

Εύχρηστα εργαλεία δημιουργίας πολυμεσικού μαθησιακού υλικού

ΠΑΝΑΓΙΩΤΑ ΚΟΝΤΟΥ

Ψηφιακές αφηγήσεις (Digital Storytelling) και ψηφιακά κομικς

- Ιστορία η οποία ενσωματώνει και συνδυάζει στο πλαίσιο της αφήγησης μια ποικιλία πολυμέσων όπως εικόνες, γραφικά, ήχο (φωνή αφηγητή, μουσική, άλλους ήχους), κινούμενη εικόνα (βίντεο ή κινούμενα σχέδια).
- Οι ψηφιακές ιστορίες μπορεί να έχουν διαφορετικές μορφές, όπως για παράδειγμα να είναι διαδικτυακές ιστορίες, διαδραστικές ιστορίες, υπερκείμενα, ψηφιακά αφηγηματικά παιχνίδια.

Θεματολογία

Ψηφιακές αφηγήσεις μπορεί να είναι:

- ιστορίες προσώπων ή προσωπικές ιστορίες, αφήγηση ιστορικών γεγονότων, μέσο πληροφόρησης και διδασκαλίας για ένα συγκεκριμένο θέμα

Δημιουργία

- Κατασκευή από εκπαιδευτικούς & κατασκευή από μαθητές
- Δημιουργία από μαθητές:
 - ενεργός ρόλος
 - άσκηση γνωστικών δεξιοτήτων
 - μέσο έκφρασης
 - μέσο διαμορφωτικής αξιολόγησης

Παραδείγματα εργαλείων Web 2.0 για ψηφιακή αφήση και κόμικς

- Storybird (<http://storybird.com>)
- Little Bird Tales (<https://littlebirdtales.com>)
- Storyboard That (<http://www.storyboardthat.com>)
- Create Your Own Story (<http://chooseyourstory.com>)
- Twine (<http://twinery.org>)
- TikaTok: <http://tikatok.com>
- Toondoo: <http://www.toondoo.com>

https://storymap.knightlab.com/

The screenshot shows the homepage of the StoryMap website. At the top left is the Knight Lab logo, which consists of an orange diamond shape followed by the text "knight lab". To the right of the logo is a dark navigation bar with white text for "Projects", "Class", "Device Lab", "Posts", "Community", and "About". The main content area features the title "StoryMap" in a large, black, serif font, with a blue square icon containing the white letters "JS" to its right. Below the title is the tagline "Maps that tell stories." in an orange, sans-serif font. A prominent green button with the text "Make a StoryMap" is centered below the tagline. At the bottom of the main content area is a horizontal menu with the following items: "Overview", "Examples", "Make a StoryMap", "Advanced", and "Help". Below this menu is a white sidebar area containing the text "Map Overview" and "Back To Beginning" with a small square icon to its right. A small black dot is visible below the sidebar text. The entire page is set against a light gray background.

Το πρόγραμμα StoryMapJS μας επιτρέπει να αφηγηθούμε ιστορίες με τη χρήση χαρτών. Το περιβάλλον είναι εξαιρετικά εύχρηστο, υποστηρίζει τα ελληνικά και η εγγραφή στην υπηρεσία γίνεται με έναν λογαριασμό Google.

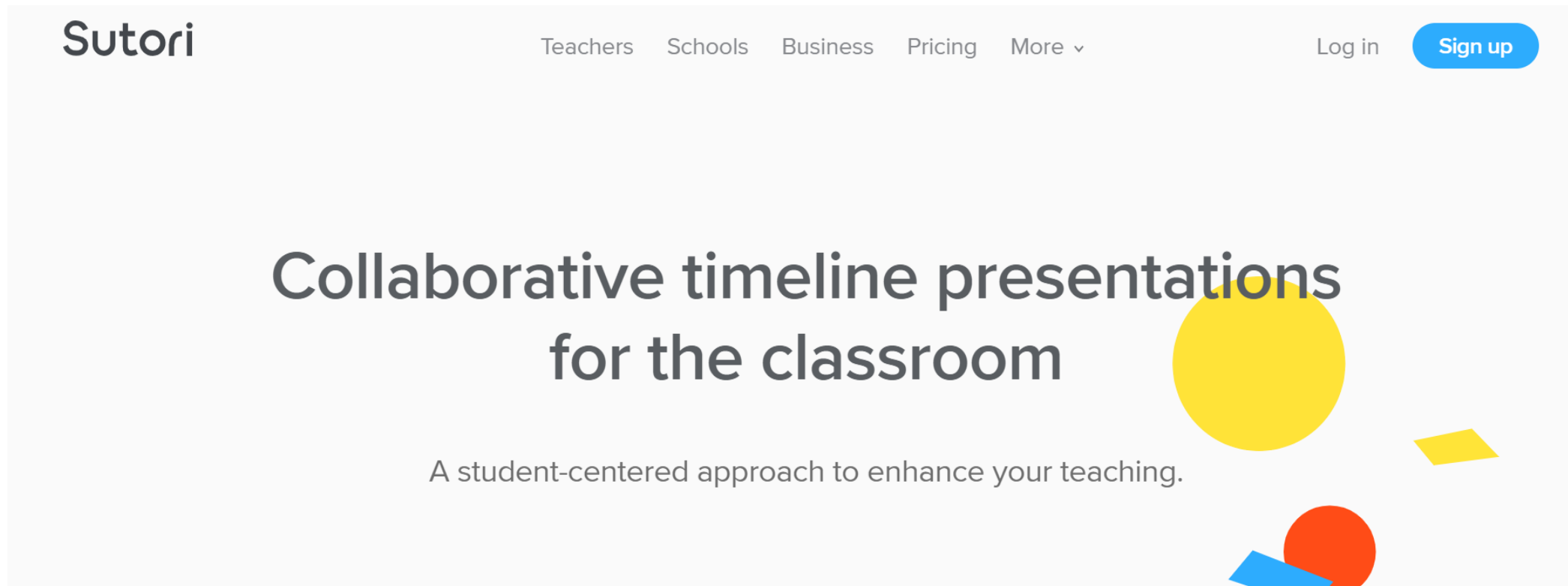
The screenshot displays the StoryMapJS web interface. At the top, there are navigation buttons: 'My Maps', 'Options', 'Save', 'Help', and 'Share'. Below these are 'Edit' and 'Preview' buttons. The main area features a world map with a semi-transparent title slide overlaying it. The title slide contains the text: "This is your title slide. The title slide shows all points from your other slides." The map shows continents labeled: Europe, Asia, North America, South America, Africa, and Australia. On the left side, there is a red menu icon and a button labeled 'Add Slide'. Below the map, there are two main panels: 'Media' and 'HEADLINE'. The 'Media' panel includes a 'No Media Selected' placeholder, a text input for 'URL to your media', an 'Upload an Image' button, and text input fields for 'Credit' and 'Caption'. The 'HEADLINE' panel has a large text input area and a toolbar with 'B', 'I', '</>', and a link icon. At the bottom right, there are buttons for 'Marker Options' and 'Background Options'.

