

e-Content: Concept, Forms and Process of development

The background features a central laptop with a document icon on its screen, set against a blue and purple gradient. The scene is overlaid with a network of white lines and glowing blue nodes. Several small speech bubbles containing binary code (010, 001, 100) are scattered throughout. In the bottom right corner, there are three stacked blue circular icons representing data or storage.

Prof. Indu kumar
Head Department of ICT & Training
CIET-NCERT

Objectives

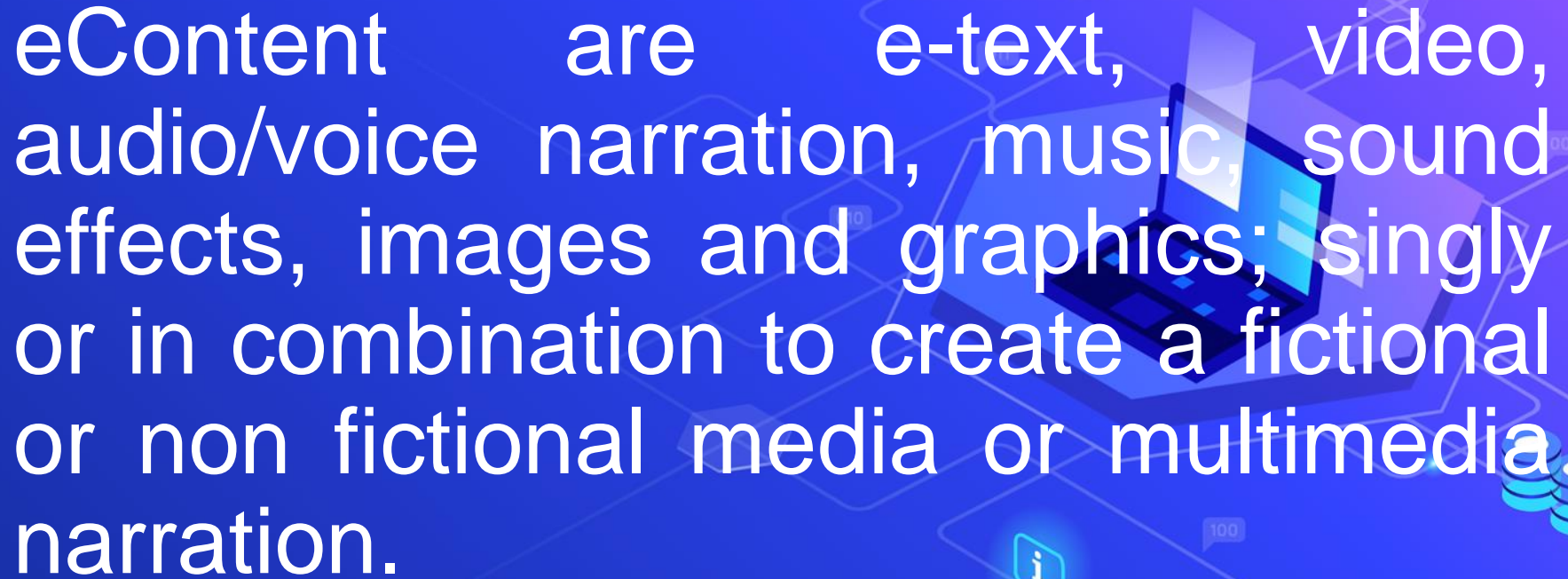
- ❑ Concept of e-Content
 - ❑ Different forms of eContent
 - ❑ Process of e-Content Development
 - ❑ Pre production
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Continued

- ❑ Production
 - ❑ Post Production
 - ❑ Instructional design for eContent development
 - ❑ Demonstration of sample e-Contents
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eContent for Teaching Learning

eContent are e-text, video, audio/voice narration, music, sound effects, images and graphics; singly or in combination to create a fictional or non fictional media or multimedia narration.

The background is a vibrant blue gradient with a network of glowing white lines and nodes. A central laptop is shown with a document icon above it. To the right, there is a stack of four blue coins. Various data-related icons are scattered throughout, including a speech bubble with an 'i' inside, a speech bubble with '100', and a hexagonal icon with '10'. The overall aesthetic is futuristic and tech-oriented.

Forms of eContent

- Mind Maps
- Maps
- Simulation
- Audio
- Video

- Advertisement
- Interactive media
- Info graphics
- Photographs



Forms of eContent

- Animation
- Cartoons
- Slide shows
- Timelines

- Diagrams,
- Flow diagrams
- Charts,
- Graphs,



Pre- Production stage

This stage from idea generation, research on needs of target groups, selection of content, format and style of the programme.

Pre-production is planning for the programme including production proposal and budget. Pre-production coordination involves contacting artists and subject experts getting clearances and permission for shooting, preparing shooting schedules, etc.



