INTERACTIVE VIDEO WITH H5P

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Introduction	This application allows users to add dynamic interactive content (e.g., questions, text, images, URLs, branching scenarios etc.) to a video's timeline to actively engage learners throughout the video while adding useful content to supplement and complement the video content.
Instructional Applications	• Add interactions to existing videos • Add feedback or assessment within the video content • Simple to create, edit, and publish
How To Proceed	Step 1: Visit Teaching Commons' BOLD OPEN course on eClass Step 2: Review the sample interactive video (Lesson 6: Working with Multimedia & H5P) Step 3: Follow the instructions on the next page to make your first interactive video

Please Note: This service is supported by York University and is free for the entire community. If you want to use it in your teaching, it is important to:

- Include the important technical information such as system requirements and technical support information in your syllabus/course page and spend some time on demonstrating the platform/tool to your students.
- Avoid assuming students have access to technical tools required for the platform/tool. Let students know where to access the required technical tools or provide alternatives.
- Start small. We suggest having trial runs to see how it will work for you and your students.
- Have a plan B when technology fails.
- Should you have questions after the workshop, please contact Teaching Commons at teaching@yorku.ca.
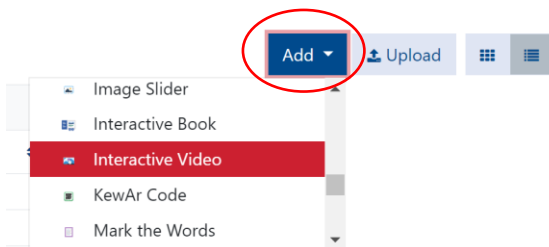
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1. Access the Content bank by locating it on the vertical eClass menu on the left and clicking on it.
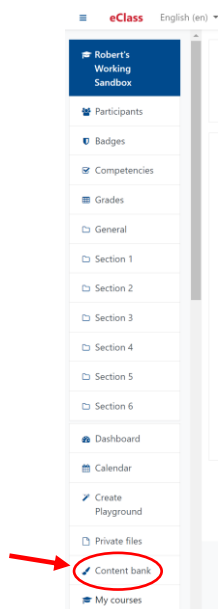
2. Click on 'Add', then scroll down to and click on 'Interactive Video' from the drop-down menu.

IMPORTANT NOTE: eClass will **NOT** save your work if you click 'Cancel' (located at the top and bottom of the page) at any point during the editing process.
If you click 'Save', it will take you to a new page where you can review your work, click 'Edit' to return to the editing page or 'Close' to return to the Content bank.
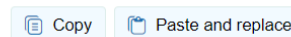
3. **Add a title.** Title your work and click on the 'Metadata' to fill out the necessary information appropriate for your Interactive Video.
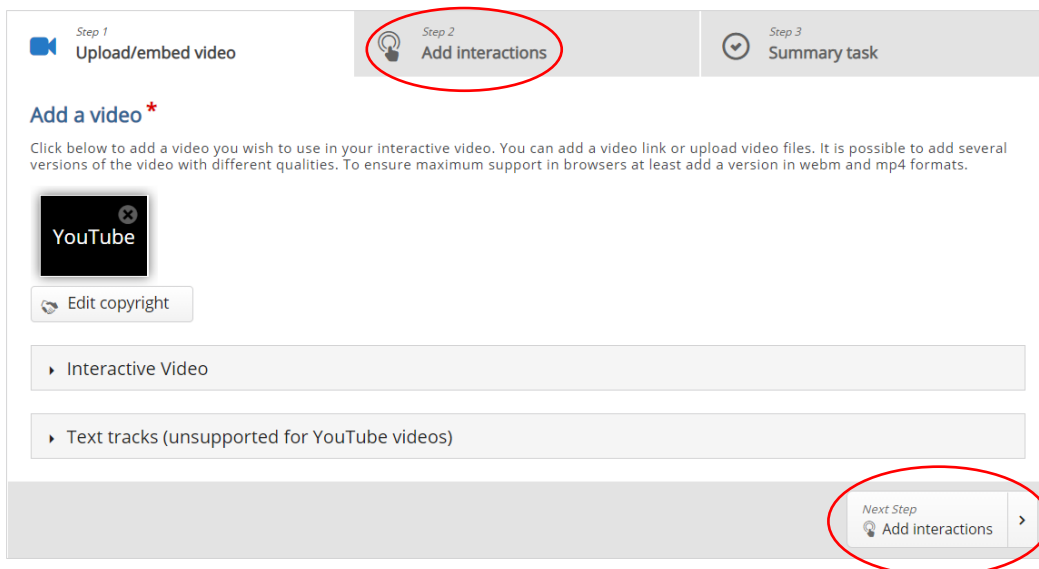
Title your work
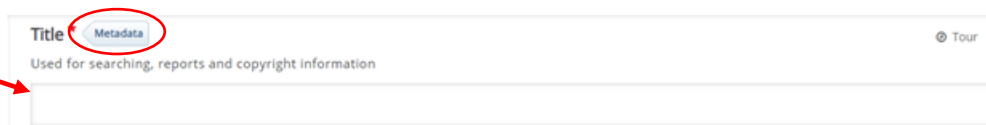
4. **Add a video.** Click on the '+' icon to add your video.

