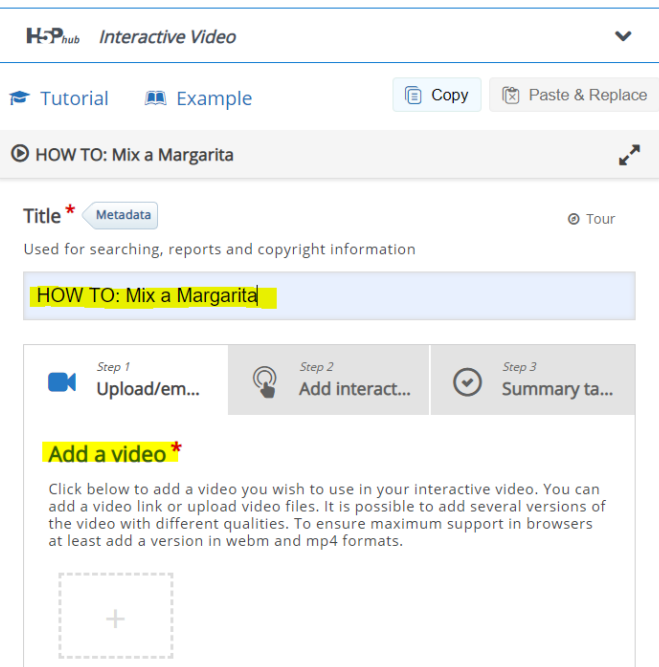
What will be its purpose? (pedagogical, communication, games, etc.)	Pedagogical, preparation for test, repetition of important content (this is one part of a whole series of interactive learning videos for bar keepers)
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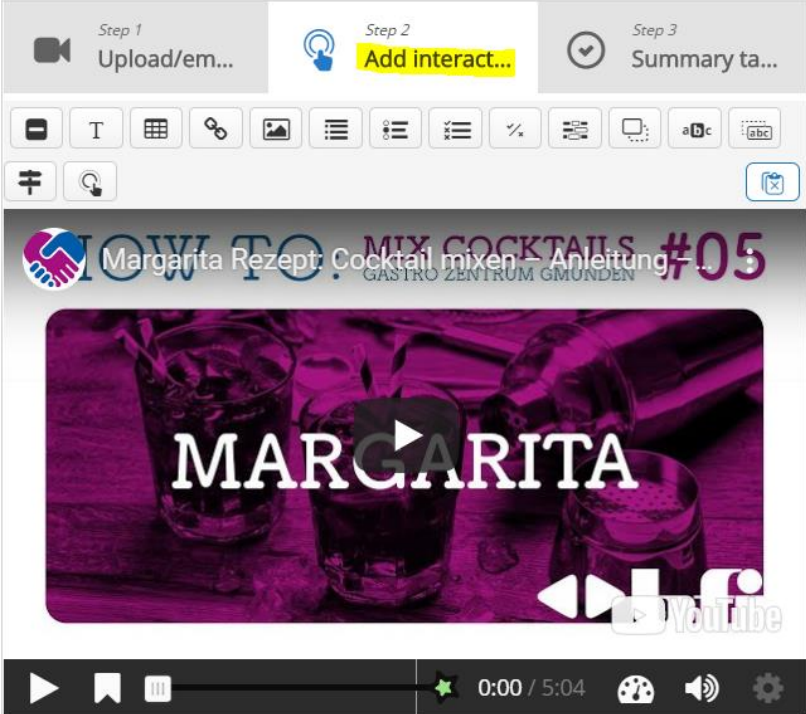
### 5. Creation phase

