Creating Multimedia Resources using FOSS

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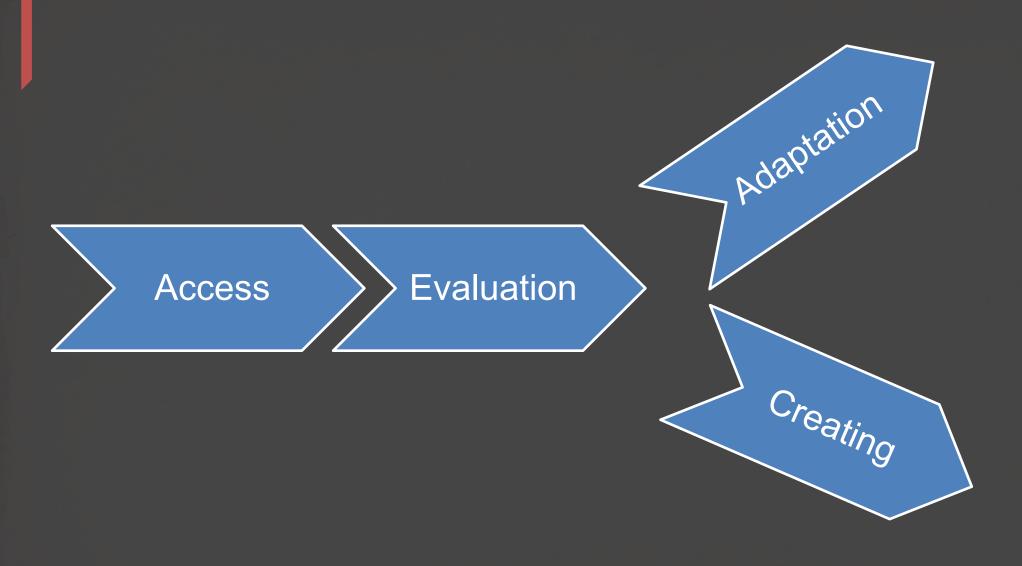
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What is FOSS?

Free and Open Source Software



Creating e-Resources (Multimedia)

FormatsVideos, animation, simulation etc.

Process of developmentADDIE model

Tools for Development Studio/software

Creating Interactive Resources

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H5P (= HTML5 Package)
Lumi (<a href="https://lumi.education/">https://lumi.education/</a>)
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Creating Interactive Video (H5P)

H5P (= HTML5 Package) is a free and open-source content collaboration framework based on JavaScript.

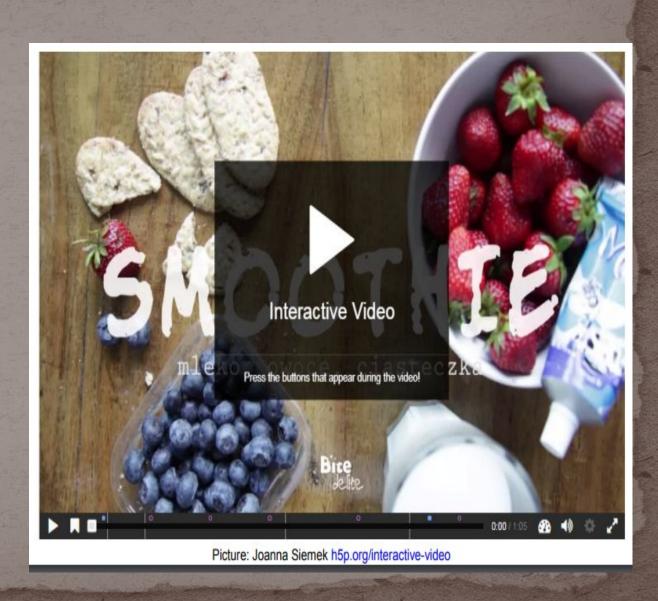
To create, share and reuse interactive HTML5 content.

Why Interactive Resource?

