# INTERACTIVE RESOURCES

- Concept, Purpose and Types
- Script writing and storyboarding
- Development & Dissemination Process
- Developing Interactive Resources Hands-on activity



#### AGENDA —

O1 Session-1 - 10:45 am - 11:15 am

Interactivity in teaching and learning

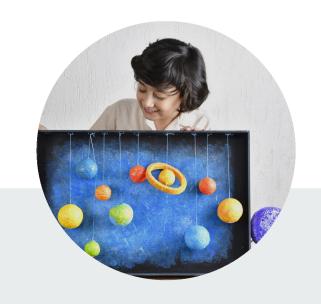
- Concept
- Purpose and Types

- 02 Session-2 03:45 pm 05:15 pm
  - Development & Dissemination Process
  - Developing Interactive Resources Hands-on activity

# What is Interactivity?

The <u>involvement</u> of <u>users</u> in the <u>exchange</u> of <u>information</u> with <u>computers</u> and the <u>degree</u> to which this <u>happens</u> - *From <u>Dictionary</u>* 

#### Interactivity in Teaching Learning Environment



**Learner-Content** 



Learner-Instructor



Learner-Learner

## Examples of Interactive Resources



Quizzes & Polls with Immediate feedback



**Clickable Infographics** 



**Drag and Drop Activities** 

Examples of any
Interactive Content
that you used in your
teaching-learning
environment



#### Scan and Share

## Why Interactive Resources?



- Boost engagement
- Support active learning
- Allows tracking of learners' behaviour
- Promotes Critical thinking
- •Often, bridges the gap between theoretical knowledge and its practical application
- Helps students develop digital literacy
- Allows collaborating and communicating











### Types of Interactive Resources



#### **Quizzes and Polls**



**Virtual Labs** 



**Simulations** 



**Discussions** 



Infographics



Games

# Choosing the Right Type



- Match resource type to learning goals
- Consider audience needs & access
- Align with time and tech constraints
- Balance engagement with simplicity

Choosing the right resource type saves time and ensures impact

# Let the situation demand



- Consider
  - Content demands
  - Learner needs
- Avoid adding interactivity just for the sake of it, please.

## Quick recap



- Interactive resources actively engage learners
- Require action, feedback, and participation
- Purpose & Benefits
  - Boost motivation and retention
  - Support personalised, active learning
  - Encourage collaboration
- Types
  - Videos, Simulations, Infographics
  - Quizzes, Storytelling
- Choosing the right type (based on context)



### THANK YOU!

ANY QUESTIONS?





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### References and License

#### References

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