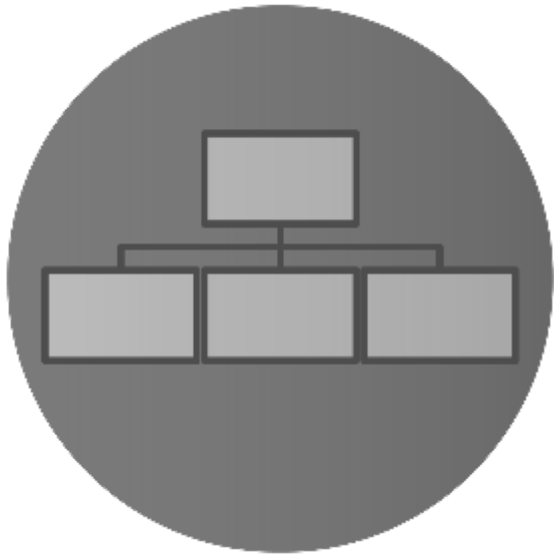




Course Design: Step 3 – Developing D – Adding Multimedia to your Course

Gilles Laberge

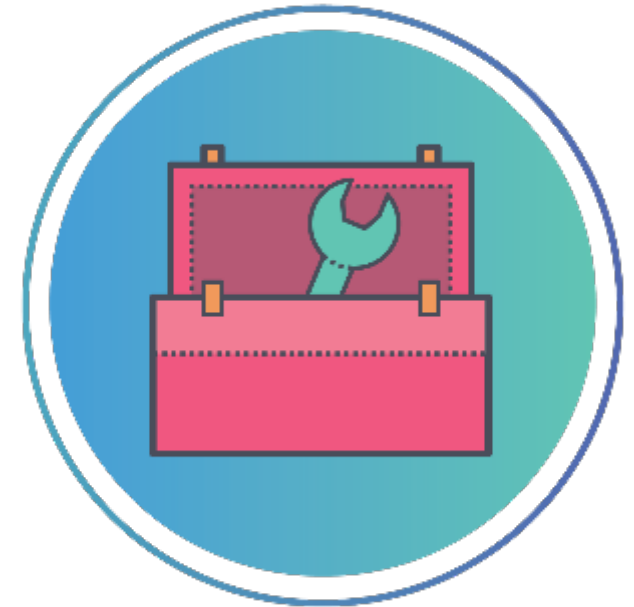
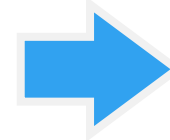
Webinar Series



Webinar 1
Mapping

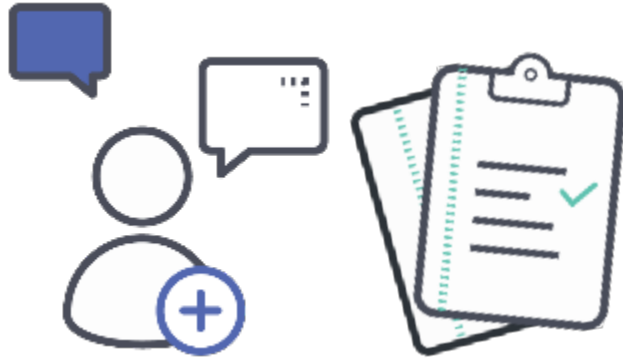


Webinar 2
Communicating



Webinar 3*
Developing

Development Webinars



Virtual Campus

Basics Notions
Communications
Evaluations



Adobe Connect

How to Setup
Common Functions
Best Practices



Video & Audio

Tools Available
Best Practices

Learning Outcomes

- Evaluate the need for multimedia
- Identify sources of free video content and insert them into Brightspace
- Understand the format requirements and size limits of Brightspace
- Evaluate cameras for online use
- Know softwares used to record and edit video clips
- Describe alternative for delivering live and recorded content



Session Outline

1. Use of images and multimedia
2. Using existing video
3. Limitations and best practices
4. Webcams and getting better video
5. Recording yourself
6. Alternatives to video



Options...