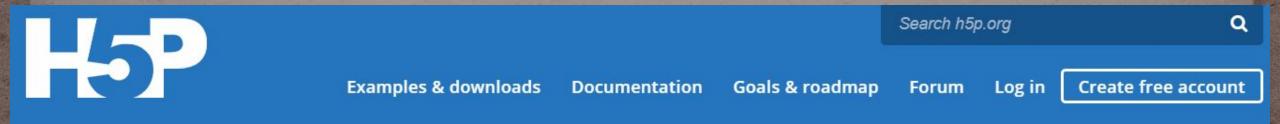
- Students are actually watching video?
- Provide opportunities for active participation
- Students can comment and generate discussion around the content
- Using the analytics (viewing time, response etc.)
 provided by interactive video platform, teacher can get
 insights where the learners are struggling etc.
- Questions can be configured to perform adaptive behavior

Interactive video

Make your videos more engaging by adding multiple choice and fill in the blank questions, pop-up text and other types of interactions to your videos.



Click "create free account" button to create an account.

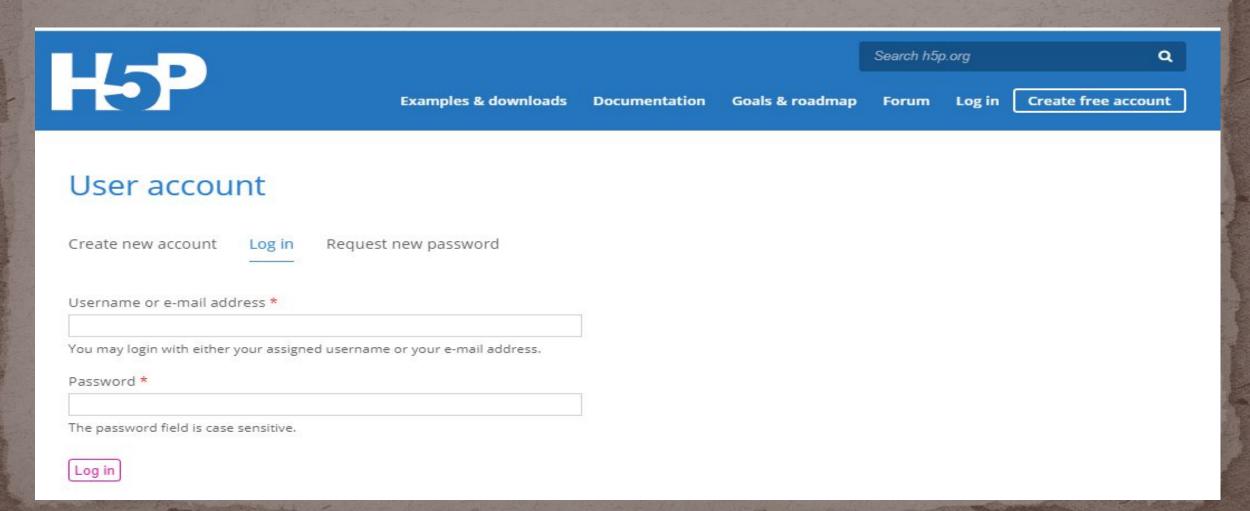


CREATE, SHARE AND
REUSE INTERACTIVE
HTML5 CONTENT IN YOUR
BROWSER

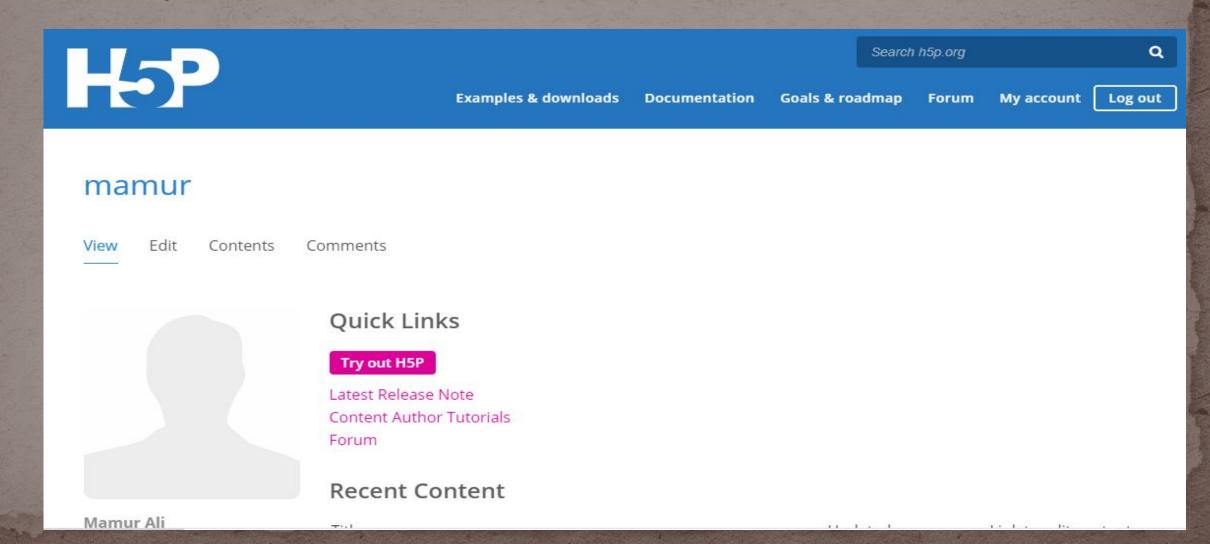


feedback

Login using username and password.

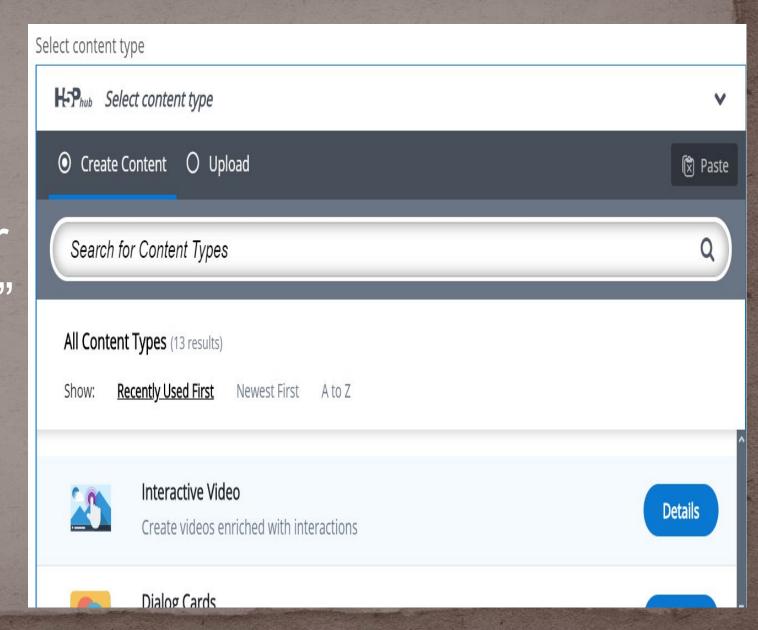


Click "Try out H5P" to create new content



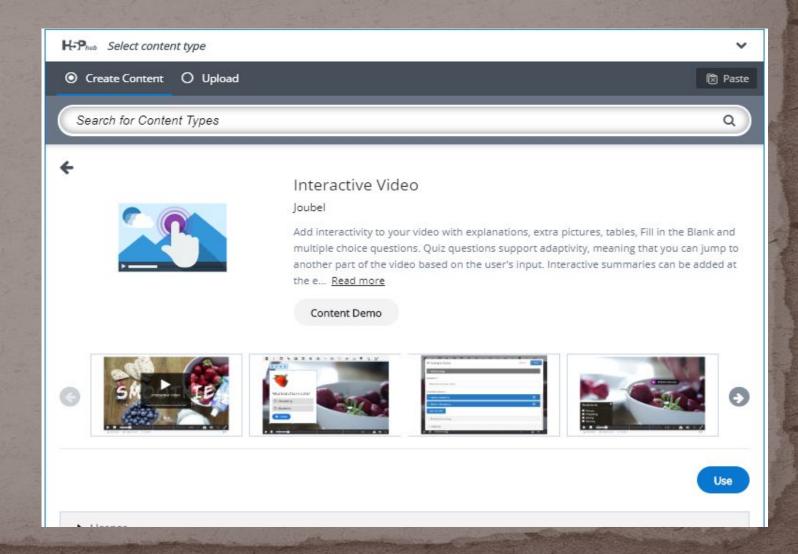
Creating an Interactive video in H5P.org

Choose Interactive video option from the list of Content types or type "interactive video" in search option. Then click on "details" button



