

Digital Video Assignment

EDUC 540 Instructional Technology

2nd graduate 4-week summer session 2006

The purpose of this assignment is to challenge you to think critically how digital video can be applied as part of your own professional practice. Technology integration, in general, can be viewed from two perspectives--the teacher's use and the students' use of technology-based tools. My interest, insofar as this assignment is concerned, is in the teacher's use of digital video. That is, how can you (as either a prospective or practicing teacher) use digital video to support your own instruction? Think back to our model of learning that we discussed earlier in the semester. How can you use digital video to make information more salient, help learners encode information into long-term memory, or help learners use what they've learned to solve a problem? I see lots of instructional possibilities across all content areas. For example, you might create a movie that draws your learners into the content (make information salient). Or, you might create a movie that helps reinforce the content students have been studying. Or, you might create some type of "video problem" that requires students to draw upon what they know to solve the problem embedded in the video. These are just suggestions, and you are free to approach this project in a way that makes the most sense to you and has the greatest degree of relevance to your content area and students.

In completing this project, I want you to develop a lesson plan (in accordance to the format specified in your content area methods course) that involves the instructional use of digital video. Ideally, you should re-visit the unit plan and lesson plans you developed for MSSE 370 and/or your content area methods course and select an already developed plan that lends itself to a digital video component. If you don't have such a lesson plan, then you will need to develop one for this assignment. In addition, I want you to put your newly minted digital video editing skills to use to create the video that is associated with your lesson plan. Honestly, I'm not asking you to develop a 30-minute full featured, academy award winning, thrill seeking, action-packed blockbuster! In most cases, I would expect the movies developed in support of your lesson plan to be between 3 and 5 minutes in length. That's only a guess; however, if you suspect that your movie is going to run significantly longer or shorter than that, please see me. Got it? Great! If not, please come talk to me.

What to turn in

1. One lesson plan (in accordance with formats promoted here at JMU) per project team. Be sure to indicate precisely where in the lesson the digital movie will be used.
2. The actual movie to be used in the lesson you submit.
3. A one-and-a-half- to two-page rationale (double spaced) that clearly articulates, within the context of the lesson you submitted, why digital video makes sense instructionally given all the other media possibilities that exist. Also, consider the information processing model we discussed in class. Where specifically in that model does your video fit? That is, will your video be used to gain students' attention and elicit their interests, promote the encoding of important content into long-term memory, and/or help facilitate the retrieval and application of previously learned content in some problem-solving situation? Please explain fully.

Digital movie production guidelines

- Each video must not exceed 5 minutes in duration. If your movie needs to be longer, please see me first.
- Each video must have a title and credits.
- Each video must include a minimum of 10 seconds of music from an audio CD or MP3 file.
- Be sure to apply transitions between camera/scene cuts where appropriate.
- Each video should be saved in QuickTime format as a medium-sized CD-ROM movie.
- When filming in a public place, be sensitive to the fact that some people will not want to appear on camera, and they may even become hostile (I've actually had students threatened when they were filming in a public place)
- Do not make any movie that in any way promotes hatred, bigotry, racism, violence or otherwise threatens or denigrates any member(s) or culture(s) of our global society or are in poor taste!

As I noted in class, most likely you will perform all of your movie production work in the Educational Technology and Media Center (ETMC) that resides across campus in Memorial Hall. Don't wait until the due date nears to begin this project as there won't be enough time for all the teams to use the digital video workstations (there's only four!). This means that you will need to come prepared to the ETMC. You won't have unlimited time to master your movie, and there won't be time to make lots of changes. You should come in with a pretty good idea of which segments you're going to digitize, how they will be arranged, what titles and credits you'll use, and which audio recording(s) you'll use. Have fun! I look forward to seeing your movie later this semester (and I might even show a few in class!).