Digital Content Creation

2023-1-TR01-KA122-SCH-000164113

My Digital Companion My Teacher

Invited Expert Activity Schedule 13th-17th May, 2024

Links

https://tinyurl.com/ordu2024

https://github.com/projetoalfobre/Ordu-may2024

https://tinyurl.com/ordu2024links

https://www.zotero.org/groups/5515969/ordu_-
_digital_course_contents/library

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Digital Content Creation

Digital is not enough. Must be Open.

- not all digital is born equal
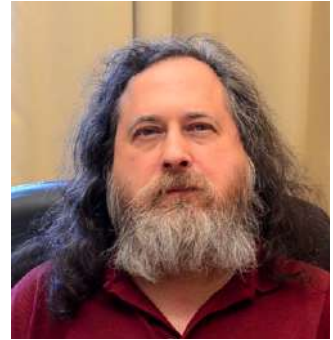
- digital is not new education

Digital Content is not enough. Must be Active.

- Active learning (from sage to guide)

- And animation?

"**Free software** is a matter of liberty, not price.
To understand the concept, you should think of
free as in free speech, not as in free beer."

Richard Stallman

XEROX

Free Software doesn't mean it's free.
Free Software is not Open Source.
Although… Free/Libre and Open Source Software

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Free Software

The freedom to run the program as you wish, for any purpose (**freedom 0**).

The freedom to study how the program works, and change it so it does your computing as you wish (**freedom 1**). Access to the source code is a precondition for this.

The freedom to redistribute copies so you can help your neighbor (**freedom 2**).

The freedom to distribute copies of your modified versions to others (**freedom 3**). By doing this you can give the whole community a chance to benefit from your changes. Access to the source code is a precondition for this.

From Free Software to...

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...Open Education and Open Educational Resources

OPEN EDUCATION
Umbrella term for a social movement that supports the development of knowledge cultures based on non-proprietary modes of knowledge production and exchange.
FREE (commons) and **OPEN** (social production)
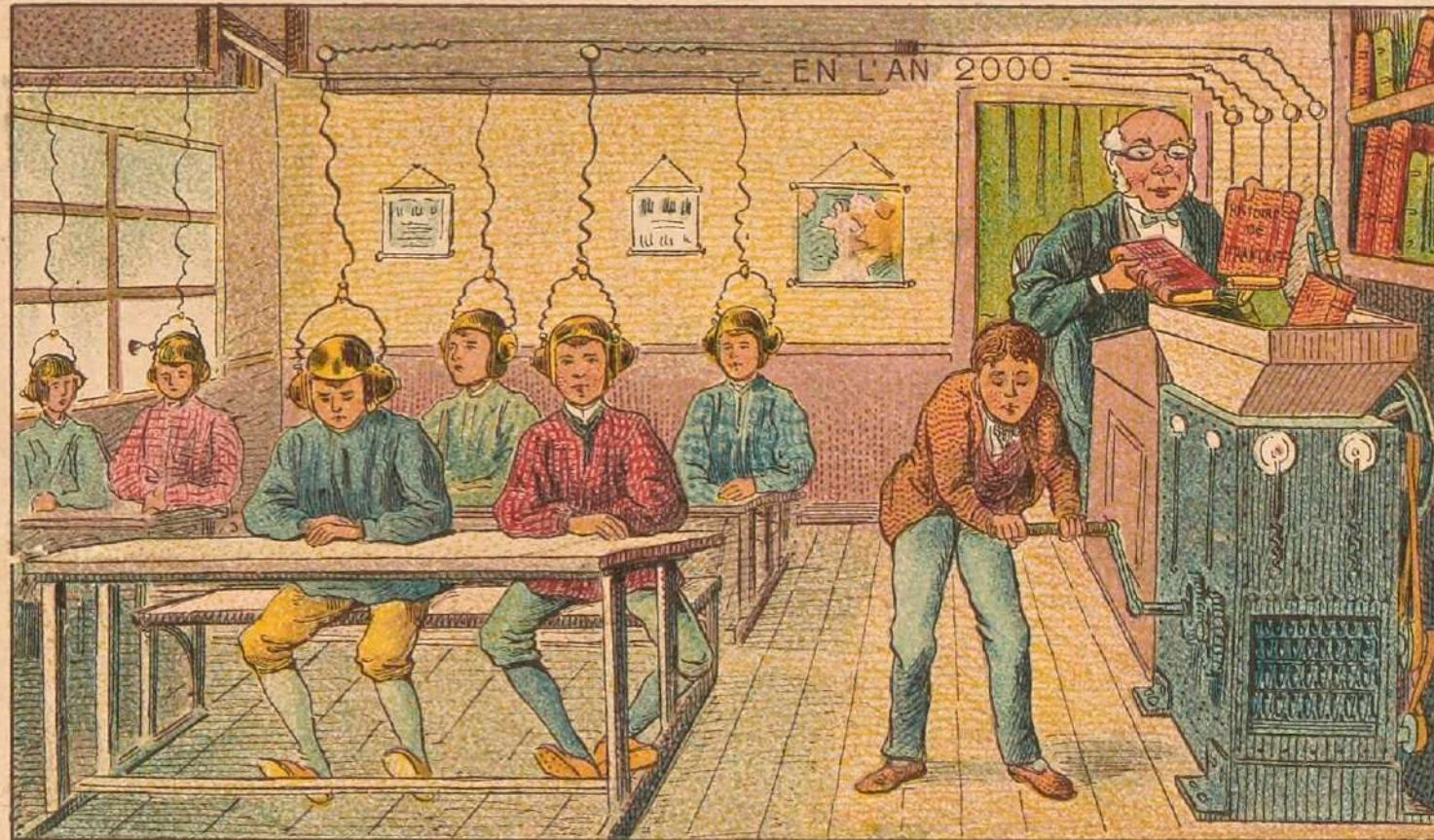