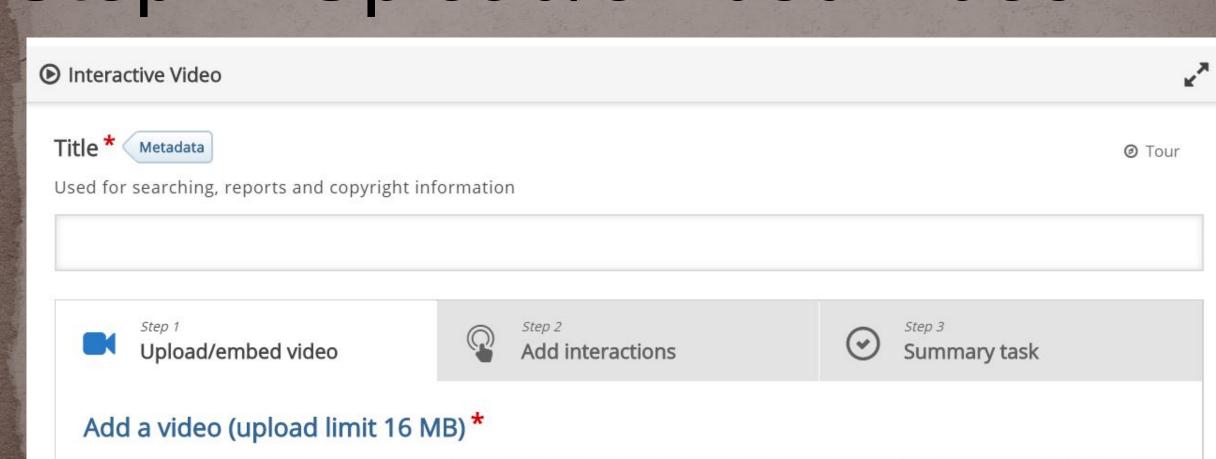
Creating an Interactive video in H5P.org

Click on "use" button.



Three Tabs: Upload video, Add interactions and Summary task.

Step 1: Upload/embed video.



Click below to add a video you wish to use in your interactive video. You can add a video link or upload video files. It is possible

Step 1: Upload/embed video. Press the "+" button



Step 1

Upload/embed vi...



Step 2

Add interactions



Step 3

Summary task

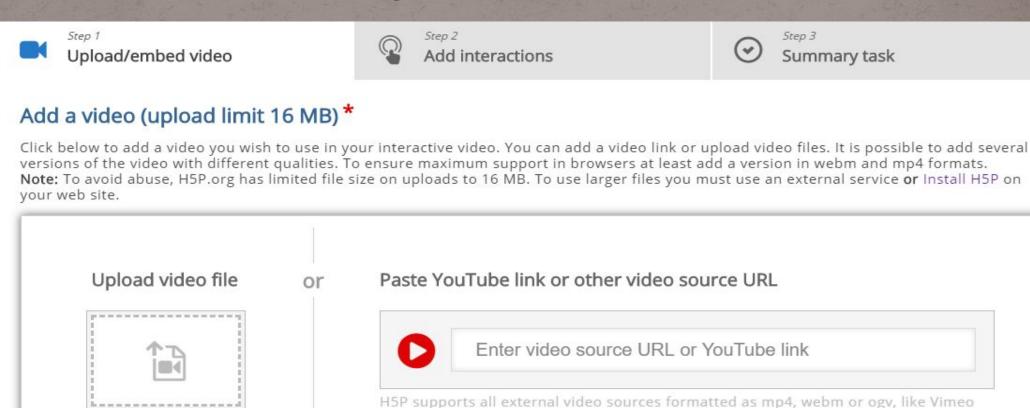
Add a video (upload limit 16 MB) *

Click below to add a video you wish to use in your interactive video. You can add a video link or upload video files. It is possible to add several versions of the video with different qualities. To ensure maximum support in browsers at least add a version in webm and mp4 formats.

Note: To avoid abuse, H5P.org has limited file size on uploads to 16 MB. To use larger files you must use an external service **or** Install H5P on your web site.