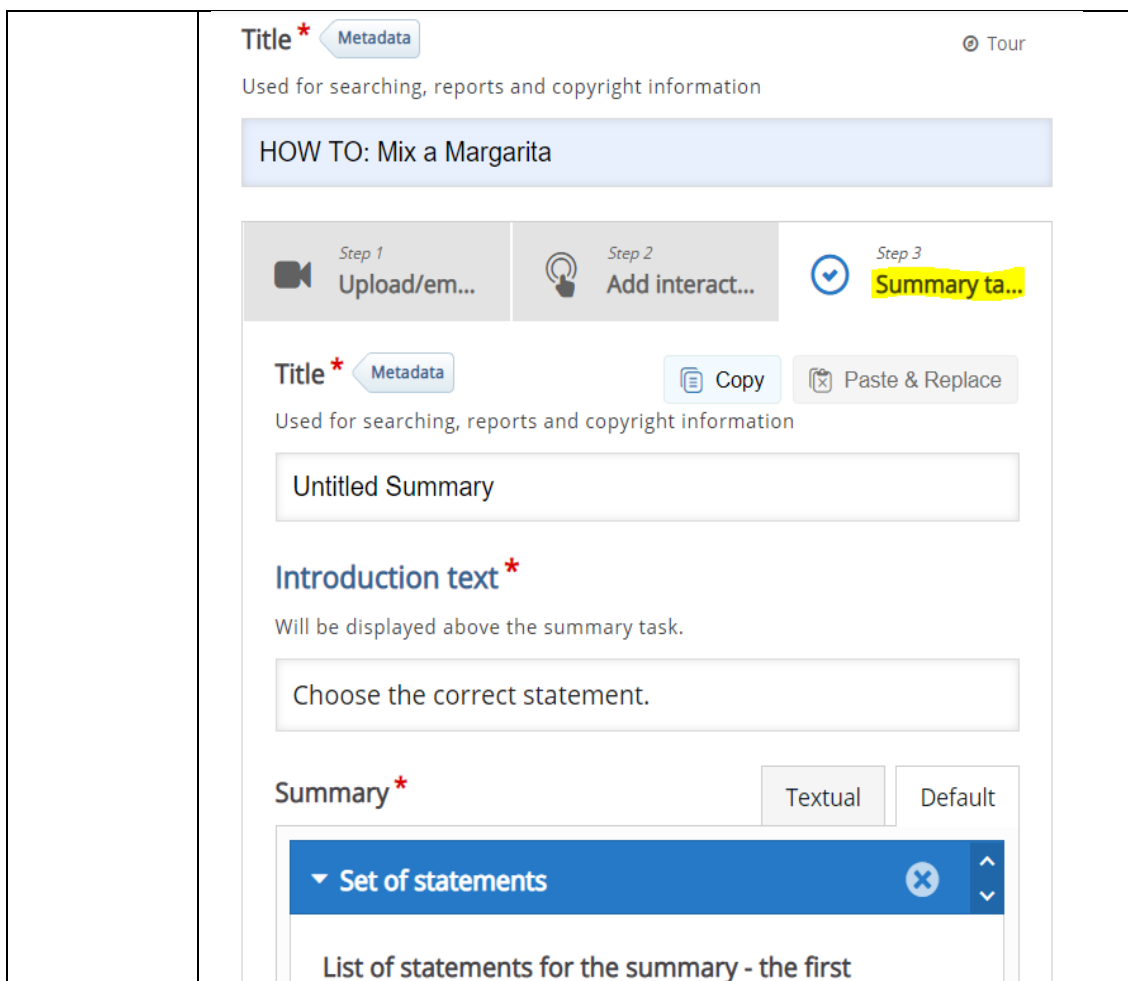
Please name and describe below the different steps of the creation of the tool (min 5)

<p><b>Choose H5P interactive video</b></p>	<p>When using H5P as a plugin in Moodle you first have to change into editing mode in Moodle and create a new activity. In the activity picker you need to choose H5P and then you again get a choice of different interactive content – here you need to choose ‘interactive video’.</p> <p>Editor</p> 
<p><b>Name the project and include the video</b></p>	<p>First it is necessary to give the project a title and then you can add a video. Click the plus symbol and either load it up from your computer or insert the YouTube link.</p>



	<p>Editor</p> 
<p><b>Add interactions</b></p>	<p>You add the interactions (different ones or always the same) and position them on the canvas. In this model we only used 'multiple choice'.</p>

	<p><b>Title</b> * <span>Metadata</span> <span>Tour</span></p> <p>Used for searching, reports and copyright information</p> <p>HOW TO: Mix a Margarita</p> <p>Step 1 Upload/em... Step 2 <b>Add interact...</b> Step 3 Summary ta...</p> 
<p><b>Add summary and hit 'save'</b></p>	<p>At the end of an interactive video it is possible to add a summary. In this model we included various statements – one of them is true. As soon as the interactions are done save the project and you are done.</p>



## 6. Test phase

Has the tool been tested by somebody else than you?

- If yes, please fill in the following questions
- If no, go to question 7

Number of users	about 35 users every six months
Category of users (teachers, youngsters, professionals, etc.)	Trainers and their learners of the gastronomy course in our adult education institute (as preparation for the final exam after the apprenticeship)





Cumulated time of test by the users	-
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Please describe the test of the tools

The interactive video was tested by the product manager of the gastronomy course to see whether all interactions work. Since then the video (part of a whole series) is being used for educational purposes in the gastronomy course.

The video series is currently used in one course and it is planned to also be included in the training courses at four other locations.

What did you learn from it?

We already had good experiences with similar kind of learning videos. The learners enjoy it and they can work and learn in their own pace, stop and replay the video as many times as they need.

Did you change anything in the content after the test?

No changes were made. But if it would have been necessary, it can easily be done

If yes, please explain the different steps:

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Release

Where did you publish the tool?	It is automatically published in the Moodle course it was developed in.
Why?	Because it is an interactive video for learning purposes, and it is part of a whole Moodle course.
Have you encountered any difficulties in this step?	No.
If yes, please explain	

## 7. Inclusive approach

What action did you implement to make this tool inclusive to as many users as possible?

If you use a video with audio narration include subtitles.



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### 8. Good / bad practices

Would you recommend this software to the users?	Yes
Please explain	It's an easy way to quickly get results and make learning videos more effective by adding interactions. In this case only 1 kind of interaction was used, but there are many different ways. Depending on digital skills and time budget it can be very quick and simple (still good results) or very elaborate.

What recommendation would you give to people creating such tool or creating content on this technology?

<p>Know your goal! What do you want to achieve by using this tool? Use existing YouTube videos at the beginning – this is much simpler than creating your own video. If possible, use a YouTube video with Creative Commons Licence (you can filter YouTube videos for CC licence – see MOOC module on 'Getting footage for your interactive video')</p> <p>Prepare well: Choose the video(s) before hand and write down the text for the interaction in a text document. This way you can copy the text and the actual production takes very little time.</p>
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