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Constructing tutorials

- Aim:
 - Construct e-learning tools and material
- Literature
 - [Clark \(2007\) Leveraging multimedia for learning](#)
Adobe Systems Incorporated

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Assessment 1

Look at the videos

- [Styles & themes](#) ICT-teacher.com
- [Styles tutorial 1, 2 and 3](#). Snowbooks
- [Table of contents](#) Dummies.com

Which of the areas of competence do they address?

- Information
- IT
- Tasks

At which levels?

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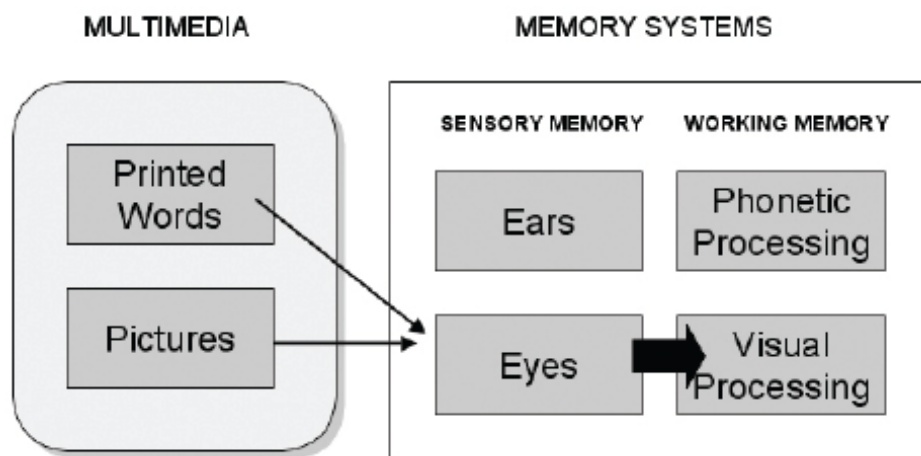
Design rules

- The quality of the teaching makes a difference
 - Mode of teaching is unimportant
- Interactivity
- Make learners feel being in a conversation
 - We and you
 - Learning agent
 - Natural voice
- Simple graphics
- Describe complex visuals with audio only
- Sessions duration
 - Synchronous: 1 hour
 - Asynchronous: 2-5 minutes
- Include all competence areas



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Overloading the visual channel



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Assessment 2

Look at the videos

- [How to use Styles In MS Word 2007](#) CrazyMotion
- [Microsoft Excel 2007 Training Course Intro](#) KeyStone Learning Systems
- [How to use Microsoft Excel](#)

Do they follow the guidelines?

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Tools for creating tutorials

- Wink
 - Freeware
 - [DebugMode Wink](#)
 - Start → Programs → Debugmode → Wink → Wink
- Adobe Captivate
 - Commercial
 - [Adobe Captivate 3](#)



Create a video tutorial for your Assignment1 which aims both at skills and understanding

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Video from computer screen

1. Screenshots

→ A series of frames



2. Editing frames

3. Rendering

→ Video files

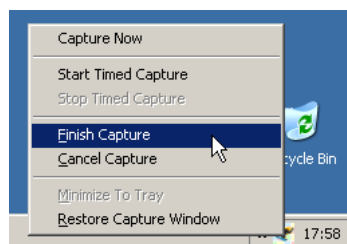
- Animated vector graphics – Flash .swf
- Compressed video – MPEG-4

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Wink

1. File → New → Choose Screen or Window

Switching capture on/off



2. Edit frames with Properties, right column

3. Project → Render

Details:

Download Wink tutorials from INF3280 website

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