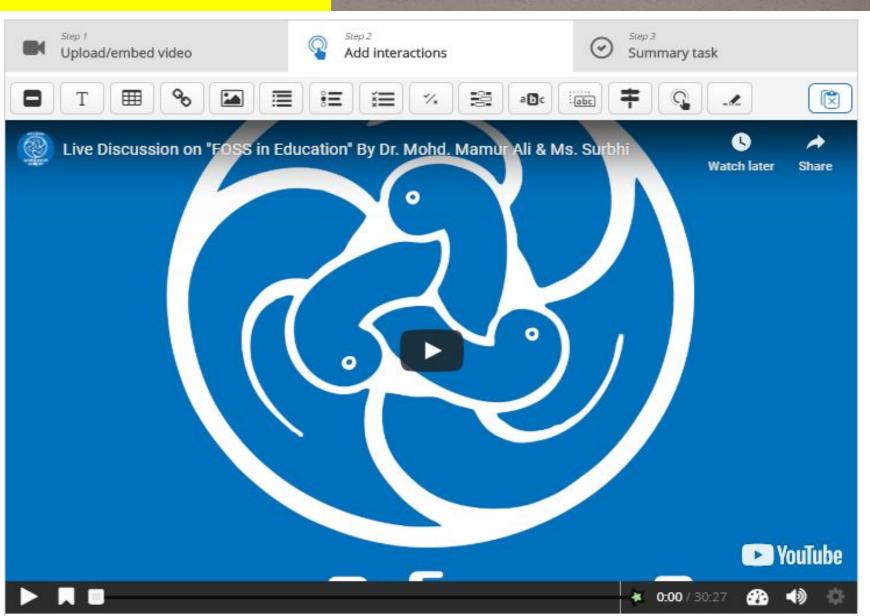
Step 1: Upload/embed video. Add a video link or upload video files.



Pro, and has support for YouTube links.

Step 2: Add interactions.

Press the Addinteractions ab



Step 2: Add interactions.

Use the toolbar to add interactions



Step 1
Upload/embed vi...



Add interactions



Summary task































Steroliowing interactions types may be added

- Multiple choice questions
- Free text
- questions

- Drag and drop
- Interactive summaries
- Single choice question
- Fill in the blan Mark the word activities

- Labels

Step 2: Add interactions: Text based interaction

click on icon in the toolbar





Upload/embed vi...



Step 2

Add interactions



Summary task



T





























Step 2: Add interactions: Text based interaction



T Text

Delete





Display time *

5:53.988

6:03.988

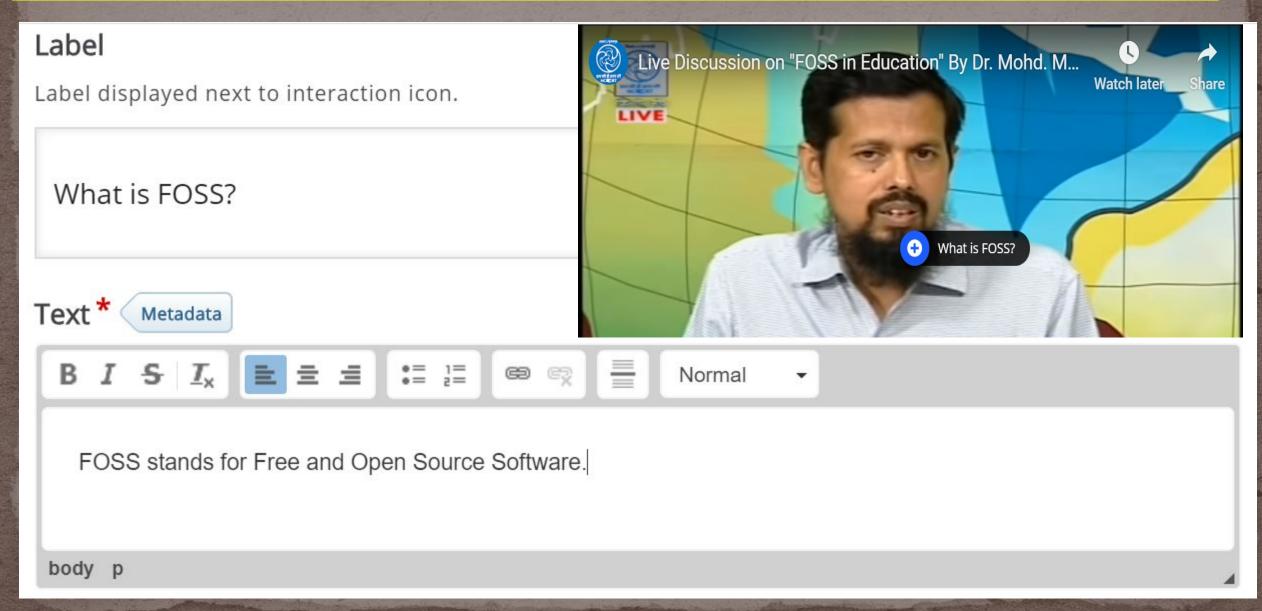
Pause video

Display as



Button is a collapsed interaction the user must press to open. **Poster** is an expanded interaction displayed directly on top of the video

Step 2: Add interactions: Text based interaction



Step 2: Add interactions : Multiple choice item

click on icon in the toolbar





Upload/embed vi...



