The HKU Scholars Hub





Title	Developing Frameworks To Encourage Learners In Higher Education To Think More Critically When Using Digital Video Archives
Author(s)	Burden, K
Citation	CITE Seminar: Developing Frameworks To Encourage Learners In Higher Education To Think More Critically When Using Digital Video Archives, Hong Kong, China, 30 Oct, 2007.
Issued Date	2007
URL	http://hdl.handle.net/10722/48240
Rights	Creative Commons: Attribution 3.0 Hong Kong License

Developing Frameworks for the use of digital video in teaching

CITE Seminar

Hong Kong University, 30th October 2007

Kevin Burden: The University of Hull





Background: JISC (Joint Information Services Committee)

Infrastructure -e.g. network/Janet

Digital collections -

User research

e-pedagogy and learning





Assisted Take Up Projects

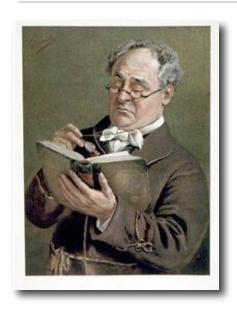
Demonstrate potential of resources through exemplars

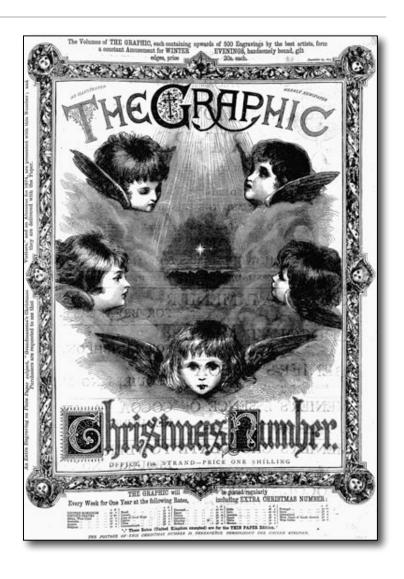
Seed interest and activity amongst 'champions'

Generate sustainable models and templates

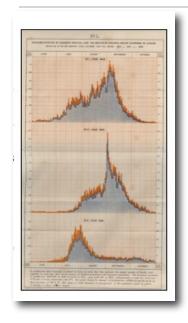


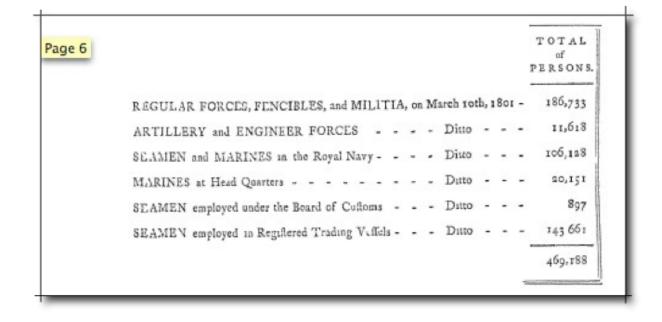
Newspapers Digitisation Project : British Newspapers 1800-1900





Online Historical Population Reports





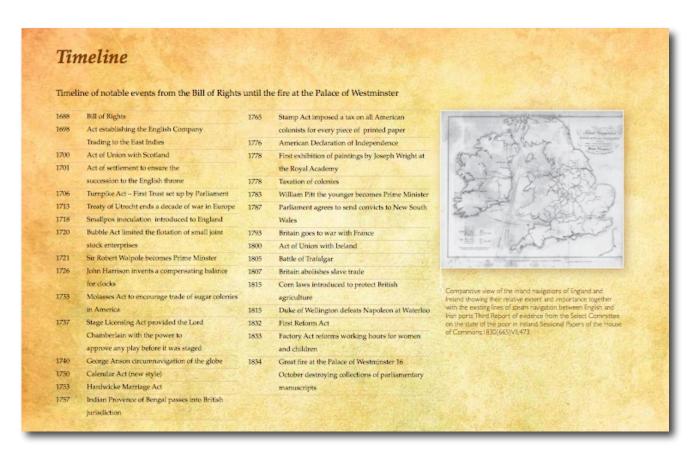
British Library: Archival Sound Recordings



