

# Educational media guides Practical approaches to designing effective videos

http://bit.ly/2MyMoJ1

 $\partial$ 



Media resources should align with identified **learning objectives** of the overall course/unit.

### **Clarify if the video is:**

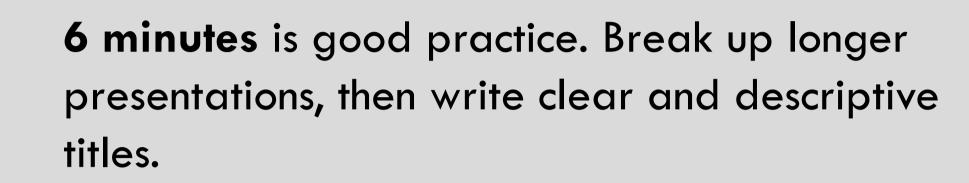
- Essential
  - Recommended
- Supplementary

Not all content is suitable for video, consider alternatives such as readings, podcasts & pre-existing material.

### Video length

### **Planning & scripting**

Ensures videos are well structured and concise. A simple story board can assist in **'thinking visually'**. Record yourself reading your script and adjust accordingly.





In education, audio and voice clarity is key. Presenters should speak clearly and avoid unnecessary jargon and colloquialisms.

## **Microphones & spaces**

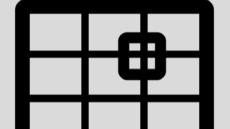


Microphones should be placed within one metre from the speaker. Avoid locations with ambient echo, airconditioned and background (i.e. traffic) noise.

## **Camera basics**

Minimise unnecessary camera movement. Image should be correctly **exposed** and in **focus**.

### Framing interviews



When framing/positioning a face, use the 'rule of thirds'. Interviewee should look slightly to the side of the camera.



### Place the camera near the primary light source (i.e. window).



### On screen presence

Presenters should address the camera directly. Speaking enthusiastically in a natural way works better than reading from a dense text. **Teleprompters** for longer scripts can be useful.



### Final checks, what to look for

Can the camera be moved to a better position? Are there any elements like striped/patterned clothes, bright or moving objects that might distract? Allow 'screen space' for captions and graphics that will be added later.

## High v low fidelity



Develop concise, well-structured videos with supporting visuals that are clear and complement the spoken word. Videos do not require high production costs to be effective.









- Arc in Canvas can accurately & automatically generate captions check for any inaccuracies.
- Keep text on screen to a minimum: don't use more than 5 bullet points on screen at a time or 50 words in total.
- Use contrasting foreground and background colours, legible fonts, graphics, tables etc.
- Minimise complex visuals that **don't scale** well on smaller screens.
- Branding templates are available from Marketing & Communications

All icons from the Noun Project. Rule of Thirds by Ismael Ruiz, ES. Link by Numero Uno. Traffic Light by Musmellow. Zoom by i cons. Hearing by Ayub Irawan, ID. Low Vision by Mark Caron. Television by Adrien Coquet, FR. Cameraman by IconTrack. Hollywood star by Ben Davis, RO. Microphone by AliWijaya. Audio by glyph.faisalovers. Screenwriting by ProSymbols, US. Alarm by Gregor Cresnar. Lighthouse by Marco Livolsi, IT. All other icons and images under License from Shutterstock.com.

Produced by the Educational Innovation Team. This work is licensed under a Creative Commons Attribution-Share Alike 4.0 International License. Version 1 (2018-08-09)