Add interactions



Step 3

Summary task



T





























Step 2: Add interactions : Multiple choice item



Delete

Done



Display time *

6:15.925

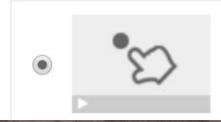
6:25.925

Pause video

"Full score required" option requires that "Pause" is enabled.

There already exists an interaction that requires full score at the same interval as this interaction. Only one of the interactions will be required to answer.

Display as



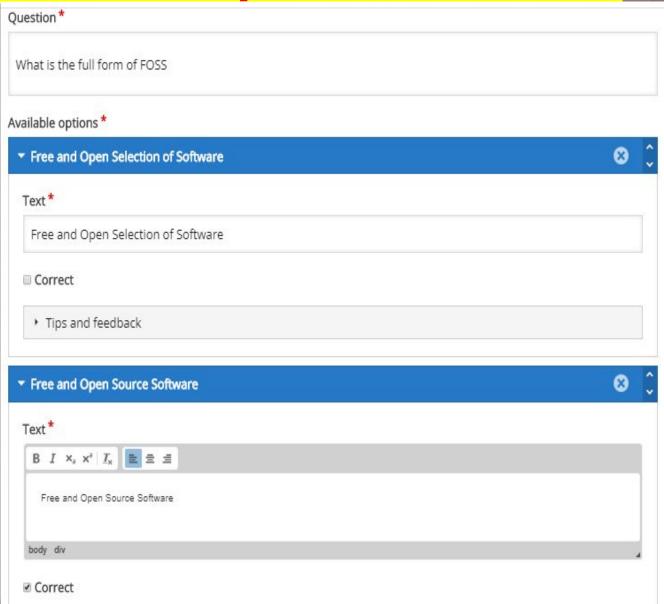
Button



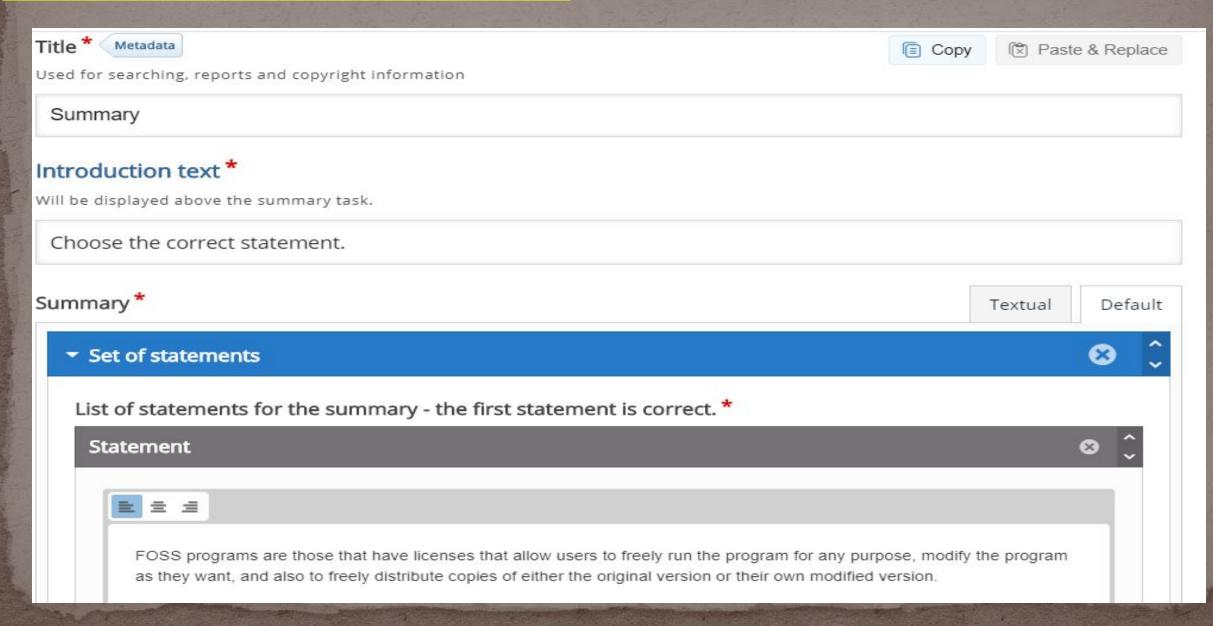
Poster

Step 2: Add interactions : Multiple choice item

Create question and its choices
Check the option correct for answer



Step 3: Summary Task



Step 3: Summary Task : Overall feedback

▼ Overall Feedback Define custom feedback for any score range Click the "Add range" button to add as many ranges as you need. Example: 0-20% Bad score, 21-91% Average Score, 91-100% Great Score! Score Range * Feedback for defined score range 0 % 40 % Satisfactory **3** 41 % 0 80 % Good 81 % - 100 % Great 0 **ADD RANGE** Distribute Evenly

Display at *

Number of seconds before the video ends.

Step 3: Summary Task : Behavioral settings

Behavioural settings of an interactive video

Start video at
Enter timecode in the format M:SS
Auto-play video
Start playing the video automatically
☐ Loop the video
Check if video should run in a loop
Override "Show Solution" button