5. You can upload a video from your device or just paste a YouTube link, then click 'Insert'.

6. Using the drop-down menu named 'Interactive Video', add details (e.g., a title, description, and/or poster image) to the Interactive Video.
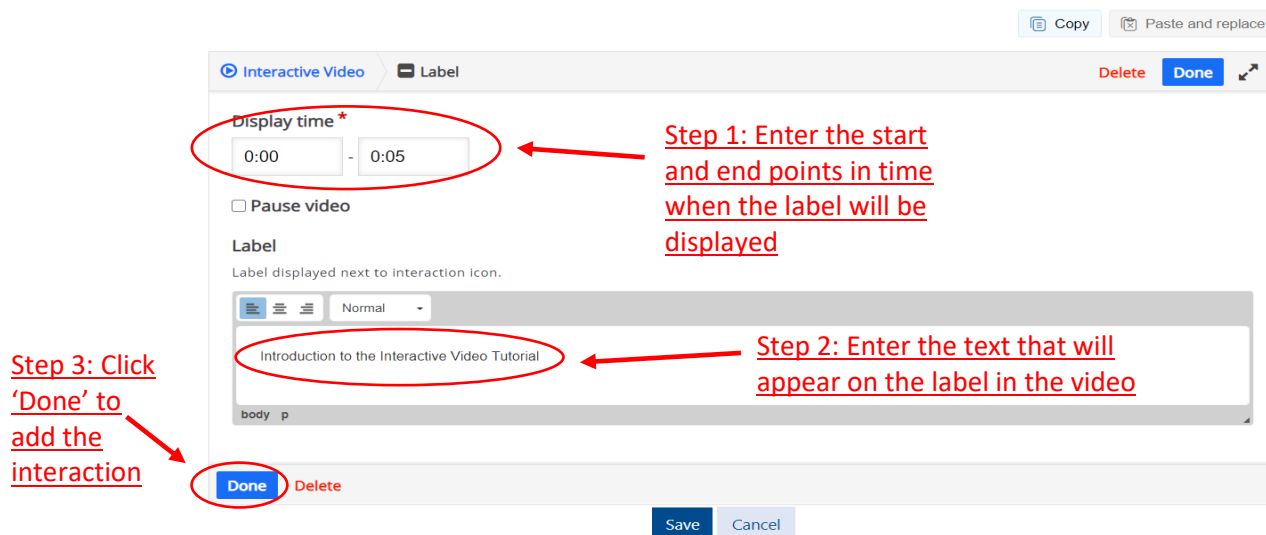
7. **Add interactions.** Click on 'Add interactions' (both icons take you to the same place).