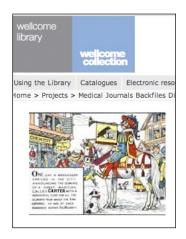


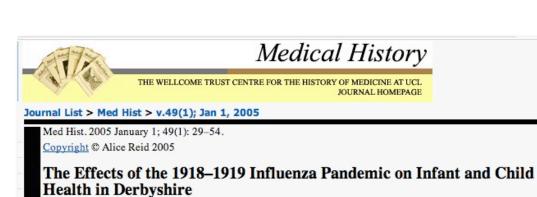
18th Century British Parliamentary Papers





Medical Journals: Backfiles





ALICE REID, PhD*

*Cambridge Group for the History of Population and Social Structure, Department of Geography, Sir William Hardy Building, Cambridge CB2 3EN

In early 1919 my father, not yet demobilized, came on one of his regular, probably irregular, furloughs to Carisbrook Street to find both my mother and sister dead. The Spanish Influenza pandemic had struck Harpurhey. There was no doubt of the existence of a God: only the supreme being could contrive so brilliant an afterpiece to four years of unprecedented suffering and devastation. I apparently, was chuckling in my cot while my mother and sister lay dead on a bed in the same room.1

Newsfilm Online





image placeholder





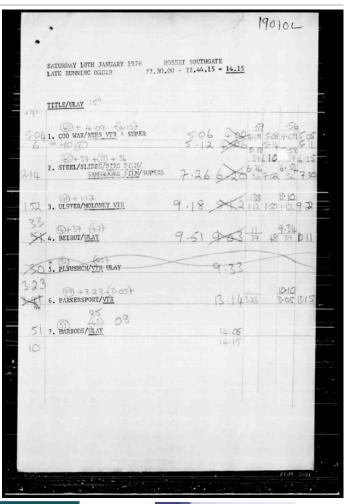


3000 hours of material

65,000 segments

segmented clips & raw footage

Windows (wmv) & Quicktime format some scripts











Gaumont Graphic 1910 -1932











Gaumont British News, 1934 - 1959

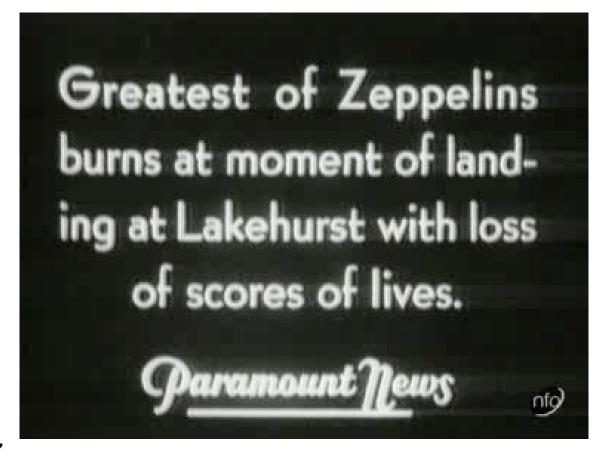












British Paramount News, 1931 - 1957









Visnews and Reuters (raw material)