This option determines if the "Show Solution" button will be shown for all questions, disabled for all or configured for each question individually.
- •
Override "Retry" button
This option determines if the "Retry" button will be shown for all questions, disabled for all or configured for each question individually.
Start with bookmarks menu open
This function is not available on iPad when using YouTube as video source.
Show button for rewinding 10 seconds
Prevent skipping forward in a video
Enabling this options will disable user video navigation through default controls.
Deactivate sound
Earlier ship paring will despit use the video's sound and accurage is from heigh suitabled an

Finishing up Click "save" button

Snow button for rewinging 10 seconds

□ Prevent skipping forward in a video

Enabling this options will disable user video navigation through default controls.

Deactivate sound

Enabling this option will deactivate the video's sound and prevent it from being switched on.

Text overrides and translations

H5P Options

- Display buttons (download, embed and copyright)
- Allow download
- Copyright button

Save

Creating Animation

- Scratch
- Pencil2D
- Blender
- OpenToonz

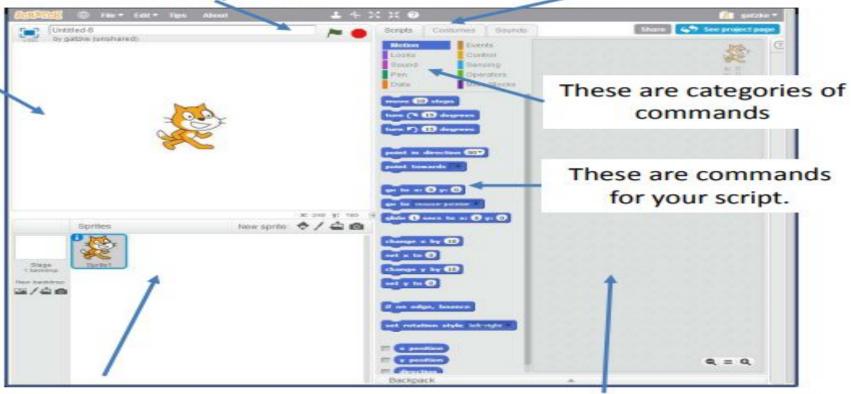
Creating Animation (Scratch)

Editing Screen Overview

This is where the animation / game is shown

These are the start/stop buttons

Change Scripts / Costumes / Sounds for a sprite using these tabs



This is where you can have multiple "sprites" Sprites can have scripts to control actions.