<https://storymap.knightlab.com/examples/aryas-journey/>

<https://time.graphics/>

- Υπάρχουν αρκετές εφαρμογές για τη δημιουργία χρονολογίων ή ιστοριογραμμών και έχω ήδη προτείνει κάποιες.
- Όπως και οι περισσότερες εφαρμογές του είδους του, προσφέρει ένα βασικό λογαριασμό που είναι δωρεάν και έναν premium με περισσότερα χαρακτηριστικά.
- Ο βασικός λογαριασμός επιτρέπει τη δημιουργία χρονολογίων που είναι υποχρεωτικά δημόσια και τον διαμοιρασμό ή την ενσωμάτωσή τους. Η αποθήκευση περιέχει ψηφιακό υδατογράφημα (watermark).
- <https://time.graphics/line/1485>

<https://www.sutori.com/>

The image shows a screenshot of the Sutori website homepage. At the top left is the Sutori logo. To its right are navigation links: Teachers, Schools, Business, Pricing, and More with a dropdown arrow. Further right are 'Log in' and a blue 'Sign up' button. The main content area features a large heading: 'Collaborative timeline presentations for the classroom'. Below this is a sub-heading: 'A student-centered approach to enhance your teaching.' The background is light gray with several colorful geometric shapes (a large yellow circle, a smaller yellow diamond, a red circle, and a blue triangle) on the right side.

Sutori

Teachers Schools Business Pricing More ▾

Log in [Sign up](#)

Collaborative timeline presentations for the classroom

A student-centered approach to enhance your teaching.

<https://www.sutori.com/story/prehistory-and-human-evolution>

<http://users.sch.gr/palieraki/?p=1841>

Αρχική

Διδασκαλία ΤΠΕ στο Δημοτικό

Ηλεκτρονική Τάξη (moodle)

Δικτυακοί Τόποι Συναδέλφων

Επικοινωνία

Πληροφορική και Εκπαίδευση

Μία γωνιά για τις ΤΠΕ στο σχολείο



Εκπαιδευτικοί

Γονείς

Μαθητές

Δράσεις

Μαθητικές Εργασίες

Εκπαιδευτικό Λογισμικό

Sutori – Δημιουργία χρονολογίων

👤 Στεφάνια Π. ⌚ 15 Νοεμβρίου 2017 📁 Εκπαιδευτικό Λογισμικό 💬 No Comment

Η εφαρμογή [Sutori](#) επιτρέπει τη δημιουργία προσεγγμένων χρονολογίων / ιστοριών με διαδραστικό και συναρπαστικό τρόπο.

Επιτρέπει την ενσωμάτωση από Google Docs, Quizlet, Thingliknk κ.α. καθώς και την εισαγωγή μαθητών από περιβάλλοντα ασύγχρονης μάθησης όπως Moodle, Schoology, Blackboard κ.α. Ο εκπαιδευτικός μπορεί να παρεμβάλλει ερωτήσεις κατανόησης ενδιάμεσα στις ενότητες.

Αναζήτηση

Search

Κουμπιά Διαμοιρασμού

Πρόσφατες Αναρτήσεις

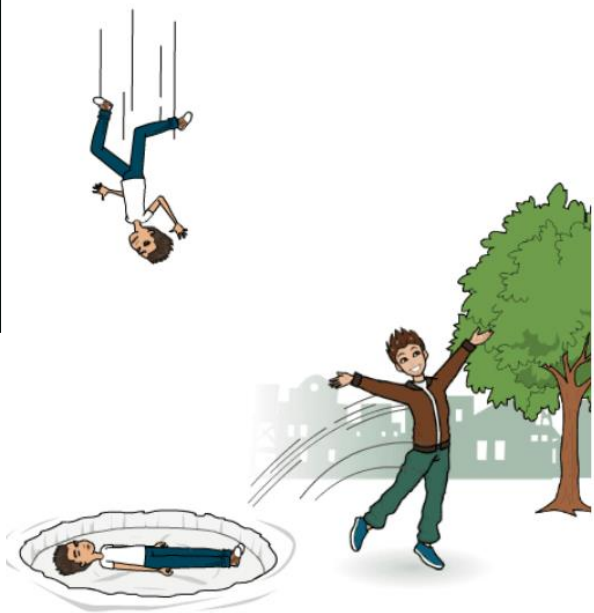
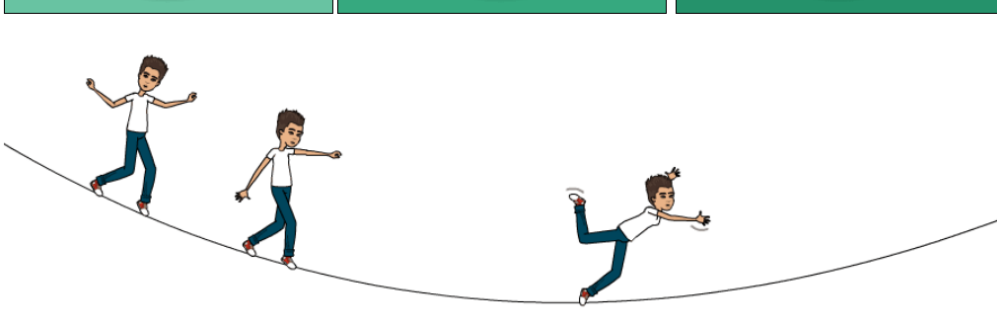
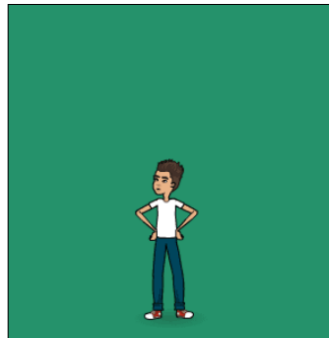
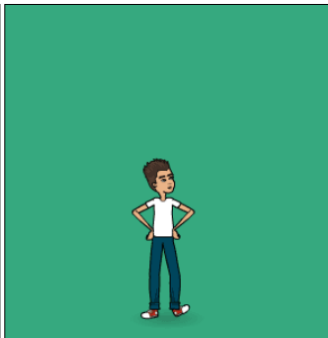
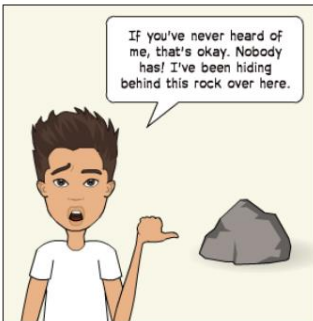
Δημιουργία ιστοσελίδας για το

