

## Pachyderm Activities: Building Meaningful Content With Learning Objects

Pachyderm is software that will allow you to build web-based informational and learning activity content using digital assets. Peter Samis' presentation will have given you a sense of how Pachyderm content is both created and presented.

You now will participate in two group activities to help you understand how to map your ideas for online content in Pachyderm format. While the content you will see is focused on items from the Jo and Warren Buxton Art Collection, the kind of interactive web activities you can create with the Pachyderm templates can be used in any discipline. To experience the process of thinking in the lines of Pachyderm like content, we ask that you think like an art faculty member for the first activity. Next, you will have the opportunity to extrapolate the process to your own subject area.

The first small group activity will have you using three of the Pachyderm planning templates/storyboards (Timeline, Comparisons and Variety of Media). We chose these templates because all disciplines can use timelines, comparisons, and a variety of media. We wanted you to work with concepts that are already familiar to you. You can find links to all of the other Pachyderm template documents from the web site for this Dialogue Day.

- **Group activity 1- Using 3 Pachyderm Storyboards**

In small groups of your choosing and not discipline specific, we ask you to pretend to be art faculty (if you are not already!) and to complete sample storyboards using three linked Pachyderm Screen types and the "database" of items in the Buxton Art collection (this is a handout in your packet):

- **Timeline Screen** - A horizontal scrolling timeline with icons that represent an item from a time period. Icons link to other Pachyderm screens. When you select one icon, others that are related to it "congregate" around the chosen icon
- **Comparison Screen** - From the timeline screen, two chosen items are presented with text describing the "unifying" concept (how they are related), and mouseovers on the items reveal text that provides details on how the item is related to the unifying concept.
- **Variety of Media Screen** - Presents an idea or a specific topic and presents a variety of other media types that are contextually related- video clips, descriptive text, and up to three links to other Pachyderm screens.

### Timeline Screen Template (15 minutes)

**Step 1** - Find a group of 4 other people

**Step 2** - Decide on a "theme" or "focus" for your timeline based upon a review of the "database" (e.g. "Works of Bruce Wynn", "Art with Dancer figures", "Western Landscapes")

**Step 3** - Decide on a group "recorder" who will submit your Team Timeline

**Step 4** - Write the names of your group members on the Team Timeline

**Step 5** - Each person choose a piece of artwork from the Buxton collection "database" that will go on your Timeline

**Step 6** - Put your individual information (name of artwork, date, brief description of artwork) on the Team Timeline

**Step 7** - Keep in mind that you are going to be choosing two of your timeline pieces for the next template - Comparison Screen

### Comparison Screen Template (15 minutes)

**Step 1** - Stay in your groups

**Step 2** - Identify the 2 timeline pieces that you are going to use for your Comparison Screen Template

**Step 3** - Identify the United Keyword Concept (e.g. "Different perspectives of cowboy figures")

**Step 4** - Write the text for the Unifying Concept for Comparison

**Step 5** - Write the MouseOver Explanation for the 2 Images (2 people for one piece and 3 for the other)

### Variety of Media Screen Template (15 minutes)

**Step 1** - Stay in your groups

**Step 2** - Each person go back to the artwork piece that they chose for the timeline

**Step 3** - Go to the Variety of Media Screen Template

**Step 4** - As a group, decide on the Main Image or Movie and what type of image you'll need to acquire

**Step 5** - Write the Quote

**Step 6** - Write the Overview Commentary

**Step 7** - Choose 3 other thumbnails that are associated with your Main Image and write what the digital assets that you would need to gather (video, high resolution images, 3D objects that are spinning?)

**Step 8** - Turn in your Team Timeline, Team Comparison, and Team variety of Media Screens to Alan Levine. These will be posted for viewing during the break.

The second small group activity will have you working with colleagues in similar disciplines.

- **Group Activity 2- Pachyderm in My Discipline (30 minutes)**

In larger groups by academic discipline, you will be brainstorming how the kinds of Pachyderm screens seen today could be used in specific course content areas. You will also be asked what can you do in the next few months to develop these ideas and to identify/collect the digital assets needed.

**Step 1** - Find your Discipline or Work Group (see map on flip chart easel)

**Step 2** - Assign one person as the "recorder"

**Step 3** - Answer the questions that are written on the flip charts

(1) List 3 or more specific ideas of content from your discipline that could be put into any of the Pachyderm templates. What can the Pachyderm software do for this content that you are not able to do now?

(2) If you were to have access to the Pachyderm software in a few months, what can you do between now and then to develop your concepts and identify/collect the needed digital assets?

(3) What other questions/concerns do you have about the Pachyderm software?