Making Video Active, not Passive



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INSTRUCTURE

Instructure

"Software that makes people smarter" Founded in 2008 2K+ customers in HiEd, K-12 and Corporate 10M+ active users NYSE : INST - Nov 2015

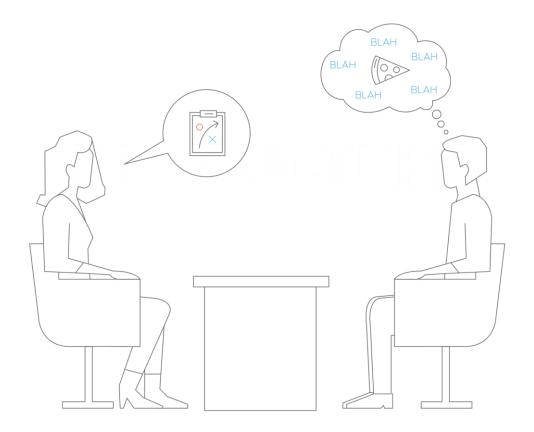


Trick question: Is your learning

ENGAGING ENOUGH

to impact business goals?

DISENGAGEMENT IS DANGEROUS^{INSTRUCTURE}





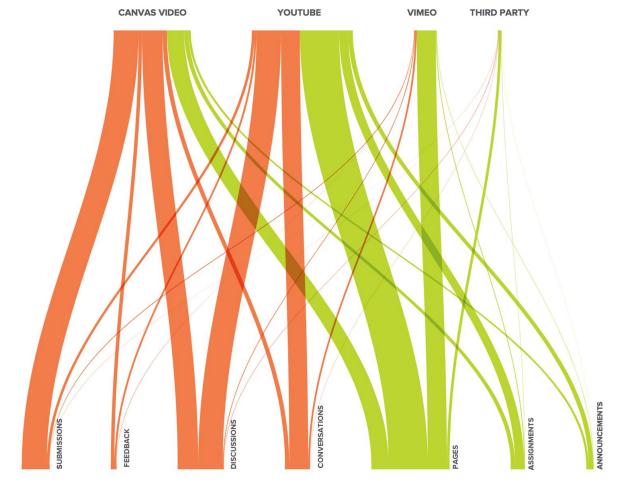
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The average attention span in 2015, down from 12 seconds in 2000.

Finally, we should accept that new media, like video, has now become mainstream

-Bersin





INTERACTION

CONTENT

"HAVING" VIDEOS IS NOT A STRATEGY



[Media are] mere vehicles that deliver instruction but do not influence student achievement any more than the truck that delivers our groceries causes changes in our nutrition.

-Richard Clark



AVERAGE SCORE = 92%

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AVERAGE SCORE = 79%

Consuming and Reviewing

is not Active Learning

What does Active Learning Look Like?

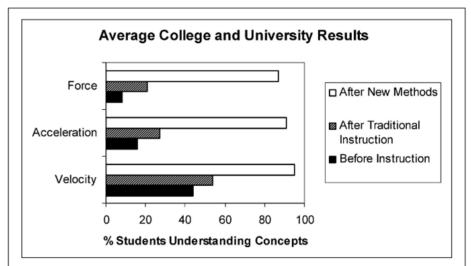


Figure 1. Active-engagement vs. traditional instruction for improving students' conceptual understanding of basic physics concepts (taken from Laws et al., 1999)

What does Active Learning Look Like?