Ψηφιακά κόμικς

<https://www.pixton.com/gr/>

Everyone can make comics





Ψηφιακά κόμικς

<https://www.makebeliefscomix.com/>

MAKE BELIEFS COMIX
CREATED BY BILL ZIMMERMAN

HOME CREATE COMIX! PRINTABLES GREETING CARDS WRITING TEACHERS PARENTS ESOL/LITERACY SPECIAL NEEDS E-BOOKS & MORE

CREATE COMIC STRIPS! DOWNLOAD PRINTABLES!

¡COMIENCIA AQUÍ!

FREE E-BOOKS! GREETING CARDS & WRITING FUN!



The image displays three comic panels. The first panel shows a boy with a newspaper asking a girl with a halo and a pink devil character for words to use in a story. The second panel shows a girl asking a ghostly character to play together. The third panel shows a chef offering a cake to a skeleton who is sitting on a purple chair.

Give me some words to say!

Which story will you use me for?

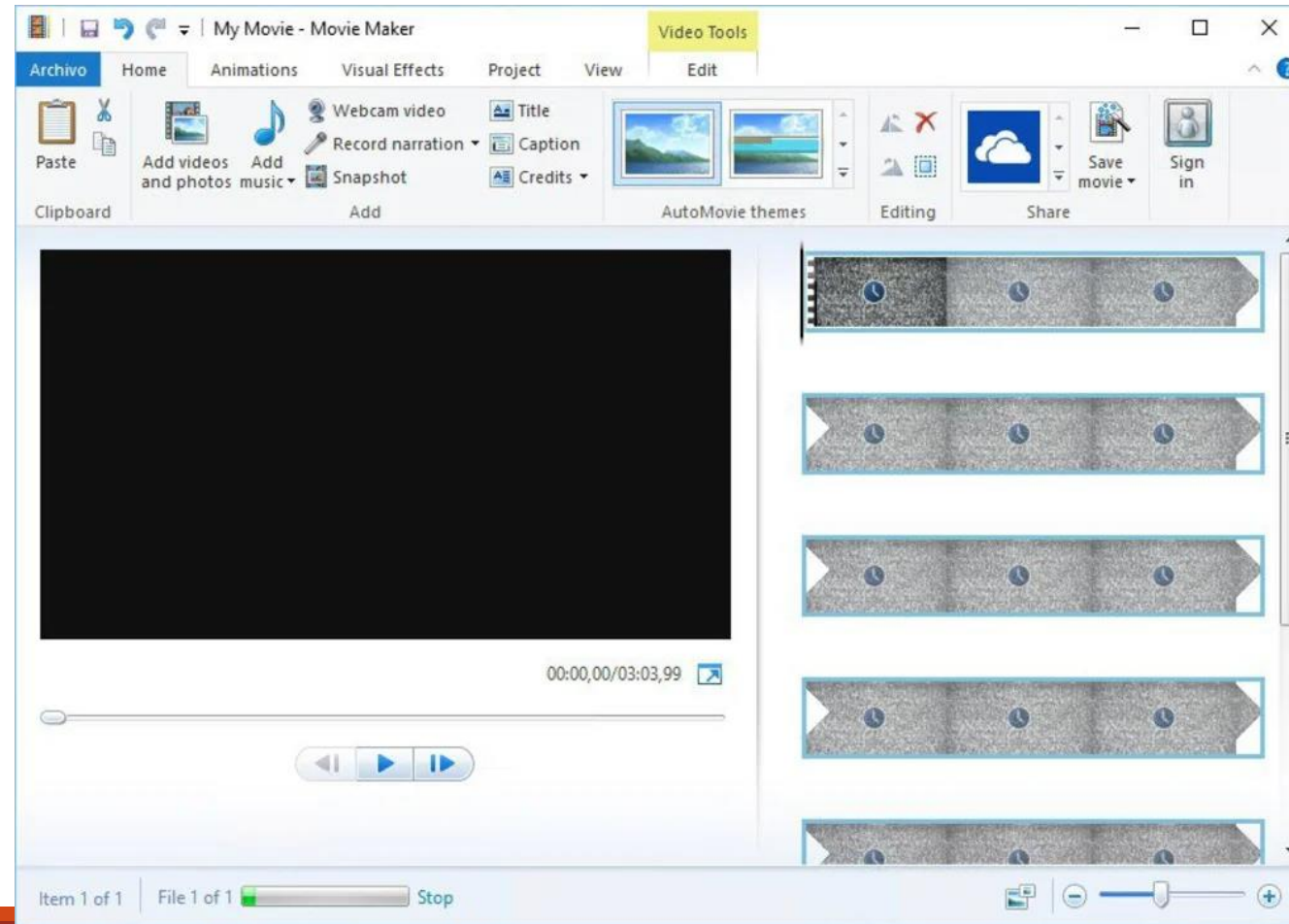
What role will I play in your comic?

