Experimenter Reflection

The 3 Experimenter activities I chose were:

1. Going Interactive with H5P
2. *A Serious Use for Silly Media *used smartphone/laptop*
3. Information as a Graphic *used tablet/laptop*

The link to my I'm An Experimenter video submission can be found at the end of this document.

Activities

Here are links to my submitted activities along with summaries of my experiences and lessons learned.

1. Going Interactive with H5P

https://bank.ecampusontario.ca/response/blackboard-main-menu-overview/

H5P is recommended technology at my college. My colleagues are familiar with it and have offered faculty workshops on its usage. Despite this, I had not yet taken the opportunity to learn more about it so took my chance.

In my role as digital learning specialist, exposure to and familiarity with various digital tools is required. Taking the time to work with this tool, to better understand its' strengths as well as its' limitations makes me more capable of recommending its' usage to faculty as well as providing specific cases in which it offers value over other tools.

In terms of displaying and assessing content knowledge to students, H5P offers many more options than Blackboard. I plan to continue exploring its possibilities.

2. A Serious Use for Silly Media *

https://bank.ecampusontario.ca/response/a-serious-use-for-silly-media-patrick-hymus/

Gif creation is something I have utilized in the past, but not in this manner. Usually, I use an online tool called *Gifcap* to screen capture demonstrations of specific processes. This time, I appreciated the creative process of outlining my plan, taking the images, making slight edits, and then piecing them all together.

After planning out the images needed, I used my phone camera to take them. For processing, I initially tried using *Giphy* but was unable to rotate specific images as needed. For this reason, I made the move to *Canva* to complete my gif. I was unaware that Canva offered this feature and found the feature simple to use.

Gifs are a fun way of highlighting key information worth repeating. Given the growing need to provide content in a more visually stimulating method, gifs are not only an efficient but are also fun to create and view.

This activity was partially completed with the use of my Samsung Note 9 smart phone. I used my Sticky Notes app to plan my shots and my camera to take the pictures. This was the easiest way to obtain the content I needed and was rather straightforward to do. In hindsight, I should have searched for a Canva app and attempted to complete this activity entirely via smartphone. If possible, such an assignment could easily be created for students.

3. **Information as a Graphic ***

https://bank.ecampusontario.ca/response/blackboard-dos-and-donts-information-as-a-graphic/

Infographics are useful ways of presenting content in a manner pleasing to the eye. As a frequent Reddit lurker on the r/dataisbeautiful subreddit, I can appreciate the value of information presented in graphic form. My struggle was in obtaining data to represent, and while I would not post my resource to r/dataisbeautiful, this was an interesting activity which I plan to explore in greater detail.

I used Piktochart for this activity, working with the iPad application until I reached an editing 'wall' requiring my switch to the desktop version. Thankfully, this switch was seamless, a testament to the robustness of their platform though it's unfortunate it was required at all.

Blackboard is our College LMS and I have been making notes for a resource of best practices. This seemed like a good opportunity to not only learn and practice new skills but also create something of value that may benefit our faculty.

This activity was partially completed with an iPad. The issue I ran into was limitations in the manipulation and editing of the graphic. Frustrated by my inability to perform the edits as desired, I quickly switched to my laptop to finalize these changes. In the future, I would work to ensure the tools I recommended to students offered full functionality across platforms to prevent the recurrence of this issue. I would also ensure students have access to College iPads and computer labs if requiring the completion of a similar assignment.

Overall Lessons

The lessons I have learned from the completion of these activities are 1) the importance of learning new skills, 2) the necessity of being adaptable, and 3) the variety of new tools and functions available.

In terms of learning new skills, it can be difficult to get a handle on a new tool, however the exposure with one tool bleeds over into and simplifies the learning of others. You learn to recognize similar icons or methods of content creation and curation. This experience builds and makes learning subsequent tools easier.

Adaptability is essential since anyone using a digital tool for an extended period of time will sooner or later encounter some bug or limitation. Rarely should this necessitate the abandonment of the tool, but instead users must learn to adapt as necessary, either modifying their approach or using additional tools in complement.

Finally, with the growing variety of tools available, not to mention the platforms they are available for, users must not only experiment with new tools, but also continue to explore their usual ones. I have

used Canva on numerous occasions, but never to create gifs, nor did I know this option was available. I'm curious about additional features currently offered by existing tools within my kit, what improvements are on the horizon, and what additional use cases are possible.

I'm An Experimenter

- Video link → https://slcme.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=037055f6-8914-4678-b354-ade20155a287