

Making a Digital Explanation with Blended Media using iMovie (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 ie 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.

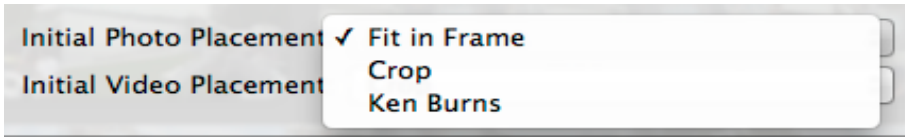
Instructions

1. Create your project:

Open iMovie and go to File ⇒ New Project. Name your project and click “Create”

2. Turn off the default zoom setting (VERY IMPORTANT)

Go to File ⇒ Project Properties and at the bottom of the screen is “Initial Photo Placement”. Click on the drop down menu and tick “Fit to Frame” rather than the default “Ken Burns” (this makes the images zoom in and out automatically). This must be done at the beginning because it cannot be done after the images have been imported.



3. 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. It is important where possible to have **LOW RESOLUTION PHOTOS**.

(i) Still Images from Camera: You can go to the File menu and choose “Import from Camera” or one of the other import options from the folder in which you have your images. Or you can simply drag pictures from your desktop into the top window (where it says “drag them to this area.”).

(ii) Still Images from iPhone: If you are using an iPhone, make sure you have taken your still or video images first. When you connect your iPhone the images are automatically displayed in iPhoto and click “Import” to bring them from the phone to iPhoto. Set up a folder on the desktop, press “Shift” and the arrow key to select all and drag them into a folder you have set up on the desktop. Once they are in the folder then you can disconnect your phone. You then have to decide if you want to keep the photos on your iPhone or delete them. Then select all the still photos by clicking “shift” and an arrow and drag them into iMovie. You can only drag and drop the still photos. You can drag and drop your pictures to change the order. You can right-click to duplicate them. This is the time to look for blurry pictures and to make decisions about any necessary retakes.

(iii) 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”.

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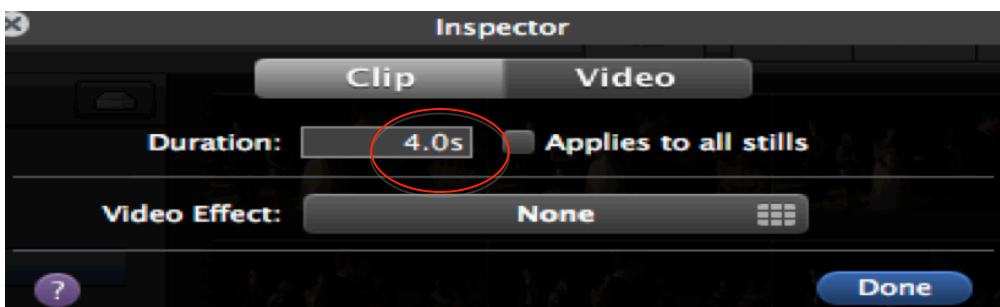
Advanced Search

4. Import your video.

(iii) Videos: Videos have to be first imported into iMovie and then dragged to the where the still photos are. Go to File ⇒ Import Movie which will take you to your computer. Find the movie (in the folder where you copied it) and click “Import”. It will import it into the existing movie area so scroll down the bottom to find it and then you can drag and drop it next to the still images.

5. Set timing.

Double-click on any of your imported images and the properties inspector window will open.



The default setting is 4.0 s. Decide on the duration for each slide to suit the narration. For static images (perhaps at the beginning and end), insert the approximate time duration which could be anything from 5-20 seconds (this can be adjusted later). If the images are part of a slowmotion, change the duration from the default setting of 4.0 seconds to 0.5 seconds, which is the time for a slow-moving image. If you press “Shift” you can select all the photos that need to be that speed and change them at one time. You may need static photos at the end to be longer as well. You will have to practice your narration with the approximate settings first and then change them to complement the narration.

6. Narrate.

Once you have the timing set for the images, trial a narration to approximate the image timing. Adjust the image timing to suit the narration. When you are ready to record, click the microphone icon in the centre of the iMovie workspace.



Then click on a clip to start recording. You’ll see an audio box appear with a green line showing your voice level. You need to click the first clip to start and it is after a three-second count down. You will see the audio file being created in purple. You can delete it if you make a mistake. You can also pick it up and move it around. You can make one continuous audio clip or a set of them (depends on how often you need to stop to check your script) but it is simpler to do it in one run.

7. Add music/sound affects.

You can add music/sound affects if you wish but it often detracts from the narration so perhaps just play some in the background at the beginning and end images. Make sure it does not detract from the narration. To add music click the music note icon in the centre right of the iMovie workspace, select the music from itunes and drag it to the photos.



If you want to add some sound affects you can click on “iMovie Sound Affects” and “iLife Sound Affects” and drag and drop. This works just like the audio you created in step 6 and just adds another sound track. You can copy and paste these to get longer sound affects. However, “more affects can be less quality” so don’t get carried away with the “bells and whistles” and keep in mind the main purpose which is a clear explanation using blended media for “complementarity”.

8. Add a title and credits.

Click the “T” icon in the centre right of the iMovie workspace. Look for a title that works for you. Edit it in the top right of the workspace (add text, etc.). Drag the name of the title to your movie to add it.



9. Save/Share your movie.

Go to Share ⇒ Export Movie Using QuickTime and export the movie to your desktop.

For more help with iMovie go to:
<http://www.apple.com/support/imovie/>