

Teemu Kerola Producing Interactive Web Lectures with Authorware

Interactive Web Lectures Proto Production Process Use of Web Lectures

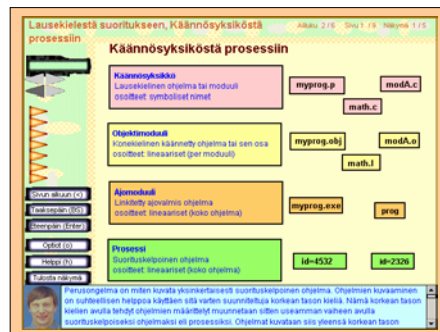
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1

Interactive Web Lectures (3)

- Web-based learning
 - self-study learning material
- Like a book, but in WWW
 - sound, pictures, animations
 - hyperlinks to other material
 - need a desk-top or laptop (and head phones)
- Like a lecture, but in WWW
 - can pause, review, search, browse
 - can not ask questions or chat with friends



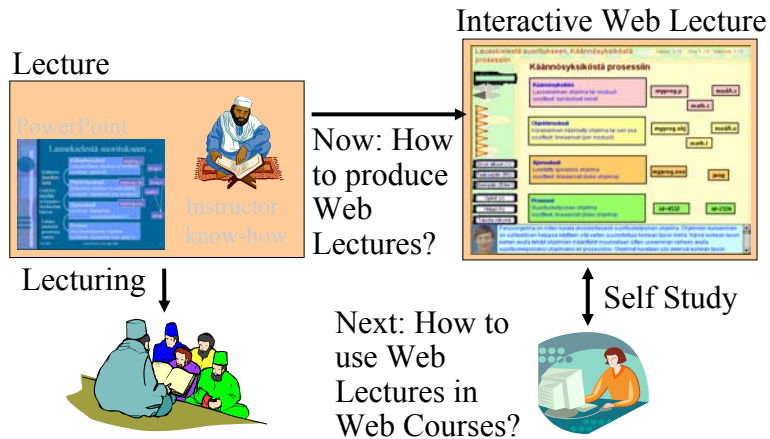
see [proto](#)

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2

Big Picture (2)



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3

End Product: Web Lecture (3)

- Starting point (prototype) see [PP slides](#)
 - One lecture for Computer Organization I course
 - 90 min, 37 PowerPoint slides
 - instructor know-how
- Web Lecture (prototype) see [proto](#)
 - 6 sections, 24 pages, 58 views
 - Each view:
 - page background, view modifications for it
 - instructional text in voice and/or in text window

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4

The Meat: Production Process

- Emphasis in content creation
 - not in delivery platforms, standards, etc
- Based on prototype, not in documentation
- Instructor does it all in his/her own office
 - good multimedia PC, external microphone
 - Macromedia Authorware
 - Compare: IBM Knowledge Factory Team, U of Hki Web Lecture Undertaking
- Navigation, look-and-feel, colours
- Chapter (=lecture), Section, Page, View
- Educational material in text and/or voice

see. Authorware view: [authorw.jpg](#)

Experiment with one lecture

- Replace one lecture in normal lecture course with Web Lecture
- Collect feedback from students
- Adjust process (and end-product)
- Late 2003, early 2004

Next: Create All Lectures in Proto Course as Web Lectures

- Plain content development
 - instructor implements material in Web Lectures
 - may need external help in complex animations (if any)
 - 1 week per 2 hr PowerPoint lecture?
- Follow the process developed earlier
- 2004?
- Try them out with otherwise normal lecture course
 - replace all face-to-face lectures with web lectures
 - use std (face-to-face) practice sessions and exams

Next II: Complete Web Courses

- All course components in Web
- What are those components?
 - interactive web lectures
 - practice questions and automatic feedback
 - homework problems and human/automatic feedback
 - co-operative problems
 - teamwork projects
 - exams in exam terrariums
 - ????
- Are some components still face-to-face?

Summary

- How to utilize Web in university level education?
- One possibility: Interactive Web Lectures
 - What are they? What is good/wrong with them?
- Question: How to produce them economically?
 - Same calibre effort as for PowerPoint slides?
 - Power tools with expert users
- Prototype material
 - Tool for implementation, documentation, demo
- Next: using web lectures in (web) courses
 - What other learning/teaching (web) components to use and how?

-- Loppu --