Roving Report, ITN

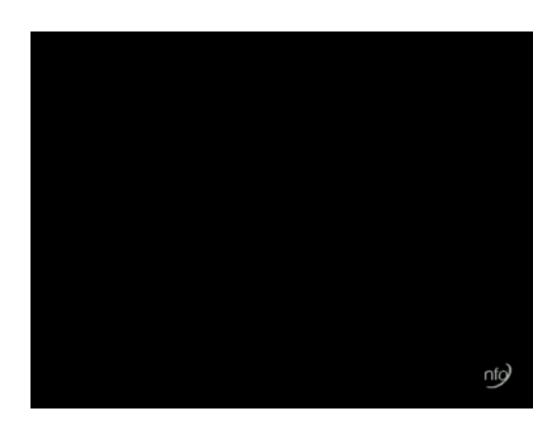








ITN News Special









ITN Collections









ITN News



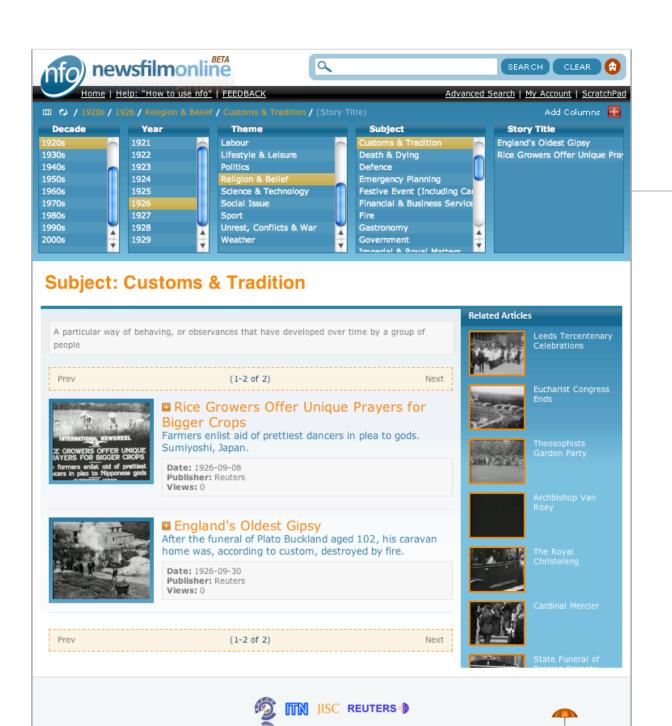
















How might these resources be used?

video placeholder



'Non optimal uses of video'

no clearly identified instructional purpose

no use of pause, rewind or review

used to 'manage' large group situations

teachers mentally disengage during viewing

use of video as a 'reward'

video placeholder

use of video only as an 'attentional hook'

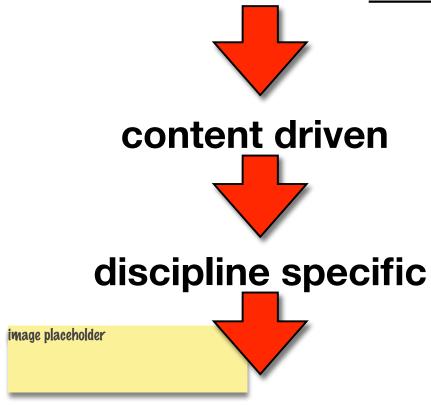
use as a control for student behaviour

(R.Hobbs, Learning, Media & Technology, vol. 31, no.1, Mar 2006



How might these resources be used?

Hypothesis: users will seek 'content' they teach



limited transfer and use

What does the literature suggest?

video = 'low profile' as teaching tool in HE



'narrative format' - not interactive (Laurillard)



lack of advice for identifying suitable resources (Shepherd)



'presentational' mindset (Young & Asensio)



'procedural' rather than 'declarative' (Boyle)

Typologies and frameworks for the use of video

Young and Asensio: 'Three I's Framework'



Karpinnen, 2006



Laurillard (2006)

image placeholder



<u>'conversational framework'</u> (Laurillard)



1st order knowledge (everyday experience/knowledge)



2nd order knowledge - working on representations of the world

image placeholder

'mediated learning' - role of the teacher: to enable learning

2nd order knowledge - relies heavily on symbolic representation THE UNIVERSITY OF HULL