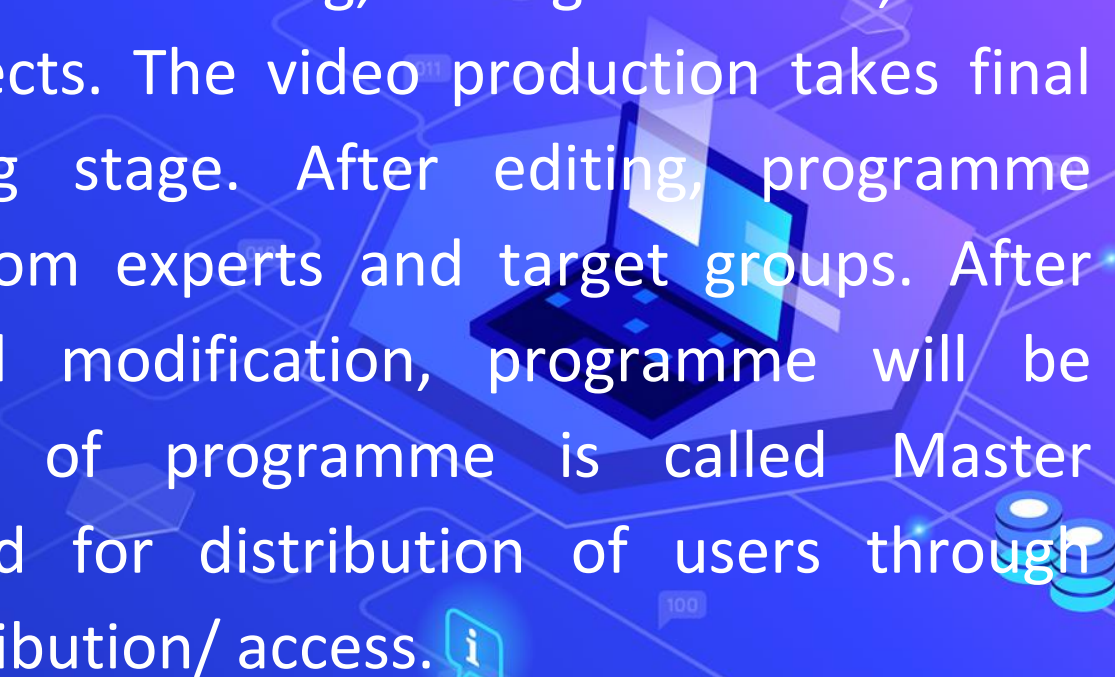
Production stage

This involve recording of the programme in studio and or outside of studio.



Post production stage

Post production comprises editing, mixing of visuals, sound music and sound effects. The video production takes final shape during editing stage. After editing, programme obtained feedback from experts and target groups. After feedback if required modification, programme will be modified. Final cut of programme is called Master Programme and used for distribution of users through various modes of distribution/ access.



DEVELOPMENT PROCESS

→ Steps in Script Development and Production

- ◆ Know your Audience
- ◆ Select the Theme /Topic
- ◆ Development of Briefs
- ◆ Research on the subject
- ◆ Sequence the Content
- ◆ Select the Presentation Format



→ Devices of Holding Children's Attention

- ◆ song, riddle, music, sound effects, fun/humor, pause and rest
- ◆ Interactivity
- ◆ Involve Children



Elements of a Good Script

- ◆ *An Attractive Start*
- ◆ *Clarity of Concept*
- ◆ *Objective based Content*
- ◆ *Known to unknown Approach*
- ◆ *Interactive*
- ◆ *Simple Language*
- ◆ *Smooth Transition*
- ◆ *Component of Humor / Fun*
- ◆ *Reinforcement with variety and linkage*
- ◆ *Smooth close down*