Come play with me. We'll have fun together!

I can speak Spanish, too!

Got something interesting for me to say?

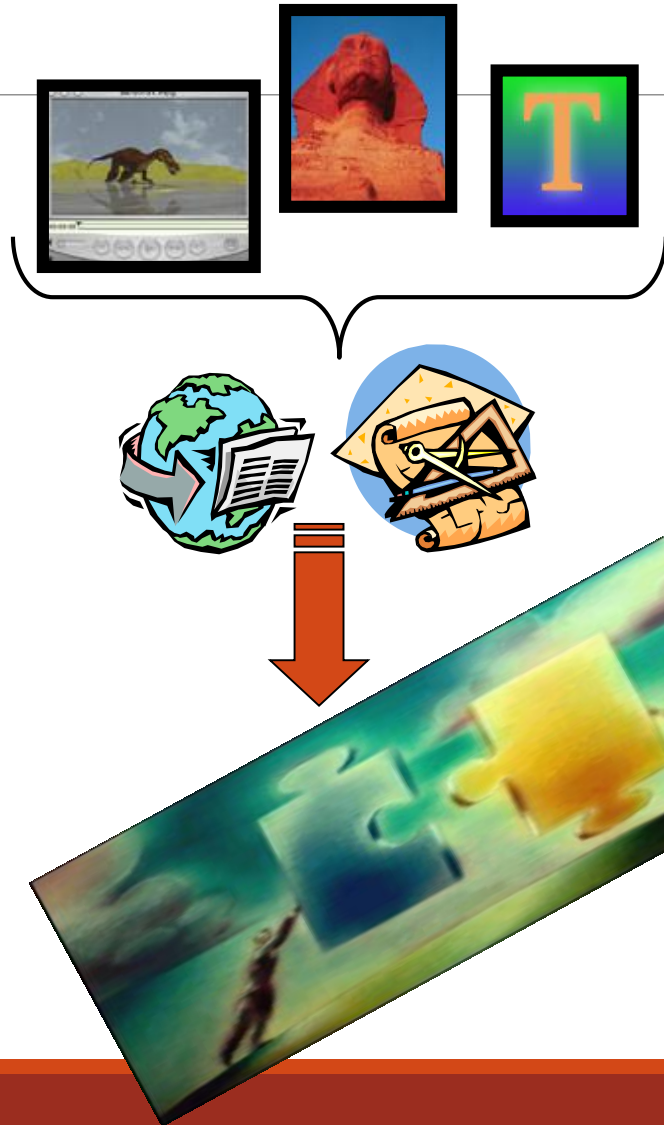
Movie Maker



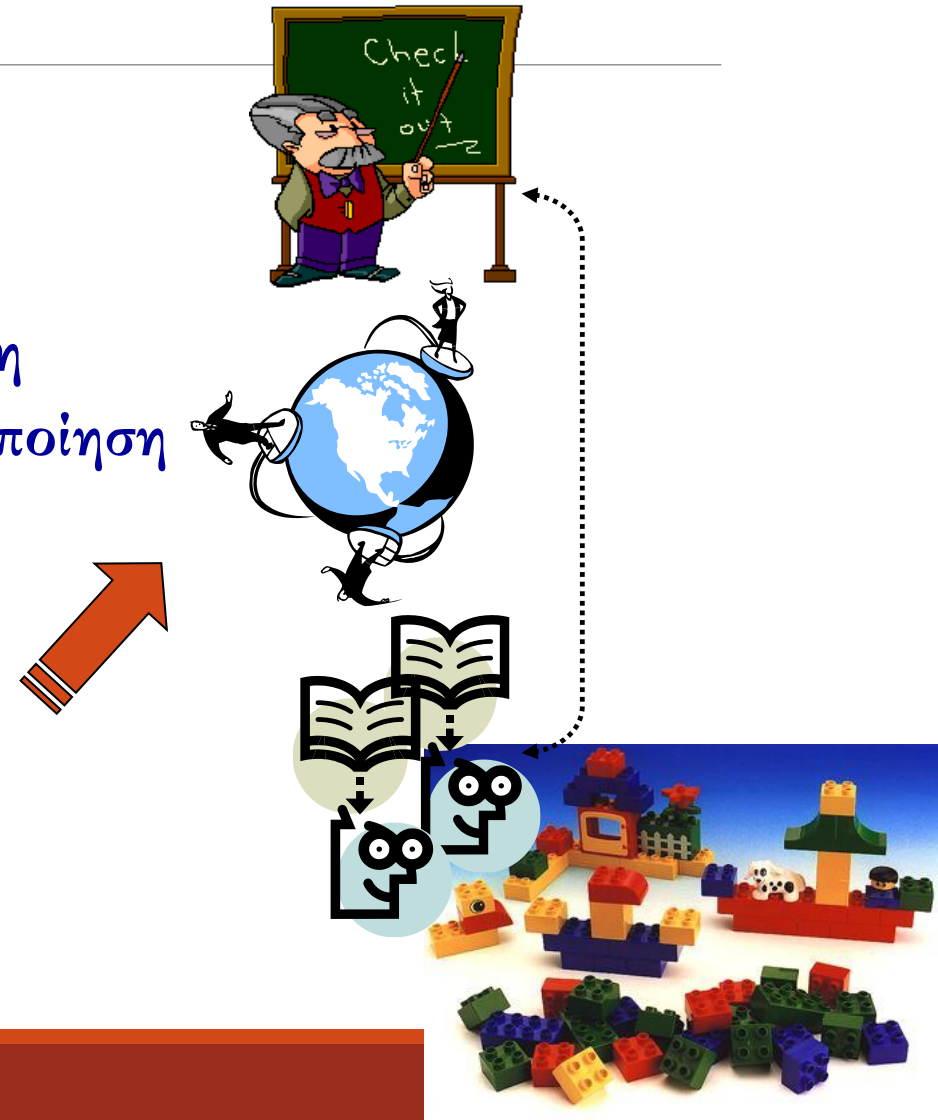
<https://www.microsoft.com/en-us/p/movie-maker-10-tell-your-story/9mvfq4lmz6c9?activetab=pivot:overviewtab>