8. Use the options in the top menu bar to add interactions. Hover your mouse over the icons for the description of each interaction.
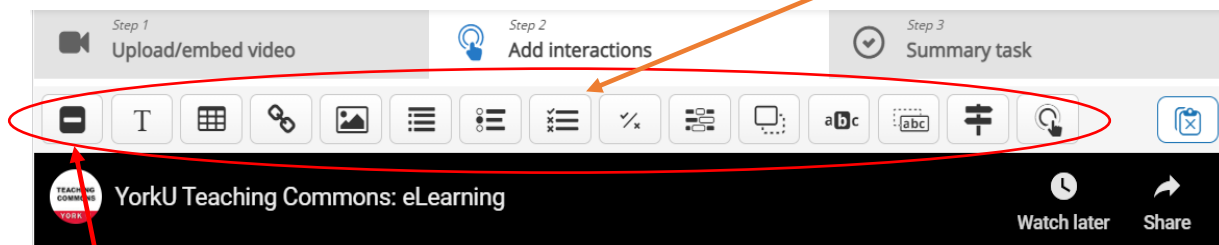
9. In this example, we will first add a 'Label'. Select 'Label' and a new window will pop up. Fill out the necessary information and click 'Done'. Alternatively, click 'Delete' to cancel the selection.

Step 1: Enter the start and end points in time when the label will be displayed

Step 2: Enter the text that will appear on the label in the video

Step 3: Click 'Done' to add the interaction

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10. Click on the added interaction for its submenu bar to appear (e.g., 'Edit', 'Copy', 'Remove' etc.).
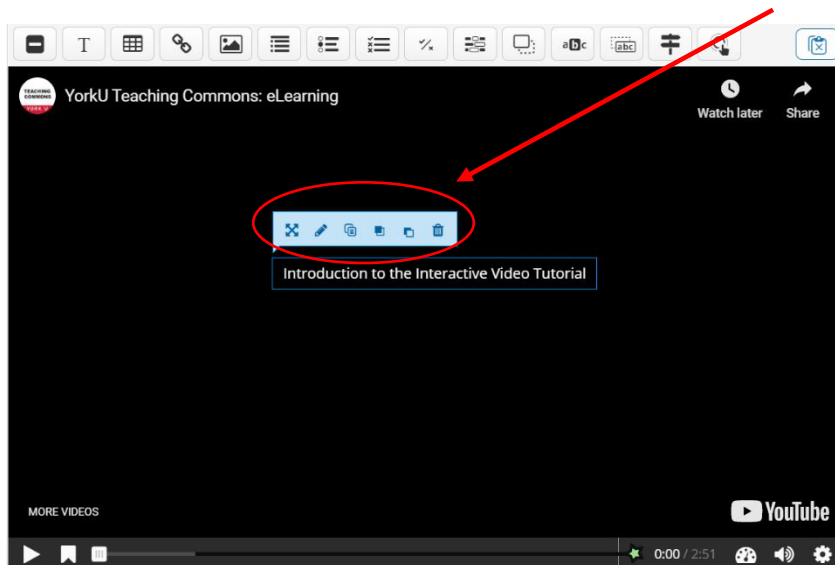
11. Continue to pick and add interactions to preferred locations on the screen. You can also select the specific instances of time in your video where you want to add an interaction by dragging the slider on the video progress bar (timeline) back and forth.

