

Multimedia  
Competencies for  
University Staff to  
Empower University -  
Community



## Multimedia production techniques

### Interactive materials

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# Learning objectives:



1. To show in discuss levels and types of interactivity of multimedia in e-learning contexts
2. To identify methods and digital tools supporting the embedding of interactivity into learning
3. To demonstrate the most traditional methods of embedding interactivity into learning

# 1. Types of interactivity

1. learner-content interaction
2. learner-instructor interaction
3. learner-learner interaction

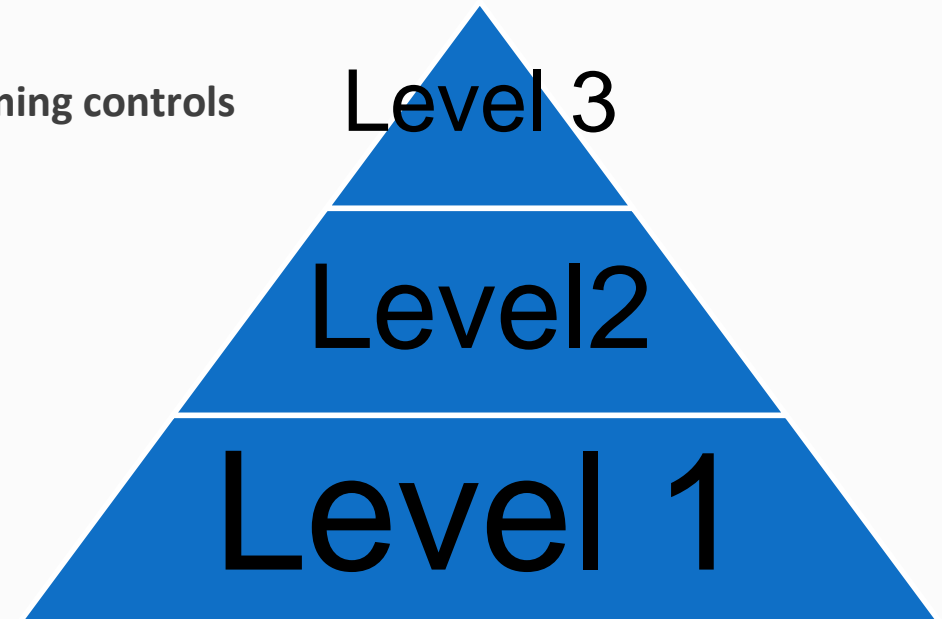


# Behavioural interactivity

The user performs a physical activity to complete a learning task (e.g., clicking a link or a button, dragging an item)

Three levels:

- clicks, drag-and-drop, text input, **simulations**, **VR/AR**, and **gaming controls**
- clicks, **simple drag-and-drop**, and also **simple text input**
- **click interactivities**, which simply load the content or navigate through slides