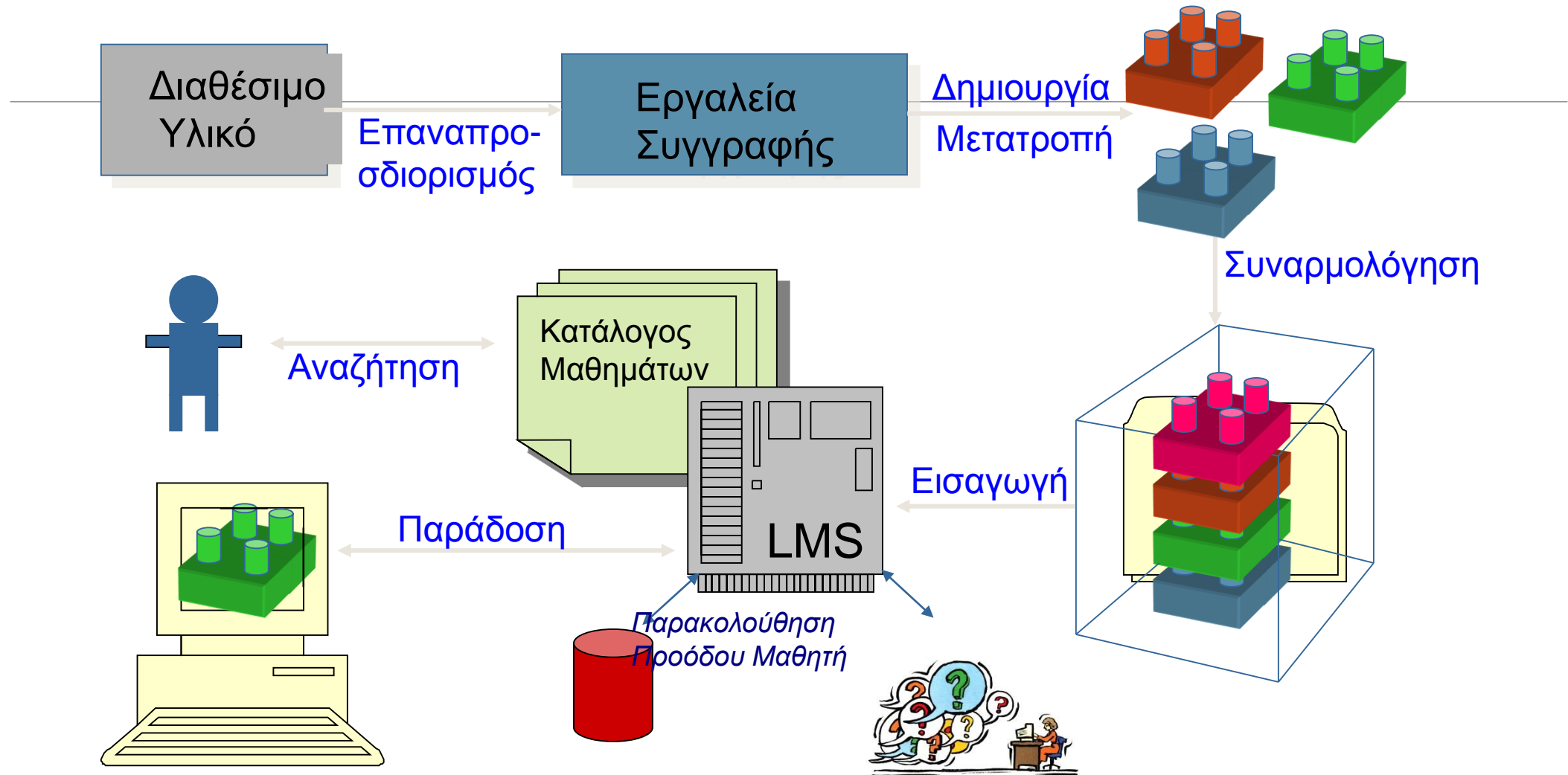
Συγγραφή Μαθησιακού Υλικού



- Δημιουργία
- Μετατροπή
- Τεμαχισμός
- Συναρμολόγηση
- Επαναχρησιμοποίηση



Κύκλος Ζωής Μαθησιακού Υλικού



Το ζητούμενο από τα εργαλεία συγγραφής

Να διευκολύνουν / υποστηρίζουν αυτό που λέμε «Ταχύτατη ανάπτυξη» (**Rapid Development**).

Τι σημαίνει ταχύτατη ανάπτυξη;

- ...αξιοποίηση έτοιμων μορφοτύπων (templates)
- ...ταχύτατη ενσωμάτωση πολυμεσικού περιεχομένου
- ...ταχύτατη δημιουργία πρωτοτύπων
- ...Εξελικτική ανάπτυξη (evolutionary development)

...ανάπτυξη και από ανθρώπους με μικρή εμπειρία (όχι μόνο από ειδικούς SMEs)

Κατηγορίες εργαλείων δημιουργίας μαθησιακού πολυμεσικού υλικού

Εργαλεία δημιουργίας μαθημάτων (**Course authoring tools**)

Εργαλεία δημιουργίας video tutorials (**Video tutorials authoring tools**)

Εργαλεία δημιουργίας ασκήσεων αξιολόγησης (**Testing and Assessment authoring tools**)

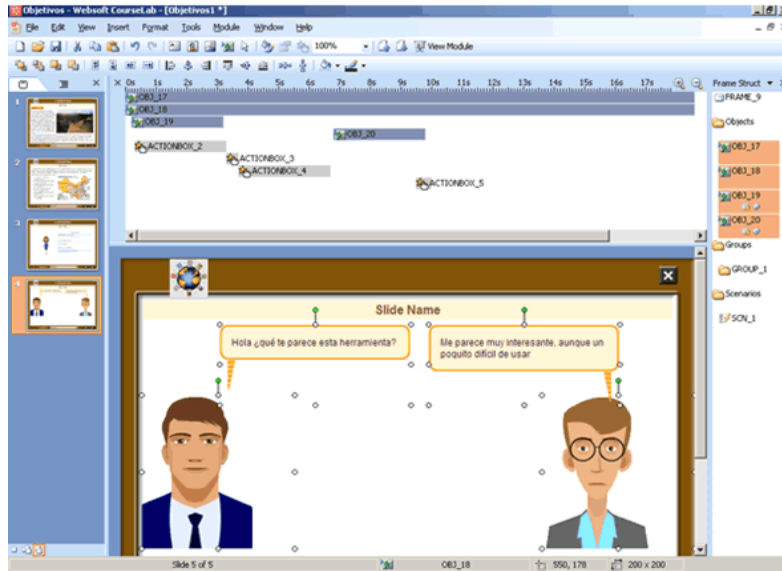
Εργαλεία δημιουργίας ψηφιακών ιστοριών (**simulation & game-based authoring Tools**)

... και άλλα...