12. The process of adding other Interactions is very similar. Select your desired Interaction from the top bar menu.

13. Identify the corresponding time the Interaction will be displayed in the video.
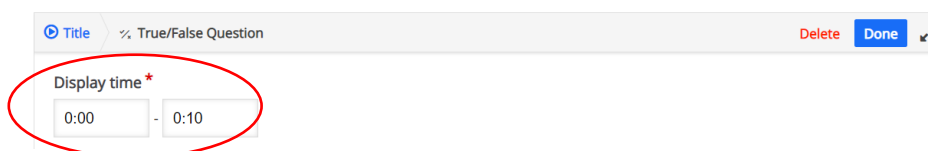
14. Select the 'Pause video' option if you wish the video to pause when the Interaction appears on the screen.
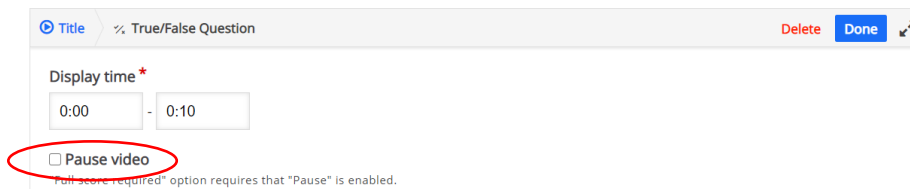
15. Choose the 'Display' option. A 'Poster' will present the Interaction on the screen while a 'Button' will display a hand that users can click on for the Interaction to pop up.

Display as

Button is a collapsed interaction the user must press to open. Poster is an expanded interaction displayed directly on top of the video

Label

Label displayed next to interaction icon.

16. For the 'Button' display, you can add a 'Label' that will appear beside the Button.

Click Here

With 'Label' versus Without 'Label'

17. Title your Interaction.

Title * Metadata

Used for searching, reports and copyright information

18. Fill out the Interaction-specific information. The example below is from the Multiple Choice Interaction.

Question *

Available options *

▾ Option

Text *

☐ Correct

▸ Tips and feedback

19. Some Interactions will have options for custom feedback ('Overall Feedback'). Review and customize as appropriate to your project.

⌄ Overall Feedback

Define custom feedback for any score range

Click the "Add range" button to add as many ranges as you need. Example: 0-20% Bad score, 21-91% Average Score, 91-100% Great Score!

Score Range *   **Feedback for defined score range**

| 0 % | – | 100 % | Fill in the feedback | |

ADD RANGE   ✕ Distribute Evenly

20. If the Interaction has 'Behavioral settings' and/or 'Adaptivity', click to expand each, review, and confirm settings per your project needs.

Click to expand and review options

> Behavioural settings.

> Adaptivity

21. Repeat items 11-20 to add Interactions to your Interactive Video.

22. A hollow white circle will appear above every point in the video progress bar where an interaction was created.

Instance of interaction in the video

0:04 / 2:51

23. **Summary task.** If you wish, you can add a 'Summary task' as a post-assessment.

Step 1
Upload/embed video

Step 2
Add interactions

Step 3
Summary task

Step 1: Click 'Summary task'

Title * Metadata
Used for searching, reports and copyright information

Copy   Paste and replace

Step 2: Add a title

Untitled Summary

Introduction text *
Will be displayed above the summary task.

Step 3: Add text that will guide user on their selection

Choose the correct statement.

24. Add statements. *Note: the first Statement is always the correct answer (order of answers will be randomized automatically during the activity). Click 'Add statement' to add more selection options.

Summary *

Textual   Default

▼ Set of statements

List of statements for the summary - the first statement is correct. *

Statement

Statement

Add statement

▸ Tip

ADD STATEMENTS

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25. You can add multiple sets of statement scenarios. Click 'ADD STATEMENTS'.

26. Customize feedback as necessary.

27. Select the number of seconds the Summary will appear before the video ends.

28. **Behavioural settings.** Located at the bottom of the window, review and select the appropriate functions for the Interactive Video.

29. **'Text overrides and translations'.** Located below the 'Behavioral settings', these settings allow you to select the preferred language for user navigation and the specific feedback that the learner receives after making a selection. The list is exhaustive and covers a wide range of functions including general functions for the 'Interactive Video', as well as for each Interaction that is added into the video. This sample Interactive Video contained 'Fill in the Blanks', 'Drag and Drop', 'Summary', and 'Mark the Words'. These options allow you to tailor the language for navigation cues, feedback responses, and tips specific to your project and audience.


30. **Save your work.** 'Save' your work to review your Interactive Video.

