

Roadmap to Technology in a Video Production Classroom



Current Trends

Future Trends

Educational technology today demands that students have the knowledge and ability to communicate, create, collaborate, and think critically to be solution-oriented citizens (Zimmerman, 2018). Teachers who provide students with a technology-enriched learning environment that promotes those skills through experiential learning increase students' interest and interactive engagement, putting knowledge into practice, and preparing them for the future and dynamic global society (e.Republic, 2018). Students are more motivated to learn when teaching and learning mimic their daily lives and meets their individual needs.

The use of audio and video productions is increasing in physical, online, and blended learning courses and classrooms (Rudd & Rudd, 2014). The future of educational technology calls for teachers and students to have access to the latest advancements in videography and digital information, such as augmented reality, virtual reality, and artificial intelligence, to increase digital literacy and create practical learning experiences students will enjoy. (Roblyer & Hughes, 2018). Bringing the digital world students live in into the classroom through virtual means or by way of mixed reality, better prepares students for the workforce and develops their ability to navigate situations (Tech Journal, 2022).

Current Social Media Platforms

01

Flip

Flip is a social learning platform that fosters collaboration through discussions and video creations. Teachers use it as a tool to build oral communication, expressive language, and formative assessments. Students, families and friends can share videos

Advantages:

- promotes differentiated and equitable learning for all students through voice and choice
- provides a space for creativity and imagination
- creates a secure location for students to develop confidence, communication and work products

Challenges:

- Lack of informative feedback on student post
- Intentional planning for meaningful use

Mango (2021)

Vimeo

Vimeo is a video-sharing platform that affords users to watch, upload, and share videos. It consists of a professional learning library of videos from other users.

Advantages:

- focus on high-quality video
- ability to live stream
- options for customizing and publishing videos
- opportunities to control access and websharing

Challenges:

- Upload process takes a long time and tends to buffer or stall during installation
- Streaming may be slow and unreliable

Shaner and Donmoyer (2022)

02

03

YouTube

YouTube is a comprehensive social media platform designed to inform, educate, and entertain through video sharing.

Advantages:

- access to video tutorials, inspirations, and more
- a free platform that enhances learning
- accessible anywhere you are in the world

Challenges:

- Easy access to explicit content not suited for students
- Disruptive ads before and during video review
- Relies on internet connectivity

Roor (2020)

Future of Technology

Virtual Reality (VR)

Virtual Reality opens up opportunities for students to transport into a virtual world that resembles the real world or simulations of one that makes learning more active, engaging, and collaborative for students.

Advantages:

- creates an immersive environment where students can interact and manipulate objects through their senses, making the learning experiences feel authentic and memorable
- brings locations and situations closer for students to access to learning

Challenges:

- requires streaming and reliable bandwidth
- school standards and curriculums are bandwidth lessons that outline how to use and how to
- teachers lack the knowledge and skills to facilitate VR learning

Alexander et al. (2019)

04

05

Artificial Intelligence (AI)

Artificial Intelligence is a computer system that carries out tasks normally performed by humans. These machines or robots accomplish tasks that require intelligence which are generally conducted by humans.

Advantages:

- capability to enhance the quality of life through personalized learning experiences
- computation and algorithms help to generate data that identifies needs
- interpretation of data to solve problems and its potential impact on the learner

Challenges:

- ethical concerns with how AI data is used and its impact on the privacy of the learner
- uncertainty as to the longevity and potential replacement of AI for human interaction

Alexander et al. (2019)

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