OPEN EDUCATION RESOURCES
Freely accessible, openly licensed documents and media that are useful for teaching, learning, and assessing as well as for research purposes.

Digital is not new education

Laurentius de Voltolina (XIV), Liber ethicorum des Henricus de Alemannia
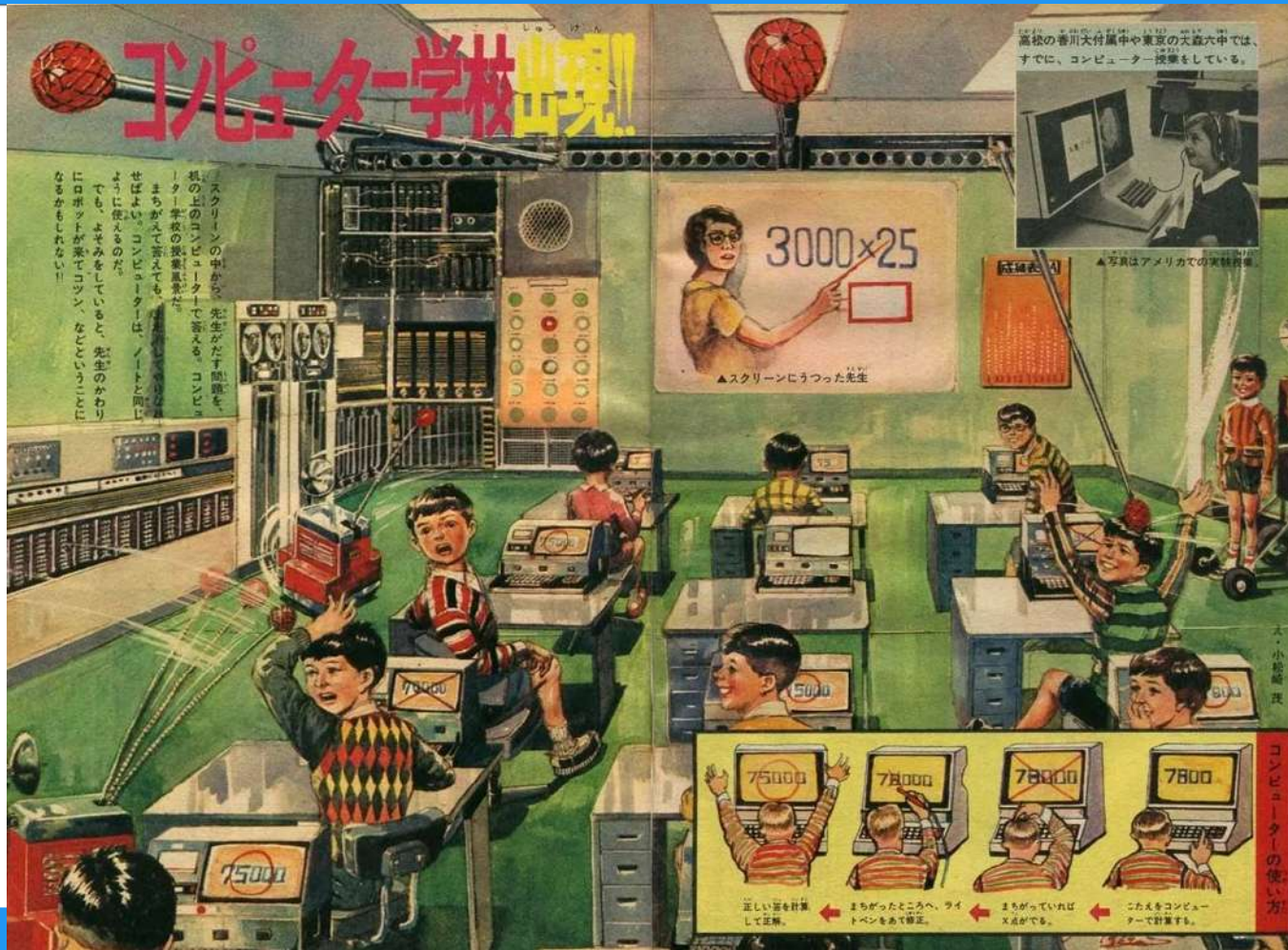
Digital is not new education