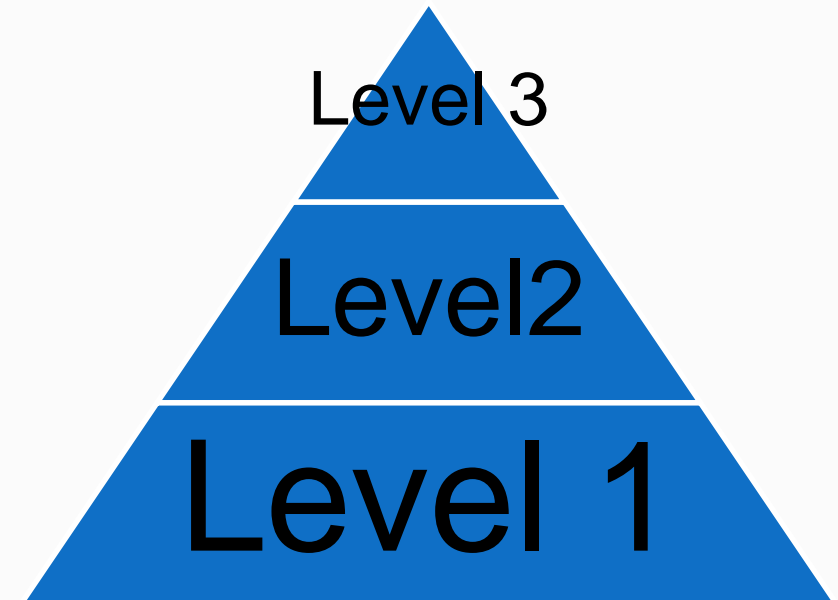


# Behavioural interactivity

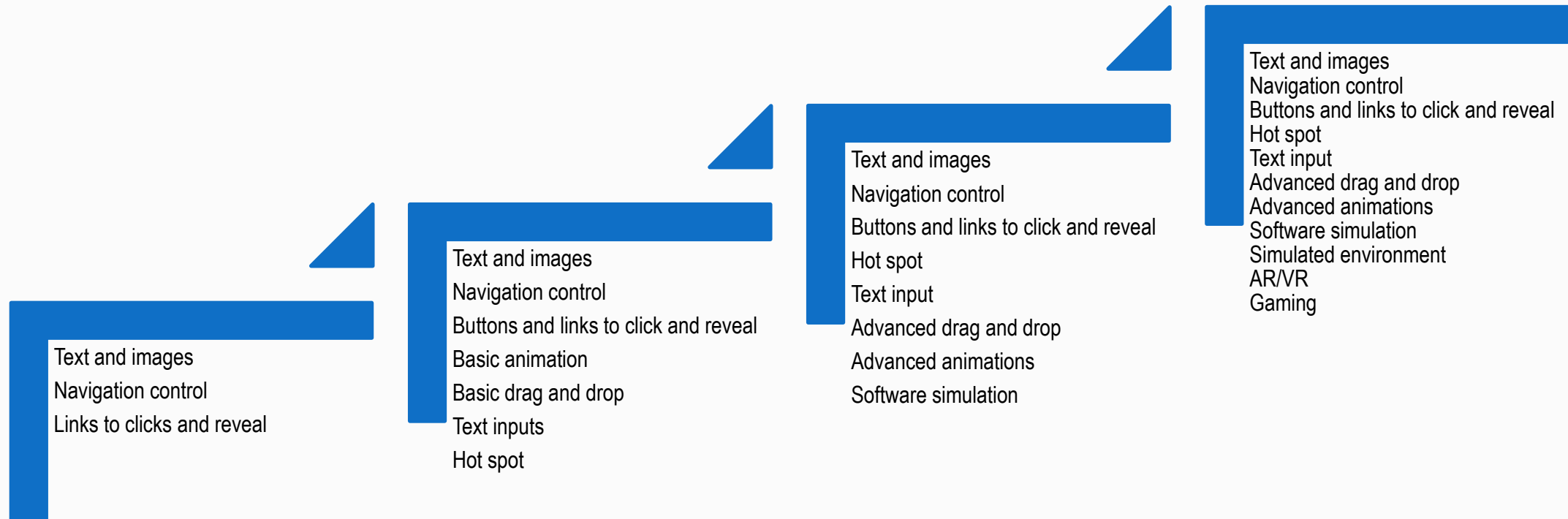
learners' use of learning strategies to mentally process the knowledge presented in the interactive learning system

Three levels:

- **synthesis and evaluation**
- **application and analysis**
- **knowledge and comprehension**



# Adding interactivity to computer-mediated learning systems



# Tools to embed interactivity into learning

Tool	Behavioural interactivity			Cognitive interactivity		
	click interactivities	drag-and-drop, text input	simulations, VR/AR, gaming	knowledge and comprehension	application and analysis	synthesis and evaluation
H5P	✓	✓	✓	✓	✓	✓
XERTE	✓	✓	✓	✓	✓	✓
PowerPoint	✓			✓		
Kahoot	✓	✓		✓	✓	✓
Socrative	✓		✓	✓	✓	
Thinglink	✓		✓	✓	✓	

## References and further readings:

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