31. Click 'Edit' to return to the editing page or 'Close' to go to the Content bank.

ADDING H5P OBJECTS FROM YOUR CONTENT BANK TO A COURSE

1. Enter the course to which you want to add the H5P learning object and click 'Turn editing on'.

2. Locate the module/section to which you want to add the learning object, and click on 'Add an activity or resource' in the bottom right corner of the selected module/section.

   + Add an activity or resource

3. Locate 'H5P' on the pop-up menu that appears, and click on it.
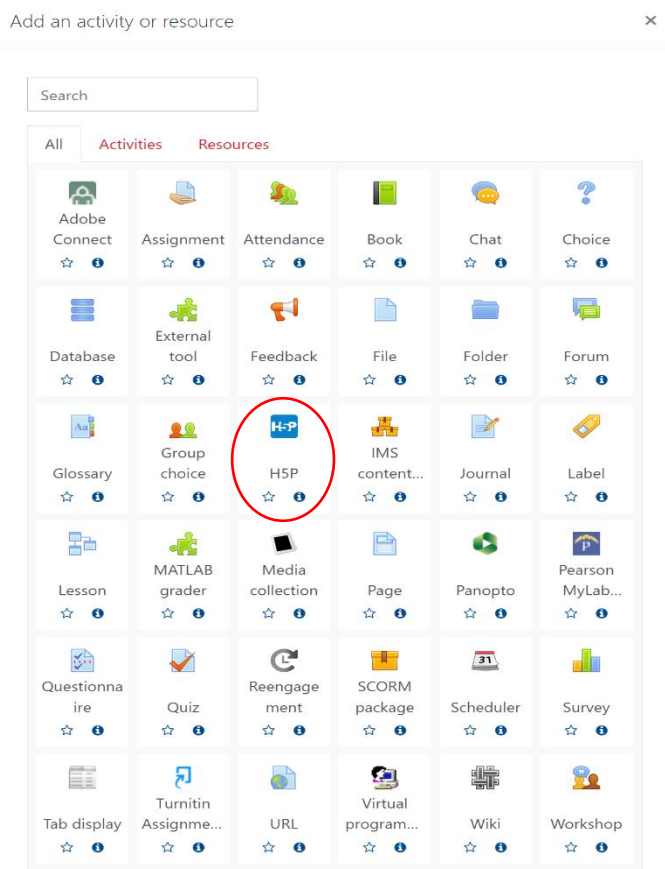
4. Complete the fields 'Name' (name of the activity, e.g. 'Video for Lesson #3') and provide a 'Description' if applicable (if you offer a description, don't forget to put a checkmark in the box 'Display description on course page').

