

Video Activities
for Learning, Reflection and Collaboration



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DENMARK

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RESEARCH CENTER FOR VIDEO: VIDEO IN EDUCATIONS AND LEARNING ORGANISATIONS



In the research center we investigate the ecologies of development and use of video conferences and video-based productions in organizational and educational learning context.

The center works from a pragmatic view, where companies, researchers and students collaborate on understanding, identifying and creating excellent ways to facilitate collaboration and learning situations that connects via digital video conferences and video productions.

The research center VidEO is affiliated with ILD-lab (research laboratory for it and learningdesign).

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<http://www.en.video.learning.aau.dk/>

Overview of cases on video conference formats and video sketching

and a bit more details about Digital Storytelling

Video activities



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Video activities

in a design and planning frame
many factors are relevant such as:



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Participant size	small	large	class	groups	
Learning goal Learning process	training	critical thinking	...	individual	collaborative
Roles	student	teacher			
Space	local	distributed	multisite	dispersed	
Timeframe	session	semester	education		
Time of day	day	evening	mon-fri	weekends	
Interaction timespan	Asynch.	Synch.			



Participant size	small	large ●	class ●	groups	
Learning goal Learning process	training	critical thinking ●	individual	collaborative
Roles	student	teacher ●			
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Counting conversation - who talks?



TOTAL

NEAR

FAR

17
15
12



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Counting conversation - who talks?



TOTAL	NEAR	FAR
17	13	4
15	12	3
12	11	1



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Counting conversation - who talks?



TOTAL	NEAR	FAR
17	13	4
15	12	3
12	11	1
30	21	9



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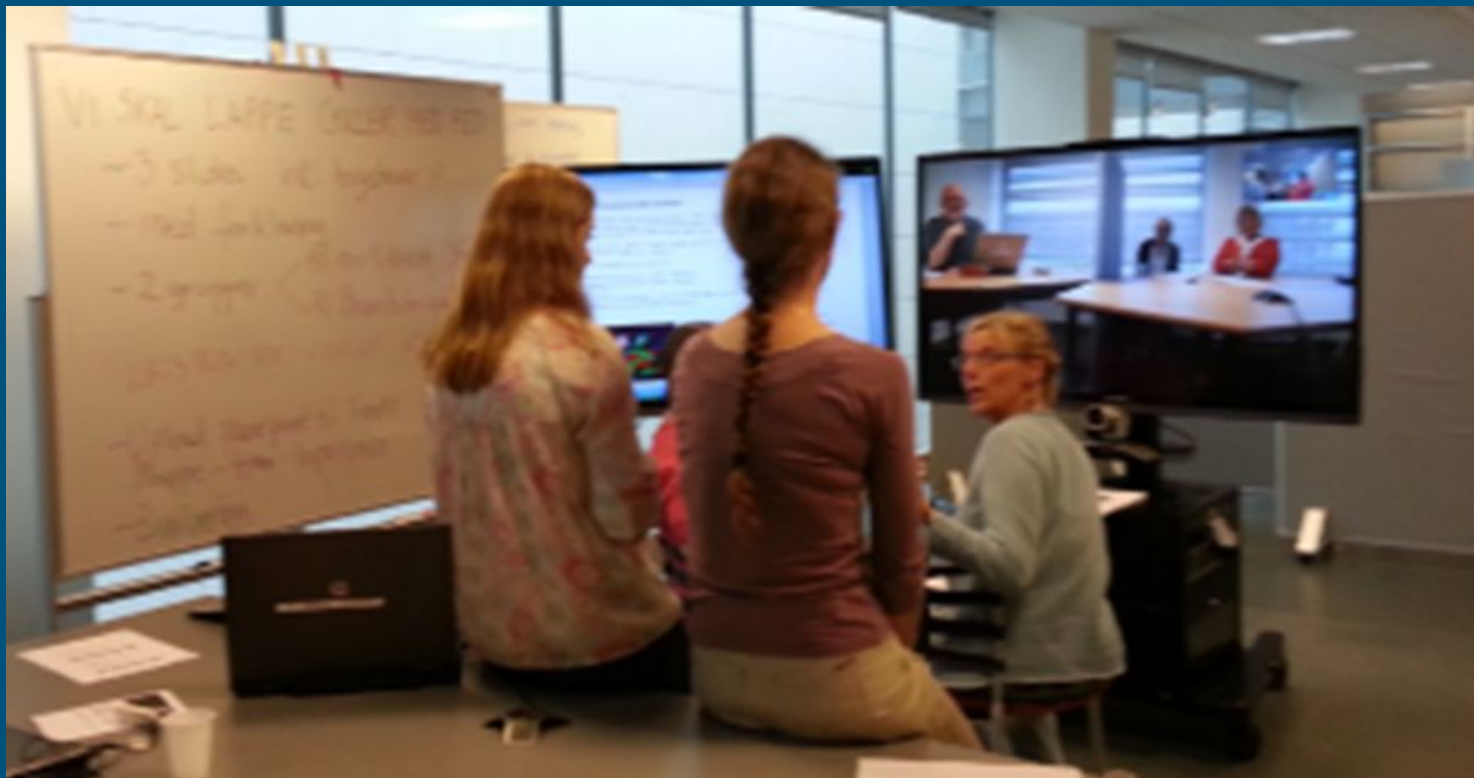
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**INTERNATIONAL**