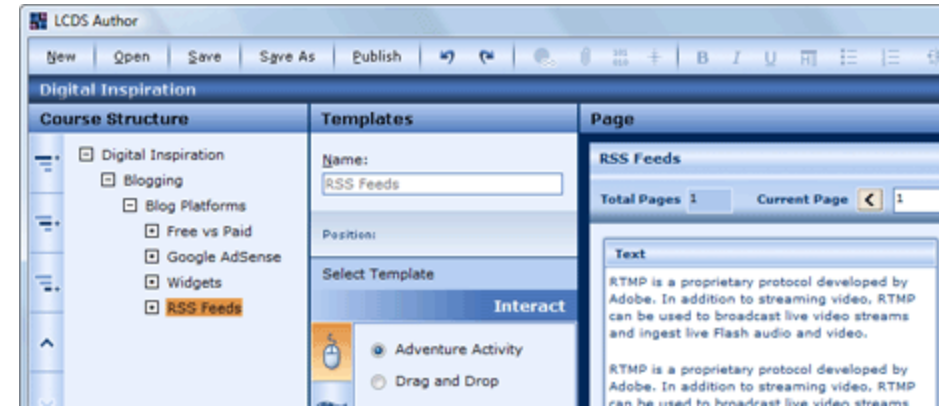
Εργαλεία δημιουργίας μαθημάτων

- CourseLab (free)(<http://www.courselab.com/>)
- LCDS (Learning Content Development System) (free) (<https://www.microsoft.com/learning/en/us/training/lcds.aspx#tab1>)
- eXe (free) (<http://exelearning.org/wiki>)
- Udutu (free & hosted)(<http://www.udutu.com/>)
- Lectora (<http://www.trivantis.com/uk/>)
- Articulate (<http://www.articulate.com/>)
- Raptivity (<http://www.raptivity.com/>)
- QuickLessons (Hosted) (<http://www.quicklessons.com/>)

Εργαλεία δημιουργίας μαθημάτων



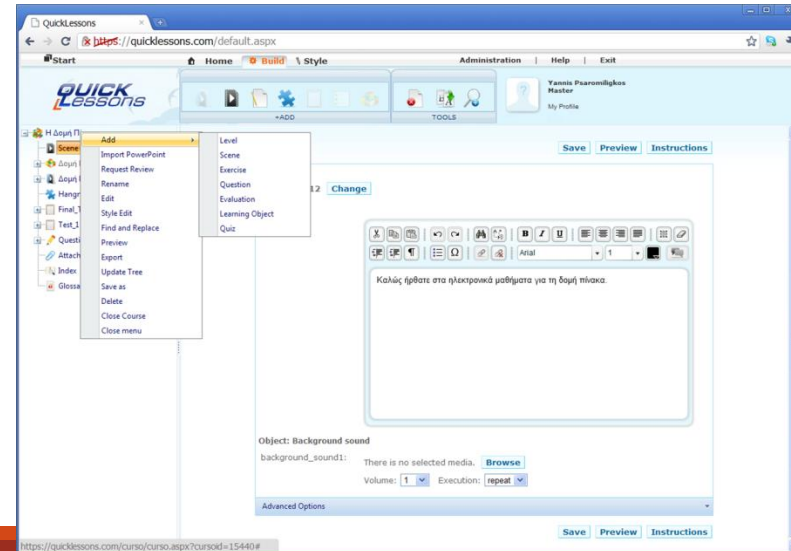
CourseLab - <http://www.courselab.com/>



LCDs- <https://www.microsoft.com/learning/>



Articulate - <http://www.articulate.com/>



QuickLessons - <http://www.quicklessons.com/>

CourseLab, <http://www.courselab.com/>

The screenshot displays the CourseLab software interface. The window title is "STS - CourseLab - [The Space Shuttle basics]". The menu bar includes File, Edit, View, Insert, Format, Tools, Module, Window, and Help. The toolbar contains various icons for navigation and editing, with a zoom level of 100% and a "View Module" button.

The main content area shows a presentation slide titled "How Space Shuttle works". The slide has a blue header with the title and a "Slide Name" placeholder. The main text reads: "The Space Shuttle is the world's first reusable spacecraft, and the first spacecraft in history that can carry large satellites both to and from orbit. The Shuttle launches like a rocket, maneuvers in Earth orbit like a spacecraft and lands like an airplane." Below the text is a photograph of the Space Shuttle Columbia on the runway. At the bottom of the slide, a yellow box contains the text "Lets examine how the Shuttle works.".

On the left side, there is a "Course" panel showing a list of slides (1-8) with thumbnails. The "Slide Name" dropdown menu is currently set to "Slidename list". The status bar at the bottom indicates "POSITION: 1 / 1" and includes "PREV" and "NEXT" navigation buttons.

On the right side, there is a "Frame Struct" panel showing a tree view of the presentation structure, including "FRAME_5", "Objects", "TXT_5", "IMG_4", "TXT_6", "Groups", and "Scenarios".

At the bottom center of the window, the text "Slide 1 of 21" is visible.

