

# Resources for Creating Videos

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For a complete list and links, use QR code or go to:

[goo.gl/SDGwJc](http://goo.gl/SDGwJc) or [www.cpp.edu/~lstarkey/references.html](http://www.cpp.edu/~lstarkey/references.html)

## Why use videos and animations?

- “flip” the classroom – students watch content before coming to class, and class time is used for problem-solving, discussion, etc.
- useful if you have to cancel class due to a conference, etc, or if a student misses a class
- online demos are cheap, safe, take no class time and can be repeated
- online lessons can be viewed 24/7, can be paused, can be reviewed before the final, can be revisited in future classes
- interactive animations can help students turn theory into practice better than any book or lecture can!

## What software and other tools are available?

- **Explain Everything** (lecture capture app for iPad) Preload slides, drawings, embed videos, then record your voice as you work through the presentation.
- **Doceri** (lecture capture app for iPad) – you can write all your notes ahead of time and place stopping points throughout the timeline. When you play each segment, your pen strokes appear as you talk, while the whole thing gets recorded.
- **Camtasia** (desktop screen capture) – great for software demos (Camtasia tutorials: <http://tiny.cc/CreatingPedagogicalVideos>)
- **Lightboard technology** (Learning Glass) – campus can purchase board or build one. You write on transparent board while facing camera on other side, video gets inverted
- **Adobe Spark** – free online tool for creation of slides + audio ([spark.adobe.com](http://spark.adobe.com))
- **Adobe Presenter** (PowerPoint plug-in) – new menu in PowerPoint enables recording audio, embedding video, timing animations; entire presentation publishes in HTML5
- BEST stylus is **Apple Pencil** – needs iPad Pro to work

## How do I find the time?!

- Don't reinvent the wheel! Some place to find existing videos and animations:
  - **MERLOT.org** – Multimedia Educational Resources for Learning and Online Teaching; many resources are peer reviewed; can browse personal collections of other faculty
  - **phet.colorado.edu** – free physics, chemistry, biology and math simulations
  - **elearning.cpp.edu/learning-objects** – animations developed by faculty at Cal Poly Pomona
  - **YouTube** – has good stuff, but you have to wade through a lot of junk
  - **Educator.com** – commercial site but there are free sample lectures on each topic
  - **edX.org** – nonprofit and open-source MOOC (massive online open courses)
- Work with your Faculty Center and Instructional Technology departments to create new animations
- Seek institutional support – grants, release time for course redesign or SoTL project
- Collaborate with other faculty – from your discipline, or in computer science or CIS department
- Bring on a research student to create a video, tutorial, animation, lesson plan...
- Submit proposal to senior-project team in CIS, CS, etc. to create website, animation, etc.