International Welcome
 International Strategy and
 Relations
 International Student

Projects and Activities**Distance Learning**

Research Project

Research Findings

Development

Teachers

Activities

Conference 2011

International Minifiddlers

**RESEARCH FINDINGS***Distance Learning in Higher Music Education*

A project carried out in cooperation with:
 Cleveland Institute of Music, www.cim.edu, and
 New World Symphony, Miami Beach, www.nws.edu

Please find the presentation of all the findings below:

- Introduction, Bertel Krarup, President at The Royal Danish Academy of Music

**FINDING 1**

Students are more active and reflecting

**FINDING 2**

Physical contact is replaced by verbalization



The dialog and roles changed



Participant size	small ●	large	class	groups	
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Coming to
your home...

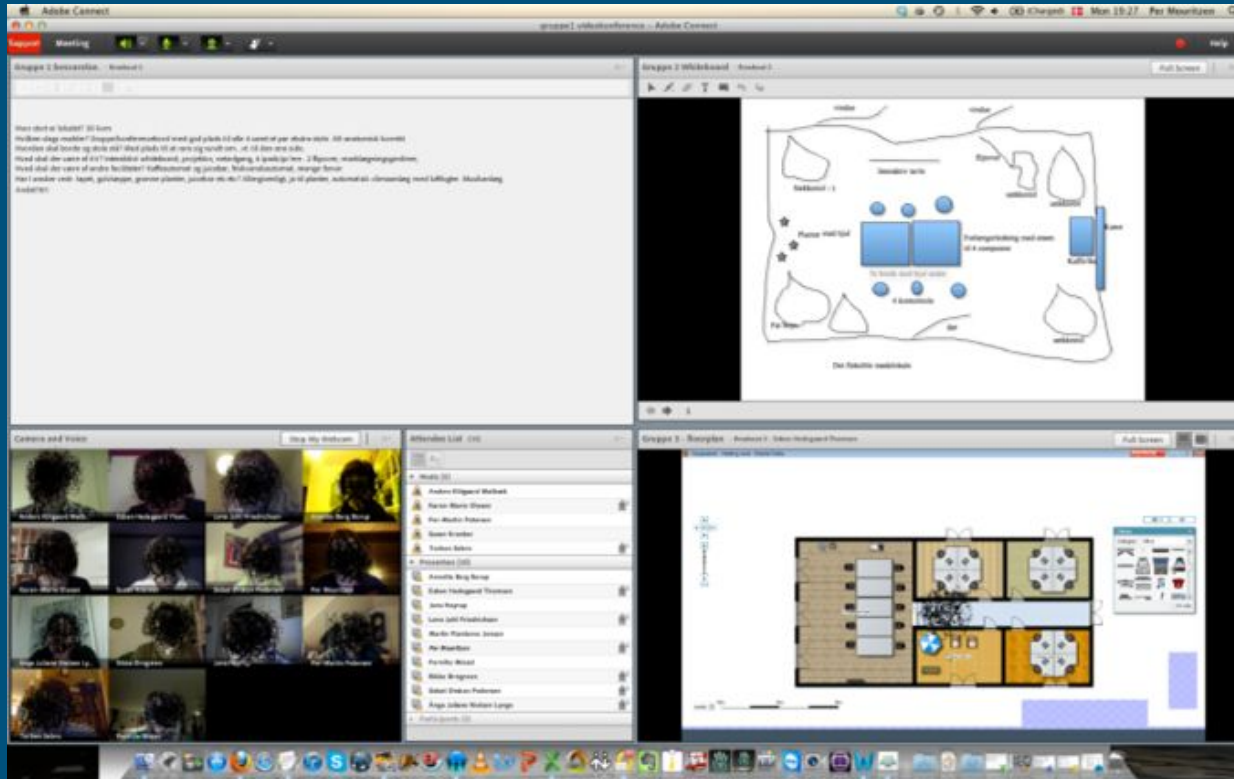
Effective /
efficient

Equal dialog
>< talking
head

The image shows a Zoom meeting interface. At the top, there are tabs for 'Meeting', 'Layouts', 'Pods', and 'Audio'. Below these are icons for 'Stop My Webcam' and other controls. The main area is a grid of video thumbnails for participants. On the left, there is an 'Attendee List' showing names and status. At the bottom, there is a 'Chat' window with several messages. On the right, there is a 'Notes' pane with text in Danish. The text in the notes pane discusses 'FAQ - De spørgsmål der er "løbet ind" i løbet af...' and includes questions like 'Hvad er et abstract?' and 'Hvorfor skal vi have et abstract?'. The chat window shows messages such as 'af en fsek knagte i et spil World of Warcraft :)', 'unders sidder i en flyver nu, så kommer ikke...', 'WOW må blive i næste valgleg :)', 'jeg er på dobbelt i MI CAM og i MI VOICE', 'helt at lukke det gamle rum med helt', 'Ja Anders kommer ikke, han flyver :)', 'empersonende afslutning :)', and 'muff er typisk...'. The notes pane also contains a list of points: '1. for at vi kan få en ide om hvad I vil skrive om' and '2. for at I selv skal begynde at formulere hvad I vil og hvad I tænker artiklen.'.



Design, mapping, constructing





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Supervision, Group supervision and group collaboration with shared desktop

Attendee list (3)

Rikke Ørngren

Chat

Rikke Ørngren: så jeg skal lige have opgraderet jeres rettigheder til participants og ikke blot deltagere

Rikke Ørngren: 2 sekunder

Notes

Vejledning_20090311-optx

Indledning (11 min)

Mål (11 min)

Mål - hvad og hvorfor (11 min)

Resultat (11 min)

Analyse af organisationens generelle situation (11 min)

Analyse af organisationens teknologiske situation (11 min)

Udfordringer (11 min)

REKOMENDATION (11 min)

