1) **Which three experimenter activities did you choose to complete and why? Include links to your Activity Bank responses**.

    a. The first activity I selected was H5P. Some of the other Professors at Fanshawe that teach the same course I do, have talked about using H5P in their classes. Plus, I have attended some informational workshops on H5P including one this past Friday (March 5). After that one I was very interested in trying out H5P. Here is my link:

    https://bank.ecampusontario.ca/response/h5p-business-cycle/

    b. The second activity I selected was GIFs. I have seen GIFs on social media. I didn't realize that GIFs could include multiple frames/photos. I always thought a GIF was a single frame. It was fun to learn how to create an animated GIF. With my GIF, the message I was trying to convey was regardless of the how the forms of communication have progressed over the years, clear communication is very important. Here is the link for my GIF:

    https://bank.ecampusontario.ca/response/gif-clear-communication-is-key/

    c. The third activity was Infographics. I chose this activity because I liked the idea of selecting a concept from my course and explaining it in simplistic terms. Plus, I wanted to try and create a video with "voice over". I chose Adobe Spark to create the video. Here is the link:

    https://bank.ecampusontario.ca/response/infographics-buying-a-home-mortgage-insurance-vs-term-life-insurance/

    Another reason I selected these three activities was due to the fact that in the past, I had tried a number of the other seven activities. I wanted to try activities that I had not experienced before.

2) **Identify and explain three overall lessons learned from experimenting with these three activities. How might you use these activities going forward in your teaching practice?**

    a. The Experimenter module is the 5th module I have completed. And while all of the modules have been thought-provoking and very beneficial, the Experimenter has to be the one I have had the most fun with. I have invested a lot of time into all of the modules, but by far I have invested the most time into this module since I was enjoying it so much. My wife hasn't seen much of me the past few nights as I have been downstairs "Experimenting".

    b. I learned that things aren't as difficult as I sometimes make them out to be. When I attended my first workshop on H5P last year, I thought it was confusing to use. That is the main reason I put off trying to use H5P until now.

c. I also discovered that there are plenty of resources to draw from. For example, I hadn't used Kaltura (see item # 4 below) before. I was able to research instructions as to how to do the video and then download it to include it in a Vimeo link.

All three of the activities that I created will be put to use with my students before the end of this semester.

3) **You were asked to complete at least one experimenter activity on a tablet or a smartphone. Identify the activity completed and on what type of mobile device? Then, identify and explain the advantages and challenges of using this technology tool on a mobile device. Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone. Explain the steps you might take in making access to these devices available to all students**.

I tried using my smartphone and my wife's tablet to complete my Infographics activity. Mainly because of the small screens and small keyboards on these two mobile devices it was difficult and frustrating for me to create my video. I finally decided to switch to my laptop. I classify my laptop as a mobile device since I take it to in-person business meetings and in-person classes at Fanshawe (all before COVID). I find I work more efficiently on my laptop rather than trying to navigate my smartphone or a tablet when it comes to creating and facilitating an activity. I primarily use my smartphone for phone calls, texts, and taking photos. I don't even have my emails come to my phone like some people do. In terms of an upcoming assignment, each week during my online classes, I am already conducting a Kahoot review of the material covered the previous week. I share my screen, so the students see the review questions. They are required to have a second device, such as a tablet or smartphone or a second tab on their browsers on their computers, in order to answer the questions. Most students already have a second device in the form of a smartphone or tablet.

4) **Using a mobile device, camera, or screen casting software highlighted in the <u>Online lecture toolkit</u> to create a short 2-3 minute video of yourself illustrating how, when designing learning experiences in the future, you will use the technologies, ideas, formats, and/or approaches that you experimented with in this module. Include an example of how you would incorporate this new knowledge into a lesson plan. Get as creative as you wish! Upload your video to <u>YouTube</u> , <u>Vimeo</u> , or any other video hosting site that can create a public link to your video (or keep it private/unlisted if you like). Include the link for your video in your reflection document.**

I used Kaltura capture (screen recorder) to make my video. Kaltura is integrated directly into FOL (Fanshawe's online learning platform). Here is the Vimeo link for my video:

https://vimeo.com/522165878