5. In the 'Package file' section, click on the document icon ('Add'…)
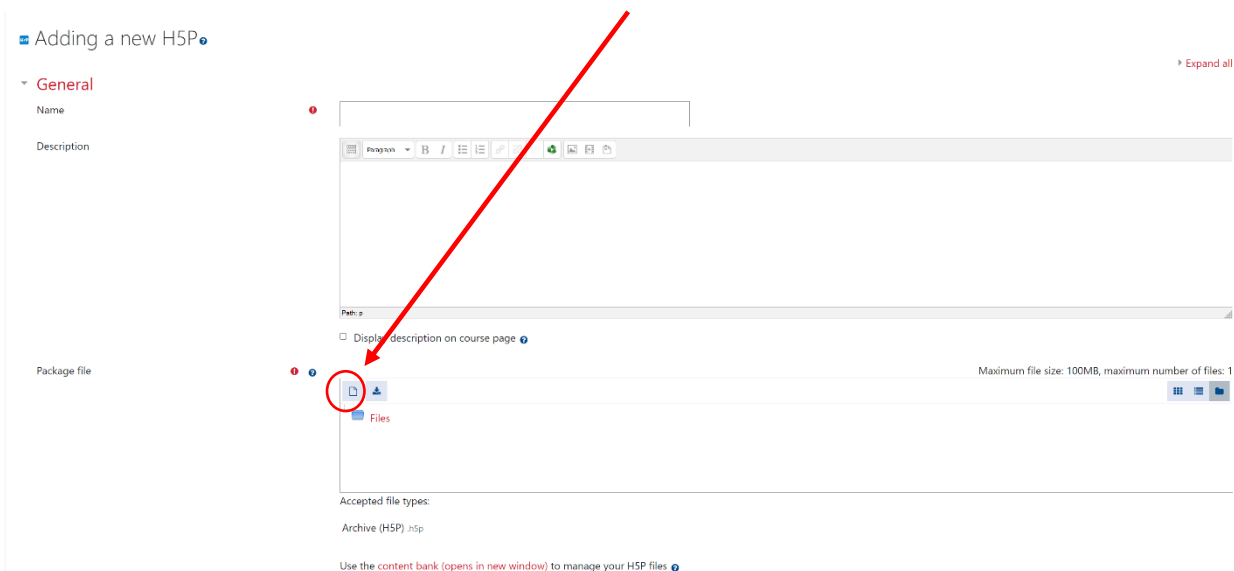
6. In the 'File picker' pop-up menu, click on 'Content bank' (at the top on the left) and from the list click on the H5P object you want to insert (in the screen capture below it is 'Kinesiology').
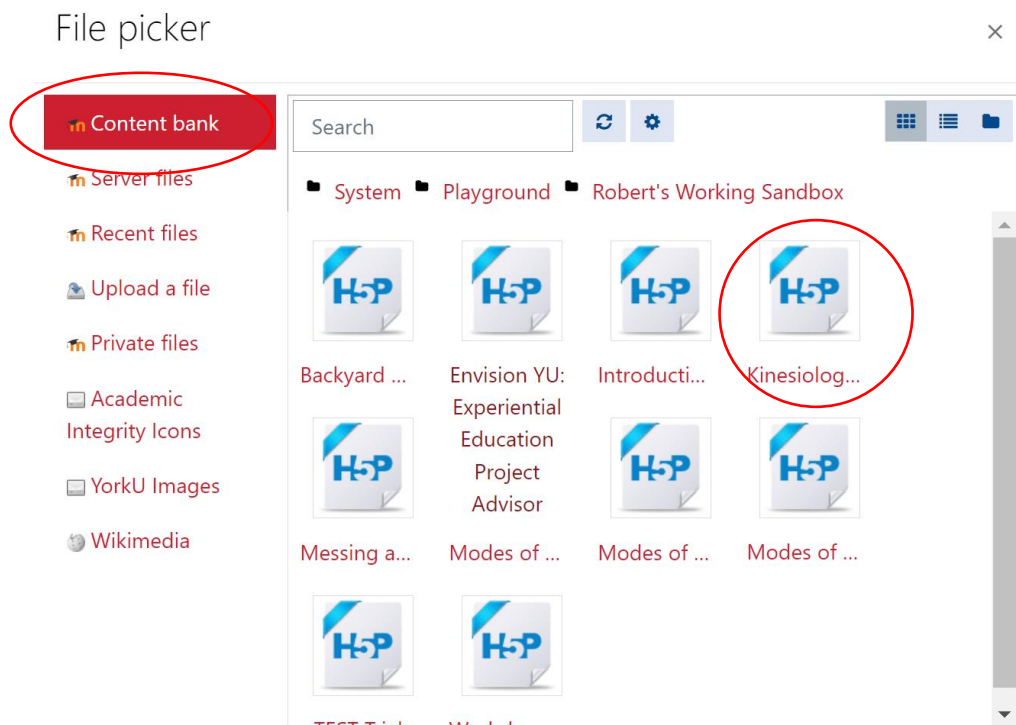
7. In the next pop-up menu choose the radio button 'Make a copy of the file', make a decision on 'Select Copyright Status', then click on 'Select this file'.

8. At the bottom of the page click on 'Save and return to course'.

9. After you return to the course page, you can drag and drop the H5P object to any module/section.

HAVE FUN!