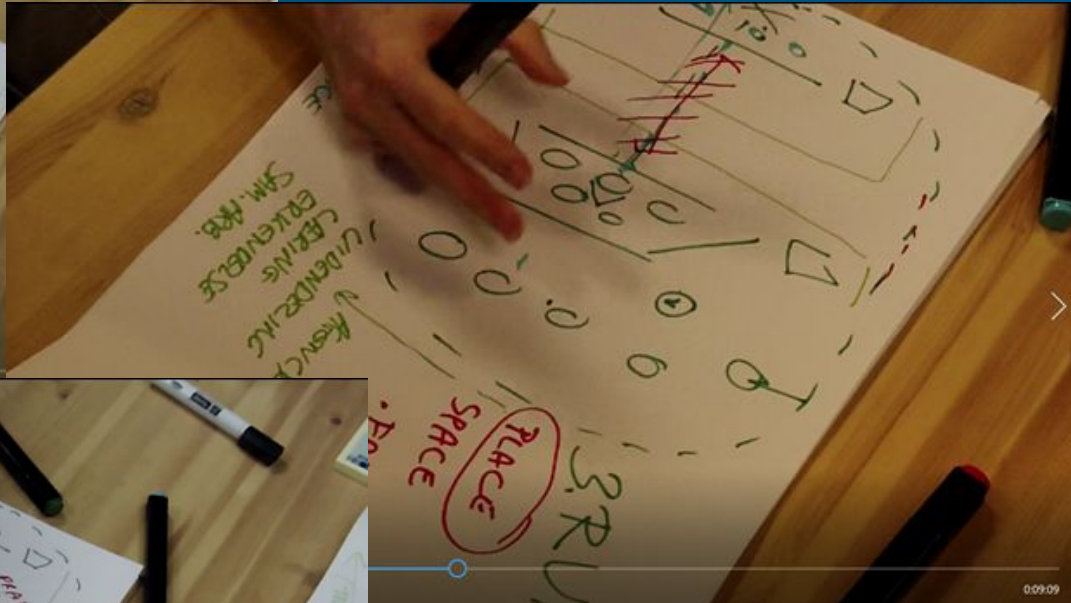
det kræver overskud og tid

PAUSED... 0:19:32



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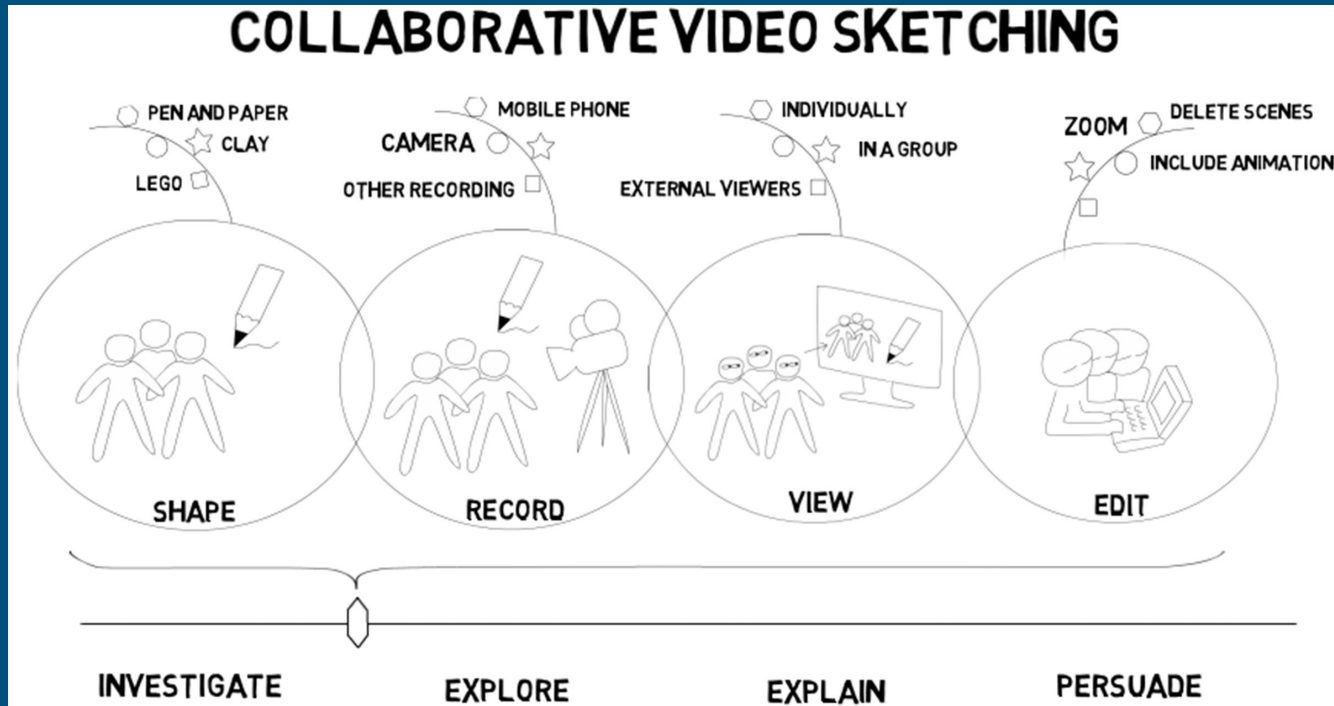
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00:30