Sample Script, Storyboard and Video

https://docs.google.com/document/d/1fmSWbeWHSRhGvTWPjHraTSIN2o_vuSQp/edit

https://drive.google.com/drive/u/0/folders/1ItP-Go5QTqdqyYG5BA7DDzLjsu5QW_D1

https://drive.google.com/drive/u/0/folders/1ExWsWbx6PdnP_TBoJm_kaHvYLJtwFb4o



Sample Script, Storyboard and Interactive e-Content Mathematics

https://docs.google.com/document/d/1B_sVV1Rxu3ZaprUI9IVTOZ4Z0Vttvnd8/edit

<https://drive.google.com/drive/u/0/folders/1aqGgFIUy0cP5EsrrnD9z3SffxdumyBm>



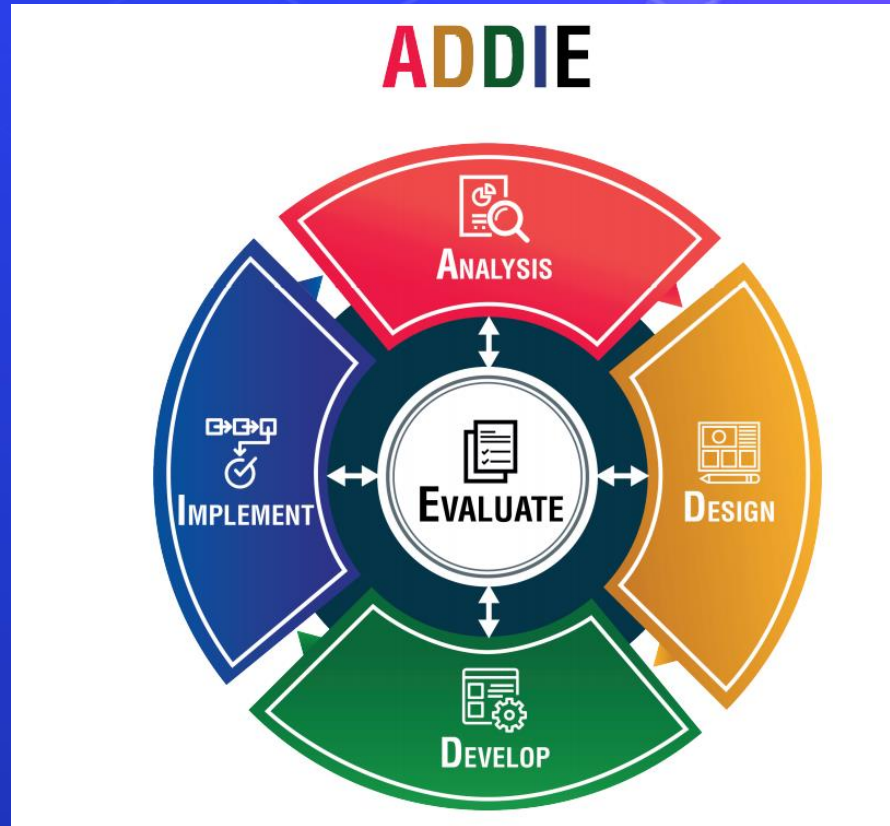
Sample Script, Storyboard and Interactive e-Content EVS

<https://docs.google.com/document/d/1Kd-yM4B3syfpGUDMCLQXyFbWKJvE2EYz/edit>

<https://nroer.gov.in/55ab34ff81fccb4f1d806025/file/5d231b1c16b51c01732f7e7f>



Instructional design for eContent development



Criteria For Selection and Integration

- ❑ Availability
- ❑ Suitability to Pedagogy and content
- ❑ Accessibility
- ❑ Reliability and Validity
- ❑ Economy/Costing



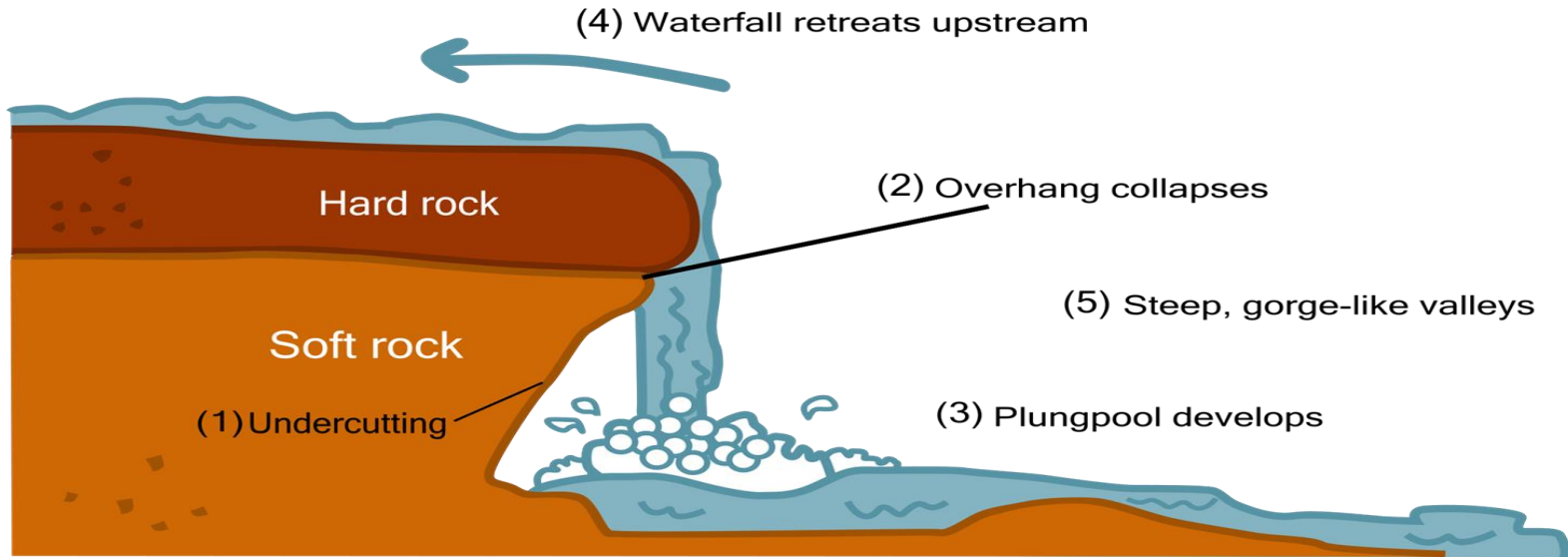
Use of e-Content in a Classroom Plan

- Pre Lesson
- Mid Lesson
- Post Lesson



Exemplar eContent: Diagram

<https://www.youtube.com/watch?v=n-T0F6U788M>



Questions & Discussion



Thanks for your attention