

Making a Digital Explanation with Blended Media using “Windows Live Movie Maker for Windows 7” (If all else fails.....read the instructions!)

(Bring mobile phone, cameras, laptops, **connecting cables**, headsets or microphones, or any other equipment you might need.)

Blended Media = narration with any combination of digital image forms (static images + slow moving images + video + screen captures + podcast). You can mix and match your images to suit your narration and not all need to be included. This is an excellent example of multimodal learning i.e. making decisions about which image modes (still, slow-moving, fast moving) complement a voice mode.

Background

An **explanation** is a factual text type or genre with the specific purpose of providing information to show how or why something happens. A key part of science is explaining why things work in the world. Other text types include procedures (order of steps) and a narrative (tells a story). A clear explanation can have the following steps or elements:

1. Starts by naming what is to be explained
2. Describes or defines the elements
3. Shows the relationships between the elements
4. Provides an example
5. Concludes with a summary

A digital explanation is an audio narration that is supported by various forms of digital media (static images, slow-moving images and fast moving images). A key part of making a blended media is understanding the purpose and affordances (design particulars) of each media form in order to make decisions about how to best blend them to complement a narration for the purpose of making a clear digital explanation. In essence it is a matter of choosing what media to use and the best frame speed of the images to suit the narration that links all the media.

Digital Media Form	Purpose
Static or still Images/digital storytelling (images at 5-15 seconds per frame)	Can be used to introduce or conclude an explanation as well as naming/identifying and describe elements of a topic. A static image can also be used to show a photograph of a real life example of how something looks. Additional information can be gained from http://uow.libguides.com/digitalstorytelling
Slowmation or slow moving images (images moving at 2 frames per second or .5 second/frame)	This is an effective form of digital media to break down a complex concept and demonstrate relationships with objects moving in slow-motion (e.g. how particular elements relate to each other and to the topic). Slowmation enables you to manipulate inanimate objects as stop-motion animation and show movement between items that would otherwise be static. Additional information can be gained from www.slowmation.com
Video (fast moving images at 25 frames/s per second)	Can be used to demonstrate an actual real life example of how something looks/moves by itself.
Screencast (screen captures using “Shift + Command + 4”)	Similar to static images that can highlight a particular point to support the narration, a screen capture can highlight a table, flowchart, text, graph or diagram that is captured from a computer screen.
Podcast (audio recording without images)	Useful if an image will distract from what is being verbally explained. Also useful to encourage a listener to visualise a scenario or illustration in their own head. Could also be used as a summative tool for the listener to recall the key points communicated by the static images, slowmation, and video used in the blended digital media product.

Planning

The most important aspect of designing and making a “student-created blended media” is to PLAN using a storyboard or “chunking sheet” to help design the type of media and narration. You need to write the narration first as the type of the narration is what determines the most appropriate form and combination of digital media so that the images suit the narration to enhance the quality of the explanation. It is also a good idea to collect your different images in one folder before you start making the media.

Instructions

Transfer any image files or video files from devices and USB drives to a folder on your computer desktop so that they are ready to be imported into the Windows Live Movie Maker program as follows...


1. Create your Project

Open Windows Live Movie Maker and select Home from the tool bar:

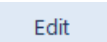
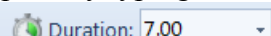


2. Import your still images

It is best to collect all your images (still and video) and put them in a folder on the desktop so that you have them in one place in case there are technology problems. Where possible to have **LOW RESOLUTION PHOTOS**.

Adding Images: Select  and a window will appear for you to select the pictures you want to add.

Change the frame speed: The images that you import will appear in a box in the right of the screen. Each image is set to play at one frame every seven seconds. If you wish for images to play at a faster or slower frame speed:

1. Highlight the images (to select multiple images hold down on ctrl while highlighting by clicking)
2. Select  from the tool bar
3. Adjust the frame speed by typing the amount of seconds you wish to pass between each frame in the duration tab: 

➤ Note: Images that are part of a slowmotion usually play at approximately 2 frames per second (type 0.5 in the duration bar). Images that are part of a digital story/ static image slideshow play at approximately 10-15 seconds per frame.

