

## Challenge 2: Screencast Tool

### *Challenge 2: Screencast Tool*

Challenge 2: Screencast Tool  
Drafted Artifact Description: This artifact is a second screencast video created using. It provides a brief tutorial on. The video demonstrates clear audio narration and high-quality screen capture, meeting the challenge criteria.  
Drafted Reflection Content: Proficiency in screencasting was acquired by completing the "Basic Tools Challenge 2" requirements. This involved selecting a tool (Screencastify), reviewing tutorials on its use, developing a short script, and then recording and publishing the final video. The process required several takes to ensure the narration was clear and the mouse movements were smooth, fulfilling the criteria for a "personally produced 60-120 second screencast". This skill is not merely an add-on but is an essential, everyday tool for a modern instructional designer. Its primary application in my ID practice is the rapid development of micro-learning and performance support tools. When a "gap analysis" reveals that a performance problem is caused by a simple knowledge gap (e.g., "how do I use this new software feature?"), a full e-learning module is inefficient. A two-minute screencast is the perfect non-instructional or "performance support" intervention. It is fast to produce, easy to update, and provides "just-in-time" support for the learner at their moment of need. Furthermore, this skill is critical to the process of instructional design, particularly in managing SME and stakeholder relationships. Instead of sending a static, 50-page storyboard PDF for review, a screencast can be used to create a 5-minute "walk-through" of a prototype. This allows the designer to guide the reviewer's attention, explain design choices, and ask for specific feedback. This practice directly supports the competency "Solicit, accept, and provide constructive feedback". It respects the SME's time, provides clearer context than an email, and creates a clear, asynchronous record of what was presented for review, streamlining the entire development cycle.