A l'École.

Jean-Marc Côté (1899), A l'École - *En L'An 2000*

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Shigeru Komatsuzaki (1969), The Rise of the Computerized School, *Shonen Sunday*

Digital is not new education
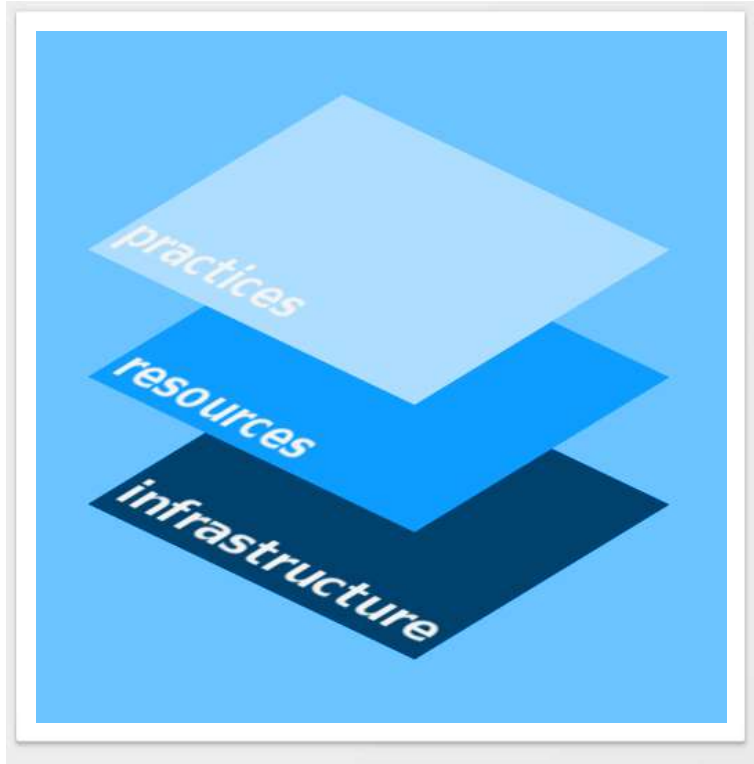

Mark Zuckerberg

Digital is not new education

Lenovo
VR Classroom
with Lenovo Mirage VR S3

Digital Content is not enough. Must be Active.

