

## **Recording demonstrations for inclusive learning in design**

This exemplar is relevant to Digital Student challenges:

***Deliver an inclusive student experience, using technology to overcome disadvantage and difficulty of access***

The Department of Computing and Information Systems at the University of Greenwich has been experimenting for a while with the use of video capture in screen-based courses such as games design and animation. Applications include:

- audio and screen recordings of design tasks made by the tutor to accompany lectures;
- students recording design tasks with audio and screen capture and submitting these instead of a written exercise;
- practical submissions being assessed via live debate and tutor/peer feedback, which is recorded and made available for review by the student;
- recording of formative seminars, especially where students are demonstrating practical screen-based work;
- recording of final year project demonstrations so external examiners can see the process as well as the outcome.

The tutor reports good results with these approaches:

- *[Recorded peer feedback] is more intensive, interactive and a great deal quicker and easier... I also have evidence that a student has demonstrated a level of knowledge and understanding beyond the initial submission.'*
- *'[Capturing student feedback sessions] allowed all 50 students to do the seminars in a 2 hour period, rather than the 10 hours it would have taken previously to sit in on each individual group.'*
- *'a few students had questions on making sprite for their games, so using video allowed me to answer, demonstrate and share with all of them.'*

Feedback suggests that the recordings have also been popular with students:

- *'Videos on how to use Unity are excellent, you really can understand and look back at how to do certain things.'*
- *'The use of examples and videos help contextualize the content which we are learning.'*
- *'Watching the videos... was really helpful and I found them much easier to follow compared to reading the pdf file. I would have found the course much harder without them.'*
- *'During the Lecture, the teacher is recording it with explanations ... this makes it easier to follow the steps at your own time.'*
- *'The additional tutorial videos supplied were a great help clarifying the more obscure problems that came up whilst doing coursework.'*

This year, as a measure to support a profoundly deaf student, some of the tutors'

recordings are also being transcribed and captioned. All students will benefit from having practical sessions available to them via several different media.

### **How does this meet the challenge?**

- Making course materials available in a range of media including audio/video supports students with a range of learning needs, including dyslexic students (who are often over-represented in design-based courses).
- Screen capture software is straightforward to use and allows for a synchronised audio/video track to be added with little additional effort.
- Meeting the needs of students with specific learning needs almost always benefits other students as well.

### **Find out more**

- [YouTube video](#)

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