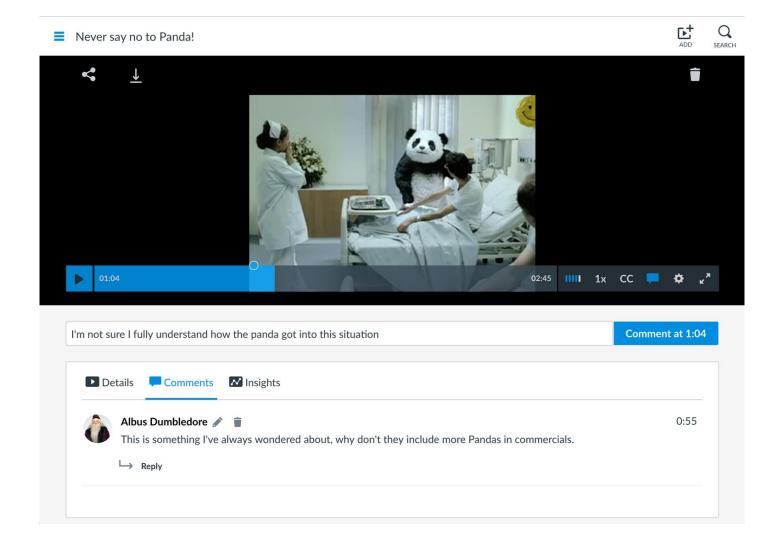
Start with interesting content

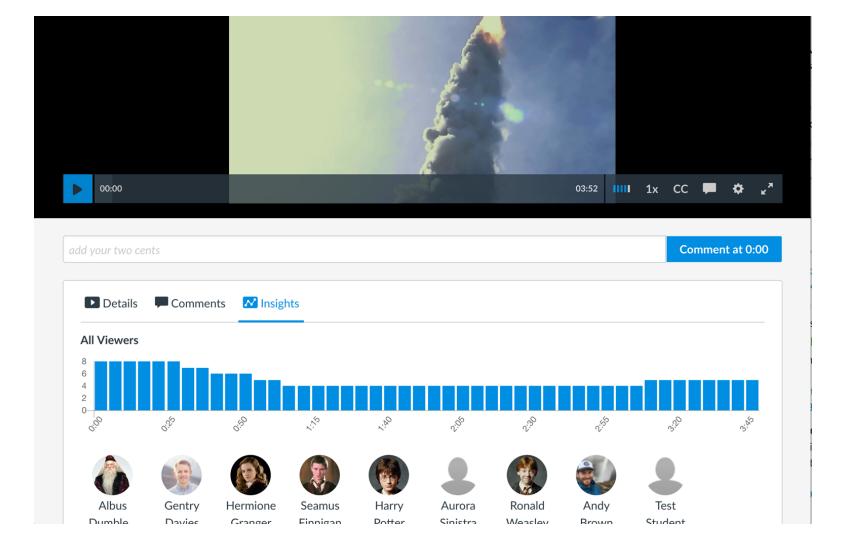
Then let learners:

- collaborate with each other
- actively engage with the content
- interact with the video

Goal is to promote:

- Analysis
- Synthesis
- Evaluation

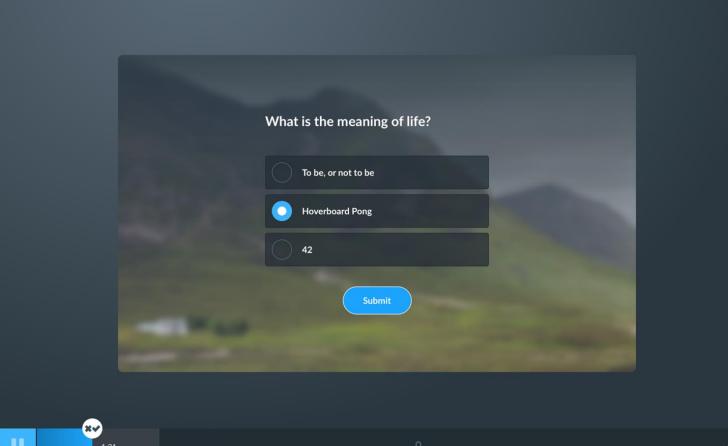








Done

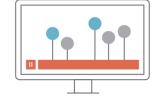


bridge



Just in time commenting to increase learner engagement and create social learning.

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Organize and manage your videos in one place for scalability.

Video learning strategy that drives engagement.



In-depth analytics inform content creation and show learner consumption.



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