



Mobile Video Production: a BYOD framework toolkit.

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Submission Type: Workshop (100mins)

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Abstract:

Smartphone ownership has become ubiquitous (International Telecommunication Union, 2017), but also fragmented by the variety of manufacturers and models available. In particular there are significant differences between the two major smartphone platforms (iOS and Android). This workshop is designed to provide participants with a cross-platform toolkit for implementing BYOD user-generated mobile video content in higher education contexts (Cochrane & Sinfield, 2019). Grounded on the concepts of learner-generated contexts, heutagogy or self-determined learning (Blaschke & Hase, 2019), and authentic learning (Burden & Kearney, 2016), the workshop facilitators will outline a framework for user-generated mobile video production (Sinfield, 2018). The workshop will illustrate the framework by examples of BYOD student projects, and will introduce participants to a hands-on exploration of an ecology of resources for mobile collaborative video production and sharing via digital social media platforms.

The workshop will suit anyone wanting to gain experience on a BYOD workflow for creating videos, either as student projects, or as resources for a flipped classroom. Participants should bring a smartphone, and download the [Adobe Premier Rush App](#), and the [LaunchPad](#) App for iOS or [GrovePad](#) for Android.

Schedule (100 mins)

- Introductions (5 min)
- [Participant survey](#) (5 min)
- Overview of collaborative mobile video production technologies (10 min)
 - Hardware
 - Student project examples
- Mobile video activities (20 min)
 - [Adobe Premier Rush App](#)
 - Creating a custom sound track with either the LaunchPad (iOS) or GroovePad (Android) App
- *Collaborative Video* project development (45 min)
- Participants choose a topic to work on as a mobile video production team, for example:
 - Nature (Albert Park)
 - Construction
 - Transportation
 - Time Lapse
- Sharing and review of participant projects (Upload to YouTube and share) (10 min)
- Reflections – sharing of project URLs and reflections via Twitter and the #SOTELNZ hashtag (5 min)
- END

References

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