00:09

Video Sketching as a reflective practice

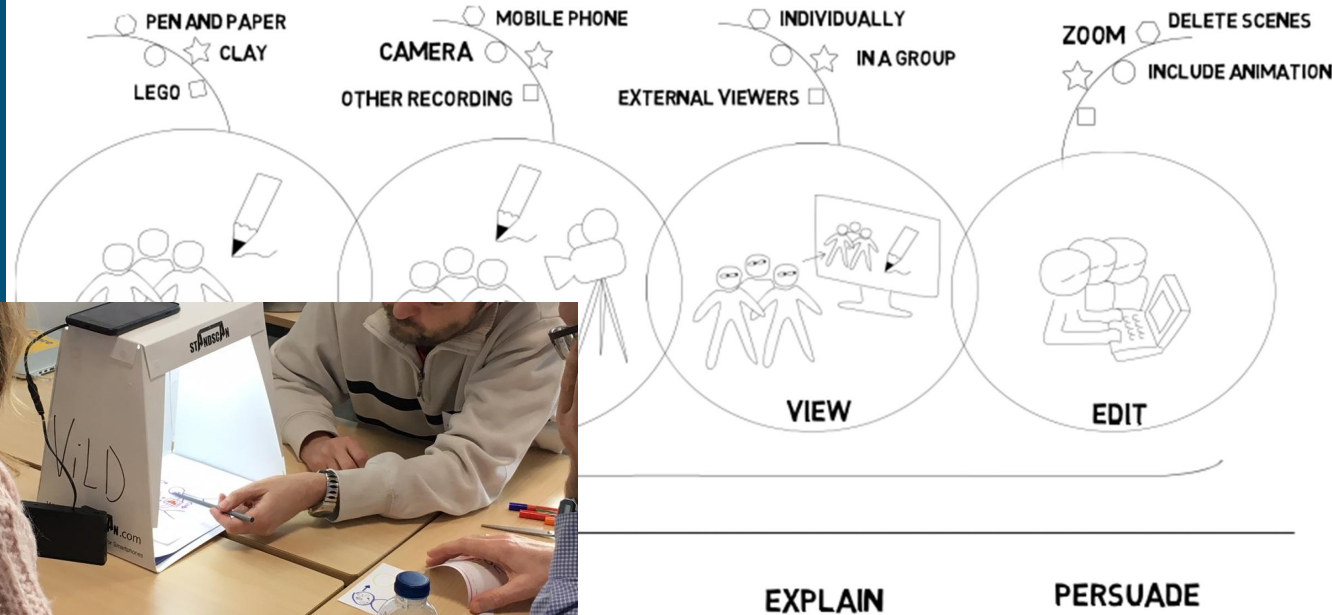
In for example group and project work



Video Sketching as a reflective practice

In for example group and project work

COLLABORATIVE VIDEO SKETCHING



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