Navigating Through the New Video Technology Jungle

With new video technologies introduced at a regular basis, educators often find themselves confused and reluctant to participate in video learning techniques. This 4-day workshop will begin to explain the new technologies while demonstrating practical applications for the classroom. We will show examples of educational uses of digital video, DVD’s, video blogs and podcasts.

**Day1:**
Overview lecture and demonstration of new technologies: high definition television, “prosumer” cameras, non-linear editing, graphics creation, DVD authoring, video streaming, video blogging and video podcasting. Basic technology, terms and techniques will be explained. Set up and demonstrate a basic interview 3 lights and lavaliere microphones. Shooting and audio techniques will be discussed and demonstrated.

**Day 2:**
Have students break into 4 groups and participate in shooting a “story” with interviews, stand-ups and b-roll. Demonstrate importing and editing video into a non-linear editor.

**Day 3:**
Video shot in class has already been imported into 4 or 5 computers. Demonstrate editing on a simple editing program such as Windows Movie Maker. Show very basic graphics and effects techniques. Student will cooperatively edit video. Discuss video file sizes and their uses.

**Day 4:**
Demonstrate DVD authoring and burning. Edits made during class will be burned using a basic authoring program such as Sonic. Give an overview of Internet streaming. Show how video is being used for educational purposes on websites, video blogs and video podcasting. Demonstrate uploading to the server of a site such as YouTube or MySpace. Discuss educationally oriented video streaming services.