Making a Digital Explanation with Blended Media using "Windows Movie Maker" for Vista (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 Movie Maker

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. Click on "Import" ⇒ "Pictures"

Find the images folder on the desktop, open it and select all with "Control A" and click "Import"

Change the frame speed: You need to change the frame speed BEFORE you drag them down to the desktop. The default setting is 8 seconds per photo.

3. Go to "Tools", then "Options", then "Advanced" and choose picture duration at 0.500 and the transition should be set at 0.25, click "OK". You must do this BEFORE the next step of copying the photos to the storyboard or it won't change and stays at the default of 5 seconds/frame. Ensure the photos have the correct frame speed to suit its purpose eg the images moving in slow animation need .5frames per second but the images that need to stay longer as static images need 5-15 seconds. Adjust each one accordingly.
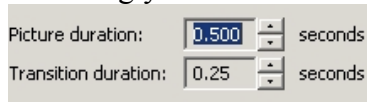
Copyright Free Images: You can import images from Google Images as long as they are copyright free. Go to "Google Advanced Image Search" at www.google.com/advanced_image_search, write the word you want selected at the top next to "all these words" and then down the bottom there is a choice about "usage rights". Select "free to share, use or modify, even commercially", and then select "advanced search".

4. Import your video

To add a video follow the same steps that you would to add still images. Select "Import Video"

Click on the first slide and then "Ctrl + A" to select all. Drag the photos down to the storyboard. The movie will appear in the "Storyboard". Play it by clicking the large arrow in the animation.


5. Making static images to suit a narration

1. Click on the relevant photo in the storyboard and then click "Ctrl + C" to copy and "Ctrl + V" as many times as you need (.5 sec/photo) to keep the static image on the screen which is important for the narration to be recorded later.

2. Use the arrows on the bottom right hand side of the computer to find the images that you want to copy and do the same as above.

3. You can rewind the storyboard with "Ctrl + Q" and play the storyboard with "Ctrl + W" or use the arrow keys.

4. You can delete any unwanted photos by clicking on them and pressing Delete.

5. You can add your own authentic photos or photos from Google Images by copy and paste.

6. Adding a narration

1. Slowmations need a narration or text but not both. It is advisable to write a script first to get the best possible narration which should already have occurred in the storyboarding phase. Go into "Tools" and select "Narrate Timeline".
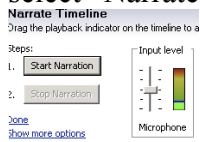
 or click on the microphone icon above the storyboard.

Make sure you click on "audio device" to make sure the microphone is selected and that the green line is illuminated showing that the microphone is on.

2. Click on "Start Narration" and stop when necessary.

3. Make sure you name the sound file and save it.

4. If your narration did not record, make sure you have a microphone in the computer and that it is turned on. You may have to use an external microphone. To test that your microphone works go into "Control Panel", double click on "Sounds and Audio Devices", click on "Test Hardware", then "Next" and your Sound Hardware Test Wizard" should appear with a green line showing testing. The Microphone Test dialogue box will appear and should show movement on the scale if your microphone is working. The version of Windows Movie Maker in Windows 7 does not have a narration option.

7. Saving the animation to the correct format

While you are using Windows Movie Maker, it is not a completed movie as the photos and narration need to be compressed into a finished movie.

1. When it is finished, you can save the project by clicking "Finish Movie" and then "save to my computer"

Name the movie in the "File Name" and "choose a place" which is usually preset as "My Videos", click "Next" and "Next". If you seen the green line this is good as it is compressing the photos and narration together. This saves the movie as a .wmv (window media video) file which allows it to be shared, and opened by other computers. It must be saved as a .wmv to be uploaded to the web site or transferred on a thumb drive. If you just "save" under the FILE menu within Movie Maker it stays within the software as a .WMMV file which cannot be transferred, copied or uploaded. The finished project should be a ".wmv" file which you can now copy it to a thumb drive, a CD or upload to the internet.