LCDS Microsoft <https://www.microsoft.com/learning/en/us/training/lcds.aspx#tab1>

The screenshot displays the LCDS Author software interface. The title bar reads "LCDS Author". The menu bar includes "New", "Open", "Save", "Rename", "Create", and various icons for undo, redo, and other functions. The main interface is divided into three panes:

- Course Structure:** A tree view showing the course hierarchy. The selected item is "Εισαγωγή" (Introduction) under "Τα μέρη του αρχαίου ελληνικού θεάτρου" (Parts of the ancient Greek theater).
- Templates:** A list of templates for content creation. The "Read" category is selected, and the "Introduction" template is chosen.
- Page:** The main editing area for the selected page, titled "Εισαγωγή". It contains several content blocks:
 - Picture:** A placeholder for a picture, currently showing a landscape image. The caption is "Αποψη του θεάτρου της Επιδαύρου" (View of the theater of Epidaurus).
 - Heading 1:** A heading block with the text "Τα μέρη του αρχαίου ελληνικού θεάτρου".
 - Paragraph:** A paragraph block with the text "Στο μάθημα αυτό θα κάνουμε μια εισαγωγή στα μέρη του αρχαίου ελληνικού θεάτρου".
 - Heading 2:** A heading block with the text "Στόχοι" (Objectives).
 - Paragraph:** A paragraph block with the text "Μετά το πέρας του μαθήματος:" (After the completion of the lesson:).
 - List-Group:** A numbered list of four objectives in Greek.

At the bottom of the window, the working path is displayed: "Working Path: C:/Program Files/Microsoft/Learning/LCDS/courses/pake_pe02/course/0003_εισαγωγή.xml".

Εργαλεία δημιουργίας video tutorials

CamStudio (**free**) (<http://camstudio.org/>)

Wink (**free**) (<http://www.debugmode.com/wink/>)

Jing (**free+hosted**) (<http://www.techsmith.com/jing/>)

Camtasia (<http://www.techsmith.com/camtasia/>)

Adobe Captivate (<http://www.adobe.com/products/captivate.html>)

Screenr (**free & hosted**) (<http://www.screenr.com/>)

Camtasia, <http://www.techsmith.com/camtasia/>

The screenshot displays the Camtasia Studio interface for a project named "Activity_4_Camtasia.camproj". The main window is divided into several sections:

- Task List:** Contains "Record the screen" and "Record PowerPoint".
- Add:** Includes "Import media...", "Title clips...", "Voice narration...", and "Record camera...".
- Edit:** Includes "Audio enhancements...", "Zoom-n-Pan...", "Callouts...", "Transitions...", "Captions...", "Flash quiz and survey...", and "Picture-in-Picture (PIP)...".
- Produce:** Includes "Produce video as...".
- Clip Bin:** Shows a "Title Clip" (labeled "ΟΙ ΖΗΤΕΣΕΙΣ") and an "Image" section with thumbnails for "EIKONA-1.JPG" and "eikona-2.jpg".
- Preview:** A large window showing a video of a harbor scene with a title "ΟΙ ΖΗΤΕΣΕΙΣ" overlaid. The resolution is set to "720x480, Shrink to fit".
- Timeline:** A horizontal axis with time markers from 00:00 to 01:06:00. It shows tracks for "Video 1", "Zoom", "Audio 1", and "Audio 2". The "Video 1" track includes a title clip and several image clips. The "Zoom" track shows "Zoom-n-Pan" transitions. The "Audio 1" track shows a constant audio signal, and the "Audio 2" track shows a waveform.

The status bar at the bottom indicates "Ready".

Συνεργασία μέσω video

Video Doodling

← CLIFF →

ME

ANVIL

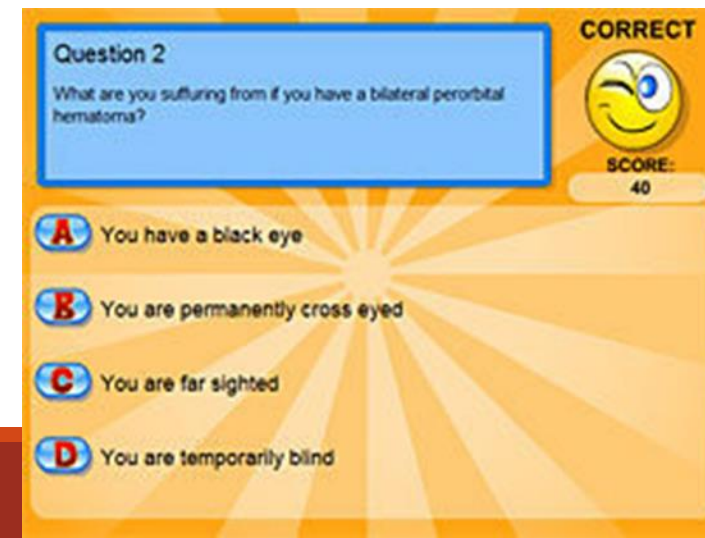
RR

1. CARRY ANVIL OUT ONTO TIGHTWIRE.
2. DROP ANVIL ON ROAD-RUNNER.
3. ROAD-RUNNER-BURGER.

classic
voicethread

Εργαλεία δημιουργίας ασκήσεων αξιολόγησης

- ClassMarker (**free & hosted**) (<http://www.classmarker.com/>)
- Yacapaca (**free & hosted**) (<http://yacapaca.com/>)
- iSpring (<http://www.ispringsolutions.com/>)
- Questionmark (<http://www.questionmark.com/>)



The screenshot shows a quiz question interface with a blue header box containing the question text. To the right of the question box is a yellow smiley face icon and the word 'CORRECT'. Below the question box is a list of four multiple-choice options, each with a letter in a colored circle. The background of the interface is orange with a sunburst pattern.

Question 2
What are you suffering from if you have a bilateral periorbital hematoma?

