

Technology for Teaching and Learning at TRU

Week 7: Learning (for) Fun: Twine
and Interactive video

The background of the slide features a dark, semi-transparent overlay on a photograph. The photograph shows a window with white frames on the left side, and the rest of the image is filled with numerous small, colorful circles in shades of red, yellow, blue, and green, scattered across the scene.

Gamification

Twine Introduction and Play

Kaltura Quiz Introduction and Play

Gamification

(See: Kim S., Song K., Lockee B., Burton J. (2018) What is Gamification in Learning and Education?. In: *Gamification in Learning and Education. Advances in Game-Based Learning*. Springer.)

“A set of activities and processes to solve problems by using or applying the characteristics of game elements.”

It has been a significant element of K-12 education since the 1980s.

Research is ongoing, but with a move into higher ed in the early 2000s we see gamification positively correlated with learning outcome achievement in university classrooms.

Digital and Interactive Storytelling

Game design + Narrative structure.

Helps engage learners (activity) and promote deeper understanding (assignment).

Allows students to contribute visually, narratively, technologically – a great group project for recognizing multiple skill sets.

Smeda, Dakich,
and Sharda. “The
effectiveness of
digital storytelling
in the classrooms:
a comprehensive
study.” *Smart
Learning
Environments* 1:6,
2014.

“The findings from this study suggest that digital storytelling is a powerful tool to integrate instructional messages with learning activities to create more engaging and exciting learning environments. It is a meaningful approach for creating a constructivist learning environment based on novel principles of teaching and learning. Thus, this approach has the potential to enhance student engagement and provide better educational outcomes for learners.”

We make sense of the world through story.

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We understand stakes through game mechanics.

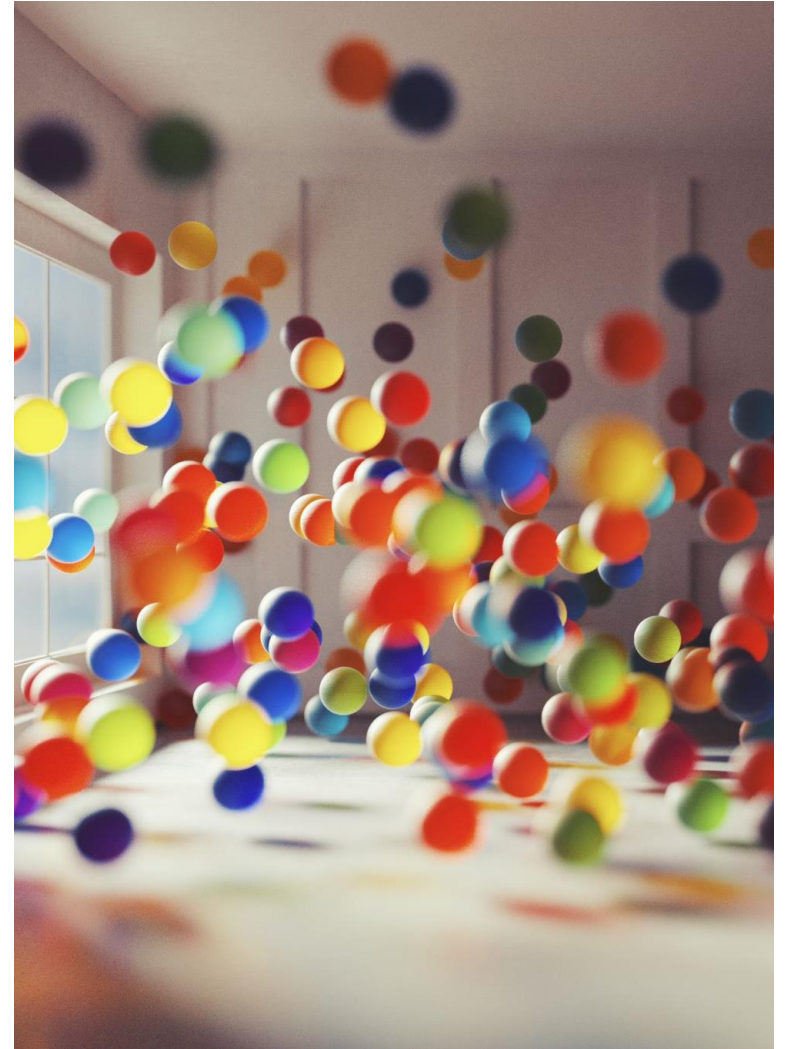
A light blue downward-pointing arrow indicating a flow from the second box to the third.

Put them together and...

Twine

Let's head over to:

<https://barabus.tru.ca/twine/>



Kaltura Video Quiz

Why use Interactive Video Quizzes?

- Encourage engagement
- Promote active viewing
- Measure participants' interest and understanding



Preparing for Your Instructional Video

1

Select or create
your video

2

Determine
interactive
elements and time
stamps

3

Prepare questions
and/or text



Kaltura Video Quiz

Let's head over to: <https://media.tru.ca/>



See you next week!

Brenna will be discussing, Podcasting for Teaching, Learning, and Scholarship!