

MOBILE VIDEO

WHAT

Cameras today are a highly accessible resource available in most of our portable technologies e.g. *phones*, *iPads*, and *laptops*. For this activity cameras in the applicable technologies can be used - if it is school distributed tablets or personal phones. In addition to video-recording devices, it is important to familiarize oneself with video-editing tools. Free tools for the editing of video include:

- iMovie (iOS)
- Adobe Spark (iOS)
- Musement (iOS/Android)
- Movie Maker Filmmaker (Android)
- Quik (Android)

WHY

Producing video in different contexts has never been easier than it is today, due to the sheer accessibility of technology suitable for this purpose. Smartphones are common, and an increasing amount of European countries are integrating learning technologies (e.g. *laptops*, *tablets*) into their curriculum.

Even for institutions that have not yet embraced technology on a larger scale in terms of individual devices for the children, it is still an easy-to-access technology due to the smartphones and tablets becoming ubiquitous in the media landscape.

Production of a short film is a creativity-developing process as well as a way of enhancing individual technical skills necessary in a highly digitized world - through mobile technology, this can be achieved using every-day digital tools at our disposal.

WHO

The job of the teacher is to scaffold the activity in a way that ensures every student to participate on equal terms. Additionally, it is recommended that the teacher gets an overview of the editing software enabling him/her to support students in their work. Most of the teacher preparation lies in showcasing the possibilities in video production; this can be through appropriate themes in relation to the curriculum as well as examples of video production in a learning context gathered from platforms such as *Vimeo* or *YouTube*.

The students drive the production in practice and contribute with creative solutions to problems they may encounter in collaborative work. Roles are to be divided among group members filling out individual roles to make an effective workflow - this is to be reasoned among themselves, but for good measure, this process is supported by the teacher if necessary.

HOW

Working with the Alt-Er app for web or iPad is a great initiator for working with mobile video. Letting the children explore the animated world freely can give inspiration to themes to be expanded on. Additionally, Alt-Er supplies the user with printable cut-outs to use in video production.

Prepare cut-outs and color-pencils for coloring figures for the children to build their characters, and glue should be made available as well. It is at the discretion of the teacher or parent to determine whether the cut-outs should be cut-out in advance or the children themselves cut them out during the activity.

Every group needs access to at least 1 phone, tablet or computer with built-in cameras and compatibility with editing software downloadable from the available app-stores, for their production.

WHEN (+SCOPE)

Working with mobile video appeals to all age-groups as video production can be adjusted depending on the activity. Working with the Alt-ER app and the themes contained within, the age-group ranges from kindergarten to 1st or 2nd grade.

With resources made ready in preparation of the lesson, at least 2 lessons of 45 minutes each should be assumed necessary to create thorough success with the activity. Though, video production is easily expandable in relation to the execution time-frame - the longer the time-frame, the bigger and better the production. Therefore, the time-frame is defined by the duration of the engagement and core theme being worked with.