Teaching as a rhetorical experience

'seeking to persuade students to change the way they experience the world through an understanding of the experiences of other (Laurillard, p.23)

image placeholder



Video archives as a 'representation of the world'

requires the design of learning activities which engage students in 'representations of the world' not just content

image placeholder



Interactive Video for Learning Framework

Learning Designs

Interactive Video for Learning Framework

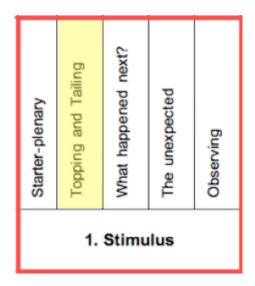
		earn	ing S	paces	Learning Spaces (contexts)	(ts)
	Large Space	Small space	Practical space	Independent	Virtual space	Mobile spaces
Starter-plenary						
Topping and Tailing						
What happened next?						
The unexpected						
Observing						
telling						
borative						
Predicting						
Synthesising						
Visualising ideas						
Analysis						
em-solving						
oring						

			earn	ing S	Learning Spaces (co	<u>3</u>
		Large Space	Small space	Practical space	Independent	-
	Starter-plenary					
1.	Topping and Tailing					
Stimu	What happened next?					
ılus	The unexpected					
	Observing					
2. Stol	Storytelling					
3. Coll	Collaborative					
4.	Predicting					
Develo	Synthesising					
ping Id	Visualising ideas					
eas	Analysis					
5. Pro	5. Problem-solving					
6. Aut	6. Authoring					

Learning Designs







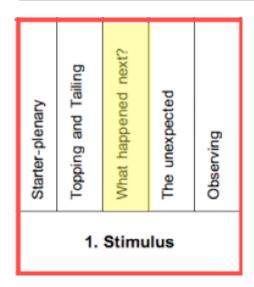


'topping and tailing'









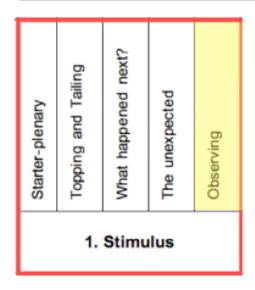


'what happened next'











observational -



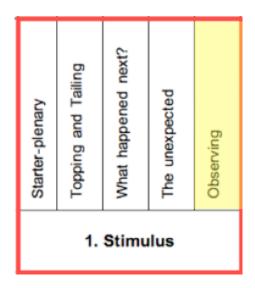
















observational -













			earn	ing §	Learning Spaces (co	<u>છ</u>
		Large Space	Small space	Practical space	Independent	-
	Starter-plenary					
1.	Topping and Tailing					
Stimu	What happened next?					
ılus	The unexpected					
	Observing					
2. Stol	Storytelling					
3. Coll	Collaborative					
4.	Predicting					
Develo	Synthesising					
ping Id	Visualising ideas					
eas	Analysis					
5. Pro	5. Problem-solving					
6. Aut	6. Authoring					

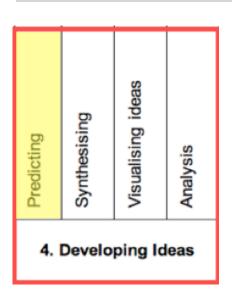
Learning Designs

		_	earn	ing S	Learning Spaces (co	3
		Large Space	Small space	Practical space	Independent	_
	Starter-plenary					
1.	Topping and Tailing					
Stimu	What happened next?					
ılus	The unexpected					
	Observing					
2. Stor	Storytelling					
3. Coll	Collaborative					
4.	Predicting					
Develo	Synthesising					
ping Id	Visualising ideas					
eas	Analysis					
5. Pro	5. Problem-solving					
6. Aut	6. Authoring					