DIGITAL

FREE
OPEN

the real challenge is pedagogic, change the method and practice of teaching

Active learning (from sage to guide)
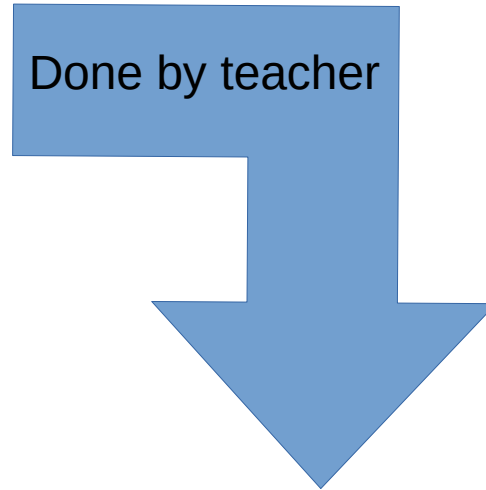
Sage-on-the-stage → **Guide-on-the-side**

Active learning is an approach to education that engages students in the learning process through activities and participation, rather than passive listening or observation. Active learning techniques can vary widely: Team Based Learning, Problem Based Learning, Project Based Learning, Buzz Group, Case Study, Gamification, One (or Two) Minute Paper, Flipped Classroom, etc.

WHY use animation in education?

An animation can be…
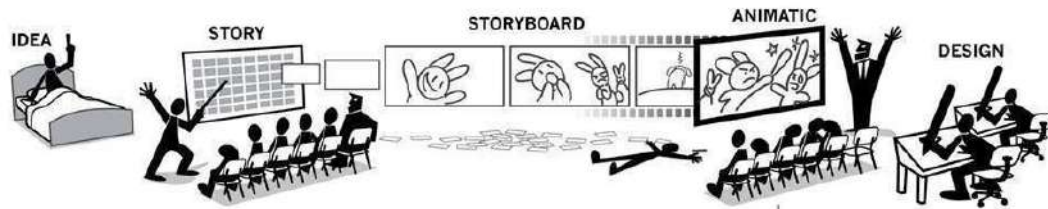storytelling, explainer videos, simulations, infographics, etc.

Simplifying complex information
Show temporal change
Enhancing visual learning
Retain attention
Engagement
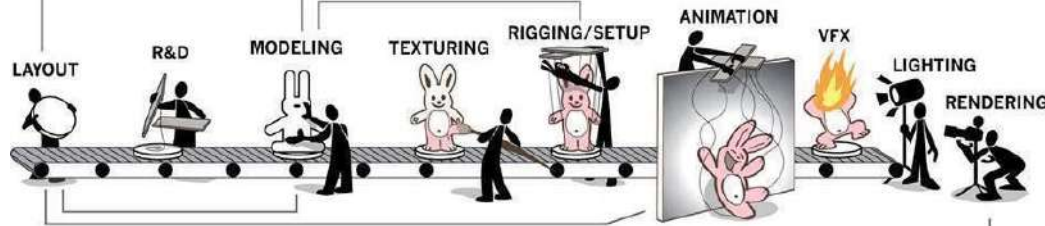Versatility (age, culture)

Done by teacher

Delivering knowledge
Delivering content

PRE-PRODUCTION
IDEA · STORY · STORYBOARD · ANIMATIC · DESIGN

PRODUCTION
LAYOUT · R&D · MODELING · TEXTURING · RIGGING/SETUP · ANIMATION · VFX · LIGHTING · RENDERING

POST-PRODUCTION
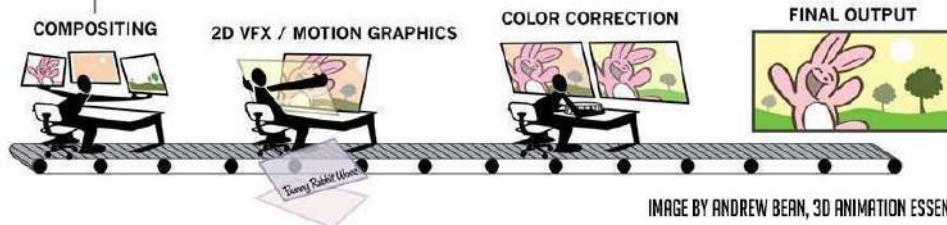COMPOSITING · 2D VFX / MOTION GRAPHICS · COLOR CORRECTION · FINAL OUTPUT

IMAGE BY ANDREW BEAN, 3D ANIMATION ESSENTIALS [2012]

Maybe use animation as project **Project-Based Learning**?