 **YouTube**

vimeo

And others...



brightspace
by D2L

Insert Stuff

Video Note

Record Webcam Video



Resources

- Speed Test – <https://www.speedtest.net/>
- Video Conversion Software – <https://handbrake.fr/>
- Screen Capture Software – <https://obsproject.com/>
- Turning Your Phone Into a Webcam
 - <https://www.e2esoft.com/ivcam/>
 - <https://www.kinoni.com/>

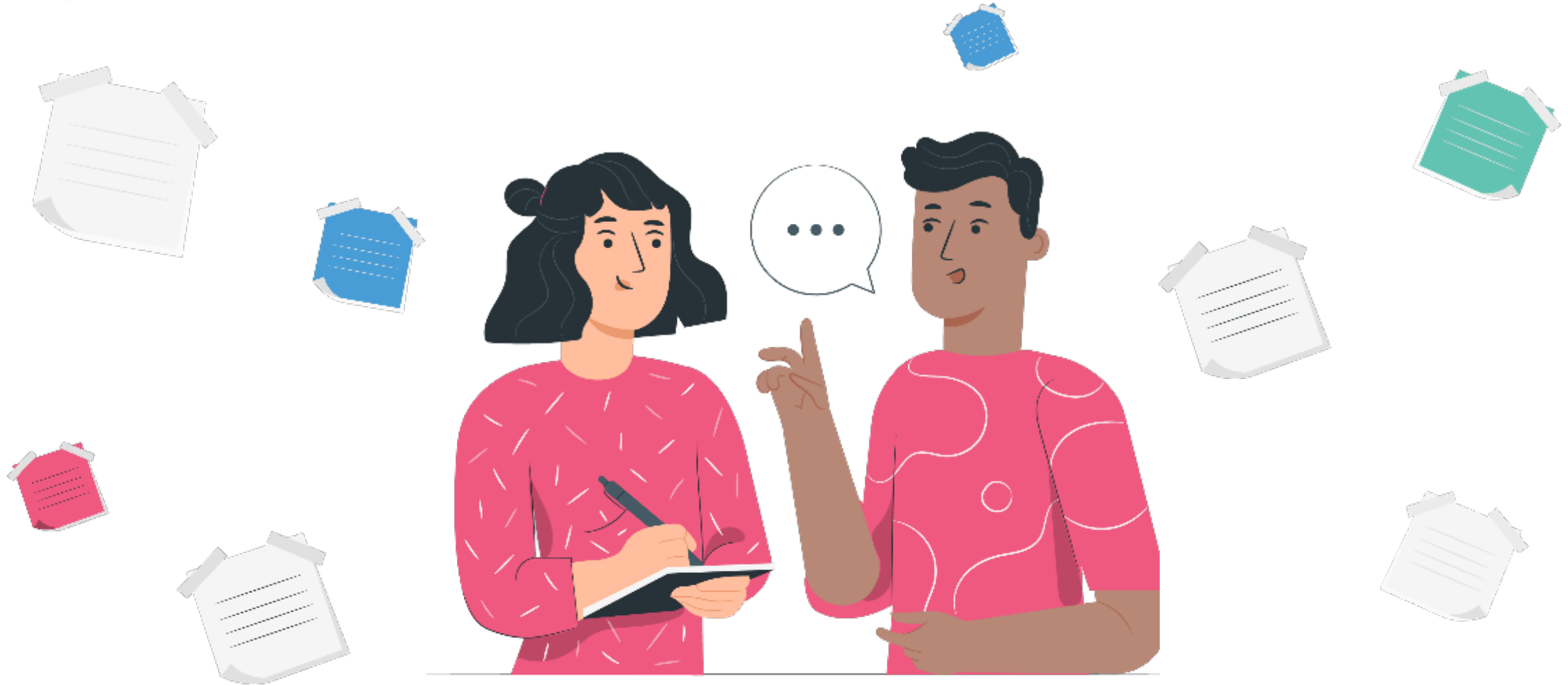


Resources

- Recording Your Webcam
 - <https://webcamera.io/>
 - <https://www.cam-recorder.com/>
- Editing Your Video
 - <https://www.openshot.org/>
- Getting Better Video Quality from your Phone
 - <https://www.filmicpro.com/>



Questions...



Course Design: Step 3 – Developing **D – Adding Multimedia to your Course**

If you need more help...

Teaching and Learning Support Service (TLSS)

www.tlss.uOttawa.ca

saea-tlss@uOttawa.ca