		_	earn	ing S	Learning Spaces (co	ತ್ರ
		Large Space	Small space	Practical space	Independent	-
	Starter-plenary					
1.	Topping and Tailing					
Stimu	What happened next?					
ılus	The unexpected					
	Observing					
2. Stor	Storytelling					
3. Coll	Collaborative					
4.	Predicting					
Develo	Synthesising					
ping Id	Visualising ideas					
eas	Analysis					
5. Pro	5. Problem-solving					
6. Aut	6. Authoring					

4. Developing Ideas (thinking skills)





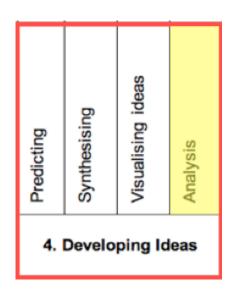
Predict → Observe → Explain (POE)





4. Developing Ideas (thinking skills)







Analysis





			earn	ing S	Learning Spaces (co	<u>છ</u>
		Large Space	Small space	Practical space	Independent	-
	Starter-plenary					
1.	Topping and Tailing					
Stimu	What happened next?					
ılus	The unexpected					
	Observing					
2. Stol	Storytelling					
3. Coll	Collaborative					
4.	Predicting					
Develo	Synthesising					
ping Id	Visualising ideas					
eas	Analysis					
5. Pro	5. Problem-solving					
6. Aut	6. Authoring					

5. Problem Solving



5. Problem-solving







	7. Empathy 8. Research 9. media literacy 10. Figurative thinking	7. Empathy	6. Authoring	5. Problem-solving	s Analysis	Visualising ideas	Synthesising	Predicting 4.
--	---	------------	--------------	--------------------	------------	-------------------	--------------	---------------

		as							50	
4.	Synthesising	d Visualising ideas	s Analysis	5. Problem-solving	6. Authoring	7. Empathy	8. Research	9. media literacy	10. Figurative thinking	

Predicting 7. Dev	
Visualising ideas	
5. Problem-solving	
6. Authoring	
7. Empathy	
8. Research	
9. media literacy	
10. Figurative thinking	

8. Independent learning/research



. Research





4.	Predicting			
Develo	Synthesising			
ping Id	Visualising ideas			
eas	Analysis			
5. Prol	5. Problem-solving			
6. Autl	6. Authoring			
7. Empathy	oathy			
8. Research	earch			
9. шес	9. media literacy			
10. Fiç	10. Figurative thinking			

4.	Predicting			
Develo	Synthesising			
ping Id	Visualising ideas			
eas	Analysis			
5. Prol	5. Problem-solving			
6. Autl	6. Authoring			
7. Empathy	oathy			
8. Research	earch			
9. шес	9. media literacy			
10. Fiç	10. Figurative thinking			

9. Media Literacy



9. media literacy





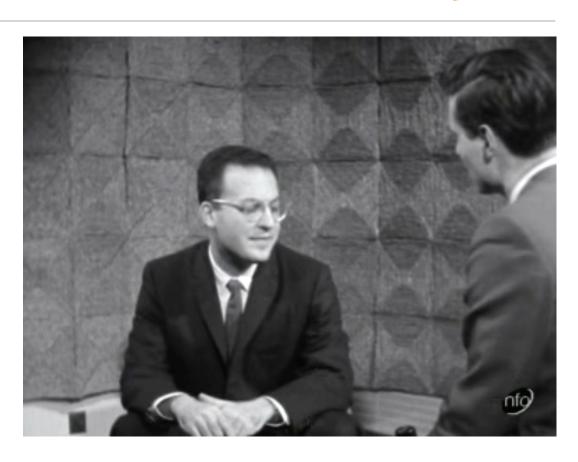


4.	Predicting			
Develo	Synthesising			
ping Id	Visualising ideas			
eas	Analysis			
5. Prol	5. Problem-solving			
6. Authoring	horing			
7. Empathy	oathy			
8. Research	earch			
9. шес	9. media literacy			
10. Fiç	10. Figurative thinking			

10. Figurative thinking



10. Figurative thinking



video as analogy/metaphor