This is where you can put commands, own edit sprite costumes, change sounds active

A - Make the cat do something

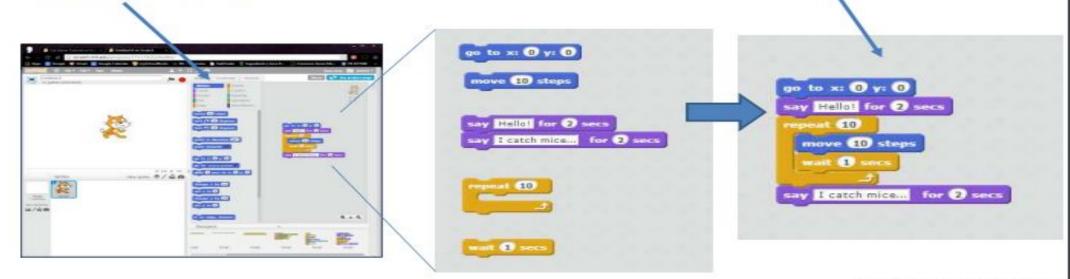
- 1. Under scripts, click on the purple "Looks" from the command category list
- 2. Drag a "Say Hello! for 2 secs" block over to the script work area
- 3. Drag another "Say Hello! for 2 secs" block over and connect it under
- Change the text from "Hello!" to "I catch mice..."
- Double click on the two connected script commands
 - **Looks" button Script work area

 **Say Hello! for 2 secs
 **Say I catch mice... for 3 secs

B - Make the cat do something repeatedly

- Under scripts, click on the "Motion" button from the command category list
- Drag a "go to x: 0 y:0" block and a "move 10 steps" block to the script area
- 3. Under scripts, click on the "Control" button from the command category list
- 4. Drag a "Repeat 10" block and a "Wait 1" block over to the script area
- Connect the blocks as below right
- Double click the blocks to run your script
- Double click again. The cat should return to the starting spot!

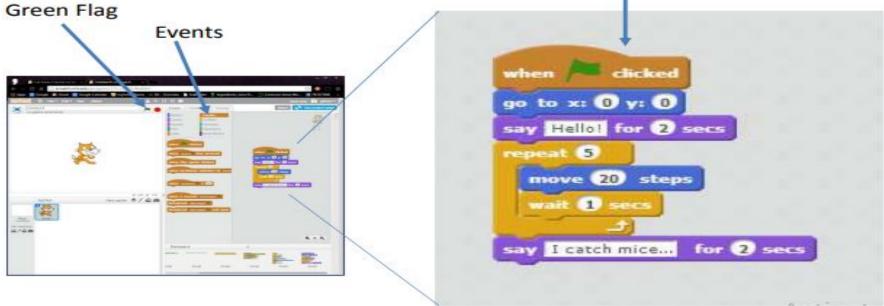
Motion and Control



A repeat block is used when you know exactly how many times you need to do something!

C - Run the script when you click start

- Under scripts, click on the "Events" button
- 2. Drag a "When clicked" block the script area
- 3. Attach the script underneath the "When clicked" button
- 4. Change the "Repeat" block to only run 5 times
- Change the "Move" block to move 20 times
- 6. Click the "Green Flag" button to start the animation



The Green Flag and Stop buttons run your game / animation.

Activate Windows Go to Settings to active

when F clicked

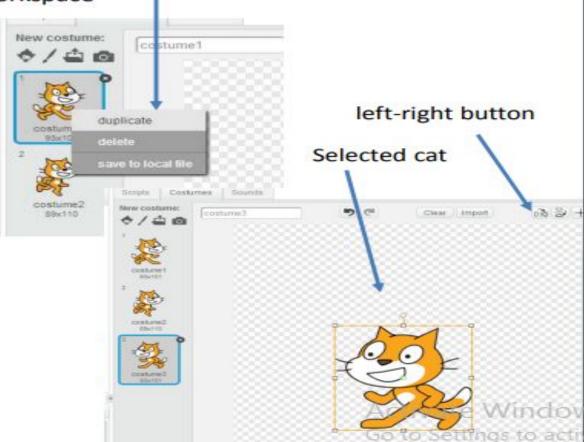
D - Make a new costume for the cat

- Click the "Costumes" tab
- Right click the top cat sprite (labeled "costume 1") and select "duplicate"
- Select the new costume "costume 3"
- 4. Click on the cat image in the right workspace
- The cat should be selected
- Click on the flip left-right button



workspace

Scratch can use vector graphics which look nice on big and little screens. Bitmap graphics not so much...



Creating Screencast Video

- Kazam
- CamStudio
- Screencam

Thanks for attention mamurrizvi@gmail.com