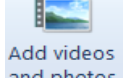
Copyright Free Images: You can import images from Google Images as long as they are copyright free. Go to “Google Advanced Image Search” at www.google.com/advanced_image_search, write the word you want selected at the top next to “all these words” and then down the bottom there is a choice about “usage rights”. Select “free to share, use or modify, even commercially”, and then select “advanced search”.

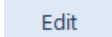

usage rights:




free to use, share or modify, even commercially

Advanced Search

3. Adding Video

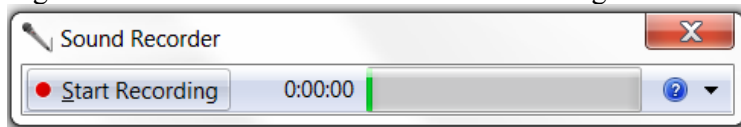
To add a video follow the same steps that you would to add images: Select  and locate the video/s that you wish to include from the pop-up window.

Video Sound alterations: Changing the audio levels of a video can be achieved by selecting  from the tool bar and adjusting . You may wish to keep the video audio or mute this audio and record your own narration.

Trimming/cutting a video: To alter video content (e.g. split the video into different parts and/or erase sections) select  from the toolbar; position the timeline on the video to the place that you want to make a cut and select . This will break the video into two parts these parts can then be moved, deleted or split again accordingly 

5. Adding Narration



Search your computer “programs” for “sound recorder” and the following icon should appear:




Make sure you check that the microphone is on so that the green line is illuminated. Otherwise go into the “control panel” and select “hardware and sound” and click on “sound” and then “recordings”. Check that the microphone is working by clicking on it and click “ok” and check it is turned on or use an external microphone if you do not have an internal one.

Select “Start Recording” to record your narration. When you have finished recording press “Stop Recording” and save your narration file to the desktop. You may find it easier to record in segments and save numerous narration files.

Tip: play the Windows Live Movie Maker files in the background while recording narration to assist with timing and ensure that narration fits the images/video displayed.

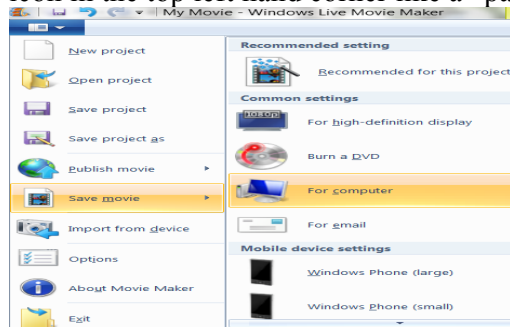
Upload your narration by selecting  from the toolbar and clicking . This will open up a pop up window from which you can select the audio file/s that you wish to import. Arrange the files accordingly by dragging them to sit above the appropriate images/videos.

o *Tip: Once the narration is recorded, adjust the image frame speeds to suit (see above). It is easier to adjust the images to the narration rather than vice versa.*

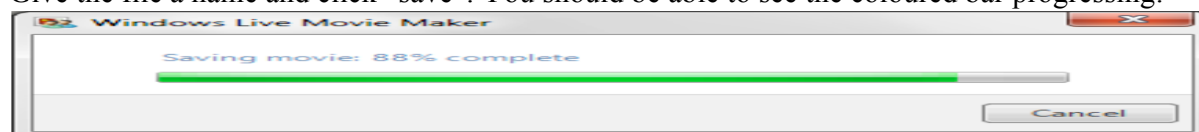
Adding Podcasts: To create a podcast follow the above instructions for recording a narration. You will have to insert a  slide (a blank slide) to play while this narration is playing. You will need to adjust the timing of this slide so that it fits the duration of the podcast (see “change the frame speed” section of Image instructions).

6. Saving the file

To save this file so that the blended digital media is compressed and can be played on other devices, go to the icon in the top left hand corner like a “page”, click it, select “save movie”, and then “for computer”



Give the file a name and click “save”. You should be able to see the coloured bar progressing:



The movie saves automatically into the “My Video” folder. The finished project should be a “.wmv” file which can now be copied to a thumb drive, a CD, or uploaded to the internet.