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University of the West of Scotland

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[DETAILED INFORMATION OF MEDIA PRODUCED FOR BLENDED LEARNING AND DISTANCE LEARNING PROJECTS]

This document contains information of the media I produced during my involvement in blended learning and distance learning projects. The document briefly covers what my role within each project encompassed and lists our partners along the software I used to produce the media items.

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Detailed blended learning and distance learning Project information

Blended Learning of Construction Skills 1 (BLoCS1)

BLOCS 1 is a series of tutor lead e-learning courses focusing on theoretical and practical aspects of construction skills. The courses were aimed at adults, school students and school leavers. The course was developed when I worked at **Glasgow South West Regeneration Agency** with our initial partners **Cisco Learning Institute** and **Aries Technology** (who developed the user interface) and other key Scottish further education establishments. We also consulted with the JISC Regional Support Centre Scotland S&W on accessibility advice for the user interface and guidance throughout the project.

Project time scale: July 2005 - March 2007

I was involved in:

- Developing main media for all seven of the BLOCS 1 courses.
- Filming and editing all of the video utilised in the curriculum.
- Designing the user interface and content icons used throughout courses.
- Producing and designing the Activity User Interface.
- Liaising and working with Subject Matter Experts on a weekly basis to establish and develop the media required for their particular subject.
- Maintaining PSD, image and video library.
- Being involved in the design process of the user interface.
- Photographing all of the tools, equipment, models and PPE equipment used throughout the courses.

The following clarifies what media refers to:

- Illustrations
- Animation
- Videos and interfaces
- Diagrams
- User Interaction
- Activity Interfaces
- Interactive games
- Photographs

Actionscript 2 was used to develop the interactive media assets.

Educational and support partners were:

- South Lanarkshire College
- Glasgow Metropolitan
- Reid Kerr
- Anniesland College
- John Wheatley
- JISC Regional Support Centre Scotland S&W

BLOCS 1 was made available to our partners, for them to integrate into their e-learning programmes and the students to benefit from it.

Below lists the software used in the production of BLOCS 1:

Flash 8
Photoshop CS 2
Dreamweaver 8

Blended Learning of Construction Skills 2 (BLoCS2)

BLOCS 2 is an online construction curriculum aimed at the college age group and above. The course was developed to be a mixture of e - learning and tutor lead practical sections. It was produced when I worked at **Glasgow South West Regeneration Agency** and our partners **Lewisham College** and **The Eden Project** provided the technical expertise and some of the media assets.

Project time scale: April 2007- September 2008

I was involved in:

- Developing and designing the user interface, navigation, icons and graphics used throughout the whole project.
- Producing engaging and interactive media to enhance the learners experience in several subjects and topics.
- Implementing end of topic quizzes throughout the curriculum.
- Liaising with key partners in weekly and key milestone meetings to ensure deadlines were being met and media produced as required.
- Writing and updating course documentation and specifications.
- Maintaining image, media and video library.

As mentioned above, aside from developing the user interface etc. I was also involved in developing interactive media for the course as well.

The following clarifies what media refers to:

- Illustrations
- Animation
- Videos and interfaces
- Diagrams
- User Interaction
- menus
- Interactive games

Actionscript 2 was used to develop the interactive media assets.

BLoCS 2 is being used by Lewisham College as part of their internal e-learning programme.

Below lists the software used in the production of BLOCS 2:

Flash CS3
Photoshop CS3
Dreamweaver CS3
Illustrator CS3
Adobe Sound Booth
Adobe Premiere

Innovation of Financial Literacy Skills Scotland

The Financial Literacy course was to be aimed at adult learners across Scotland, accessible to a broad age group (16+). It was to be delivered at local learning centres across Scotland via trained personnel and in conjunction with our partners at **BBC Raw Money.** My colleagues and I at **Glasgow South West Regeneration Agency** developed the interface, learning materials and main media.

The intended completion date for this project was to be April 2011, however due to funding being cut short just before the half way point it was February 2010. The course was not completed, but I thought it relevant to include this demo as it showcases some of the main media I developed.

Project time scale: April 2009- February 2010

I was involved in:

- Developing main media for several of the subjects.
- Involved in the story boarding process.
- Researched and co wrote a subject and glossary for the course.
- Utilised Actionscript 3 to produce applications and interactive games.

The following clarifies what media refers to:

- Illustrations
- Animation
- Videos and interfaces
- Diagrams
- User Interaction
- Interactive games

Actionscript 2, 3 and XML were used to develop the interactive media assets.

I enjoyed the initial expanded role of researching, writing and story boarding course material for the Financial Literacy curriculum, along with producing media assets and utilising Actionscript 3.

Below lists the software used in the production of the Financial Literacy Demo.

Flash CS3
Photoshop CS3
Dreamweaver CS3
Illustrator CS3
Adobe Sound Booth
Adobe Premiere

Media Produced at Learn Pro

•Responsible for the development of media assets for our interactive online learning curricula using a

variety of rapid e-learning software. Clients include NHS, Strathclyde Fire Services and Police

•Utilising Actionscript 2 & 3 to produce interactive learning objects used in online courses by the NHS and other national emergency services

•Developed animations in Flash for use in online courses.

•Liaised with Subject Matter Experts (SMEs) from NHS and NHS Education Scotland (NES) when developing User interfaces and media assets for courses and modules

•Authored, developed and uploaded 24 modules for the NHS and several courses for Strathclyde and Cheshire fire services using Blackboard (Wimba) Create

•Designed User Interfaces using Adobe Photoshop and subsequently authored them in Blackboard (Wimba) Create

• Developed and created quizzes and other interactive games using Adobe Captivate, along with used Raptivity and Articulate.

• Created interactive templates and presentations using Microsoft PowerPoint

Software Used:

Wimba (Blackboard) Create
Photoshop CS6
Flash CS6
Captivate CS5
Articulate
Raptivity