The output is an animation but the project-process is more than that (soft skills and technical skills, research, creativity, management, communication, etc.)
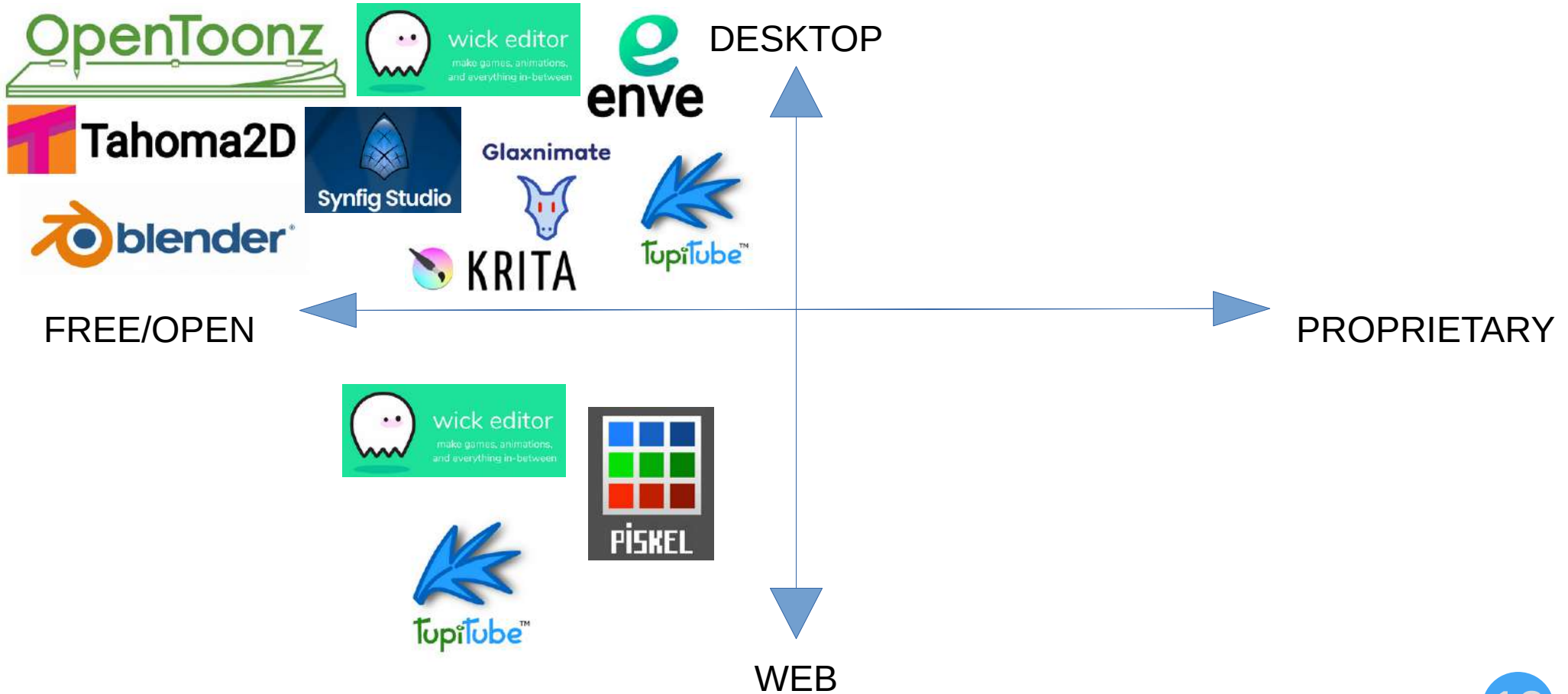
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HOW to use animation in education?

Not always alone

Not only by the teacher

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And tools? Proprietary? Web?

And tools? Proprietary? Web?

DESKTOP

Commercial dependency

Price tag

FREE/OPEN

PROPRIETARY

Commercial dependency

Price tag

Easier to learn

Easier to use

Easier to learn

Easier to use

Templates

Limitations (projects, features, exports, watermarked, etc.)

Fewer features/options

Fewer features/options

WEB

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