CORRECT

SCORE:
40

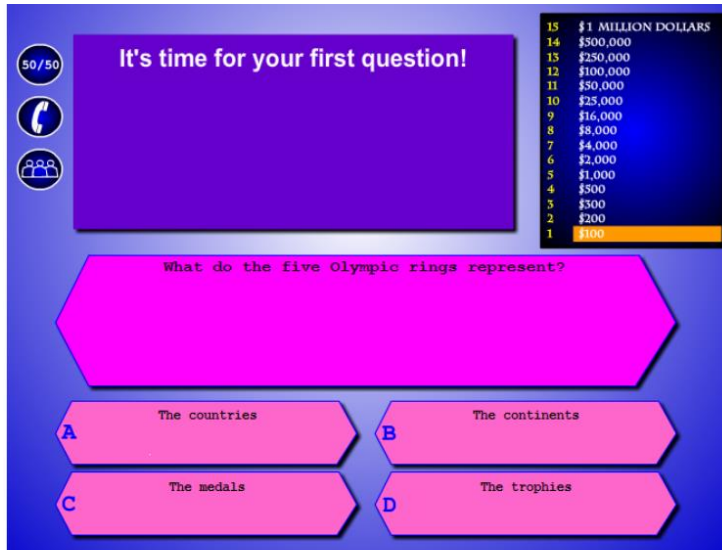
A You have a black eye

B You are permanently cross eyed

C You are far sighted

D You are temporarily blind

Εργαλεία δημιουργίας ασκήσεων αξιολόγησης



Who Wants to be a Millionaire



CoSy LLab...

Department of Digital Systems
University of Piraeus

CoSy Lab

Computer Supported Learning Engineering Laboratory

Lab People Projects Publications Teaching Research Activities Learning Tools Digital Art Tools

About CoSyLLab

Description of the Laboratory

The CoSyLLab (Computer Supported Learning Engineering Lab) belongs to the Department of Digital Systems of the University of Piraeus, in Piraeus, Greece. The research unit was established in 2003 by Dr. Symeon Retalis, Assistant Professor in the same department. CoSy-LLab members conduct research in the broader area of e-learning with emphasis on the engineering aspect of e-learning. Learning Engineering is concerned with the establishment and use of systematic and formal principles, methods and technologies standards for the successful development, deployment and maintenance of high quality elearning systems and applications. The term 'E-learning' signifies the use of networked computer environments and tools as well as open, flexible and active learning methods for education, training and lifelong learning.

Research Areas

CoSy-LLab members focus on elearning and employ techniques from the fields of instructional design, hypermedia engineering, semantic web and human-computer interaction. These techniques and methods include design patterns, conceptual modeling and component-based architectures for Adaptive Educational Hypermedia Systems. CoSy has coordinated and participated in a number of

CADMOS Learning Design Tool

Moodle Research Conference
Athens, Greece
14-15 September 2012

Latest News

- * IMS LD Validator
- * skool.gr :: A new concept in e-learning solutions



Πανεπιστήμιο Πειραιά

Τμήμα Ψηφιακών Συστημάτων

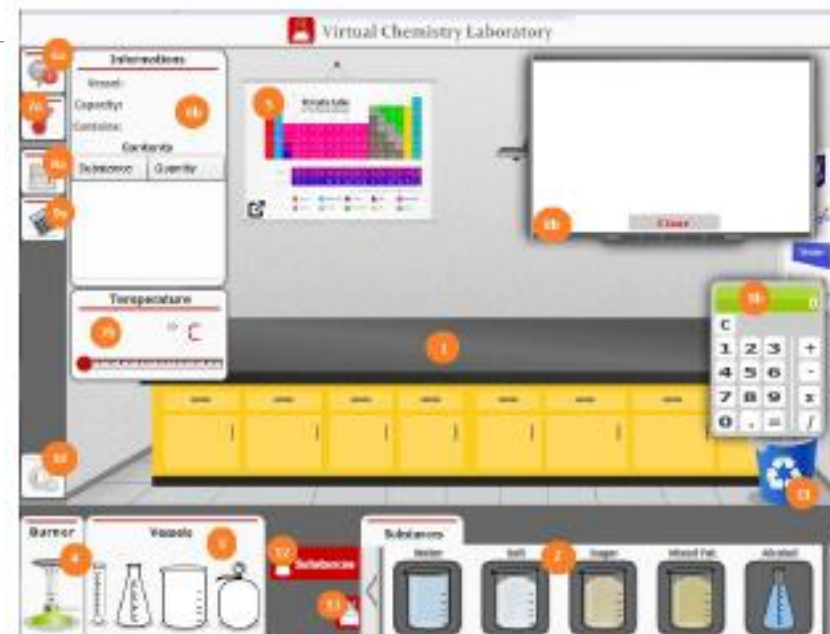
Εργαστήριο Προηγμένων Τεχνολογιών Μάθησης & Πολιτισμού

<http://cosy.ds.unipi.gr>

Ερευνητικά & Αναπτυξιακά Έργα



<http://www.skool.gr>



Virtual Chemistry Lab for Smart Boards



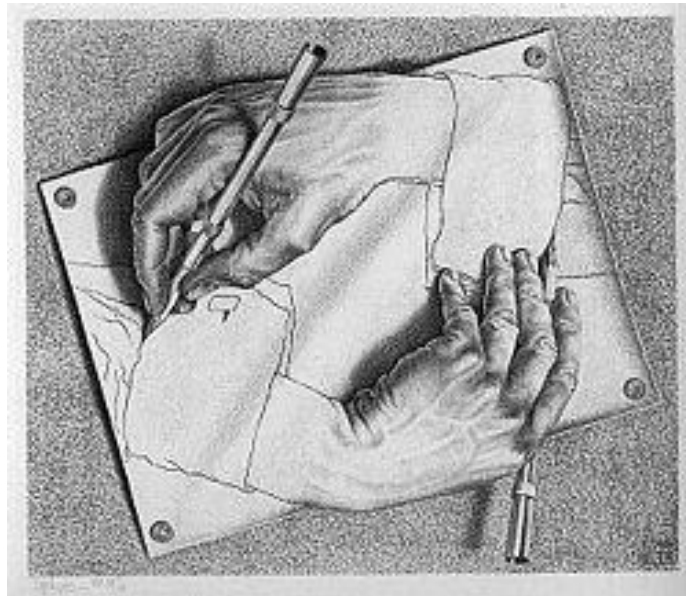
<http://www.educomics.org>



<http://www.lifelongreaders.org/>

Κλείνοντας...

Η δημιουργία εκπαιδευτικών εφαρμογών είναι τέχνη και επιστήμη



M. C. Escher

Κλείνοντας...

Η τεχνολογία δεν είναι πανάκεια!

