Tutorials (guidelines, ideas)

On average, 35% of viewers complete tutorials completely. An average viewer watches 54% of the video tutorial before quitting.

Interactivity in Tutorials
- Simulations, games, guided images and graphics, as well as responsive timelines, diagrams, and charts (maybe a student must complete a task correctly or find something on the screen to move on)
- Possible assessments to include (are there currently any assessments in place?)
  - Pre-tests, post-tests, quizzes, surveys, and feedback on progress, short answer, ranking, multiple choice, true-false, task simulations, and manipulating objects
  - [this is something I can do to assess lower-level English courses with upper-level courses & graduate courses]

Information Processing Theory (sensory, working, and long-term memory)
Cognitive Load Theory – equal balance and effective usage of visual and auditory elements
Mayer’s Theory of Multimedia Learning - “Deeper meaning occurs from words and pictures than from words alone.”
Anderson’s Theory of ACT-R (Adaptive Character of Thought) Cognitive Architecture – start with basic “factual” chunks before introducing more complex concepts (procedures)

Tutorials can be created and shared through collaboration with a librarian’s liaison department.—as tutorials are created, think about the concept of MOOCs: on-demand, DIY learning.

Basic Steps:
1. Write script (keep short and simple)
2. Record audio (easier to do this before screencast)
3. Add visuals
4. Add special features like screen zooms and/or spotlights
5. Include special branding as necessary (make this uniform throughout all tutorials)
6. Insert captions
7. Export as a web-friendly version
8. Post tutorial

Reviewing Current Tutorials
- Shared Google spreadsheet listing all tutorials and notes. This can also be where instructional librarians place ideas for future tutorials

Badges (for fun-factor and assessment)
- OpenBadge, metadata attached to a specific badge/achievement that can be embedded into social media, resumes, blogs, etc.
- Badges can be earned after gaining knowledge in a specific discipline, or gaining soft skills such as:
  - Teamwork
  - Communication skills
  - Problem solving
  - Service learning
  - Volunteer work
  - Debating

Can badges be used for assessment? What do we want to assess?
Little is written on the use of badges in the academic arena. Is there a place for badges in colleges? Maybe write a case study and publish regardless of if it fails or succeeds for future discussion.
Tools for designing and implementing badges: OpenBadge, Achievery, Class Badges, Credly, Mozilla’s Badge Kit, GitHub, Passport, BadgeOS

What kind of tutorial software do we have? (Captivate and Jing is what I’m familiar with)- how to create real-life simulations

Purpose of Badges

• Motivational mechanism
• Supporting alternative forms of assessment (https://p2pu.org/)
• Recognizing and credentialing learning
• Charting their own learning routes through the content (may not be as relevant to us?)
• Supports self-reflection and planning

Challenges to make note of:

➢ Validity and credibility of badges (something that is supported by the whole library and the professors we partner with)
➢ Interpretation of badges (making this clear)
➢ What technology is necessary to support this program? What manpower and how much time needs to be dedicated to this?

➢ BADGE PROGRAMS ARE NOT EASY TO DEPLOY AND DEVELOP
➢ What are the achievements?
➢ What conditions earn an achievement?
➢ How to chain and prioritize achievements?
➢ How to get faculty & student support?
➢ Will their be legal issues related to the protection of privacy of student’s data (learning traces and evidences of learning achievements).
Tutorial Bibliography & Resources


Comment Bubble-React to Video: [http://www.commentbubble.com](http://www.commentbubble.com)


SlideBean (presentation generator): [https://slidebean.com](https://slidebean.com)


Badges Bibliography & Resources


Passport (hosted by Purdue University): [https://www.openpassport.org/](https://www.openpassport.org/)

Badge Alliance (resource): [https://www.badgealliance.org](https://www.badgealliance.org)

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