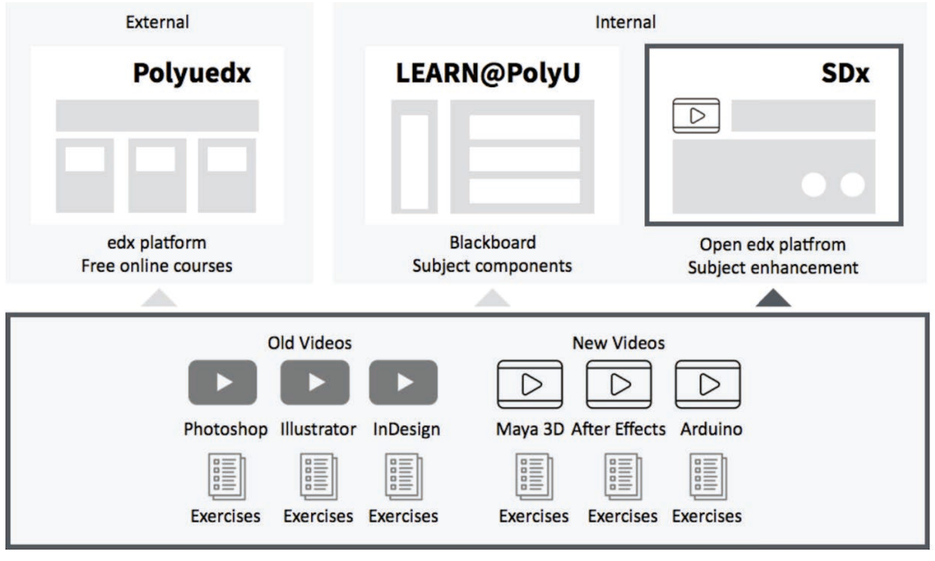
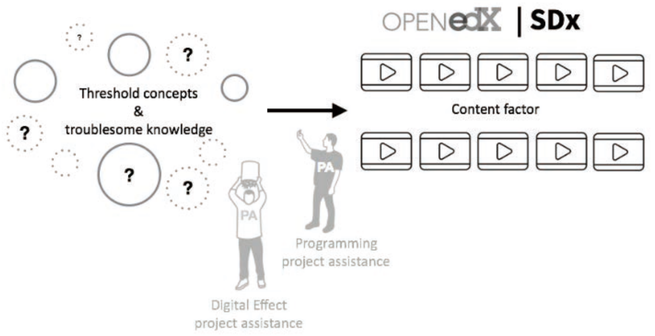
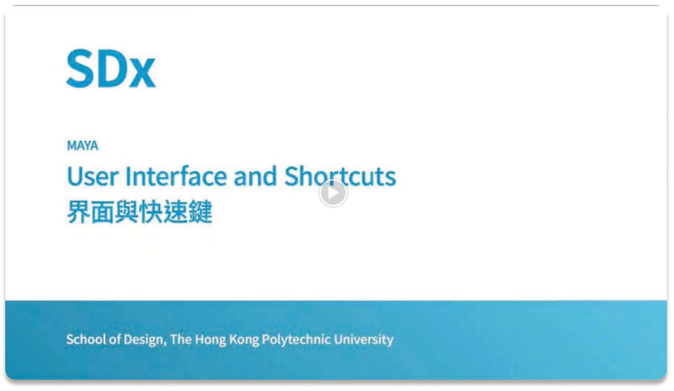
INSTRUCTIONAL VIDEO FOR LEARNING OF DESIGN SOFTWARE AND PHYSICAL COMPUTING

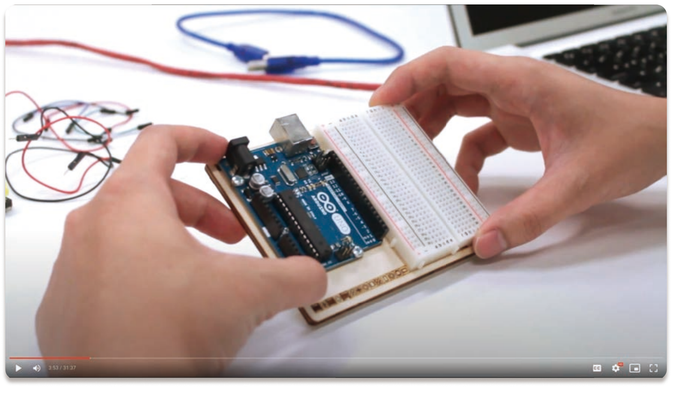
ELEARNING SOFTWARE FOR ELEARNING AND BLENDED LEARNING DEVELOPMENT

the development of online instructional videos to enhance communication design and interactive media courses has been achieved by this project. a group of four project assistants and four students studied complex concepts in digital visualisation and interactive programming to create relevant audio, visual, and textual materials. all students now have access to the materials on the learn@polyu and school of design's sdx platform. the project utilised blended and flipped learning principles to tailor the learning experience for hdmdt, ba design, and baim students. this project has benefitted both students and teaching staff, improving the integration of software workshops with effective learning through instructional videos. additionally, the keep platform, an openedx based platform provided by a chinese university in hong kong, hosts this project.

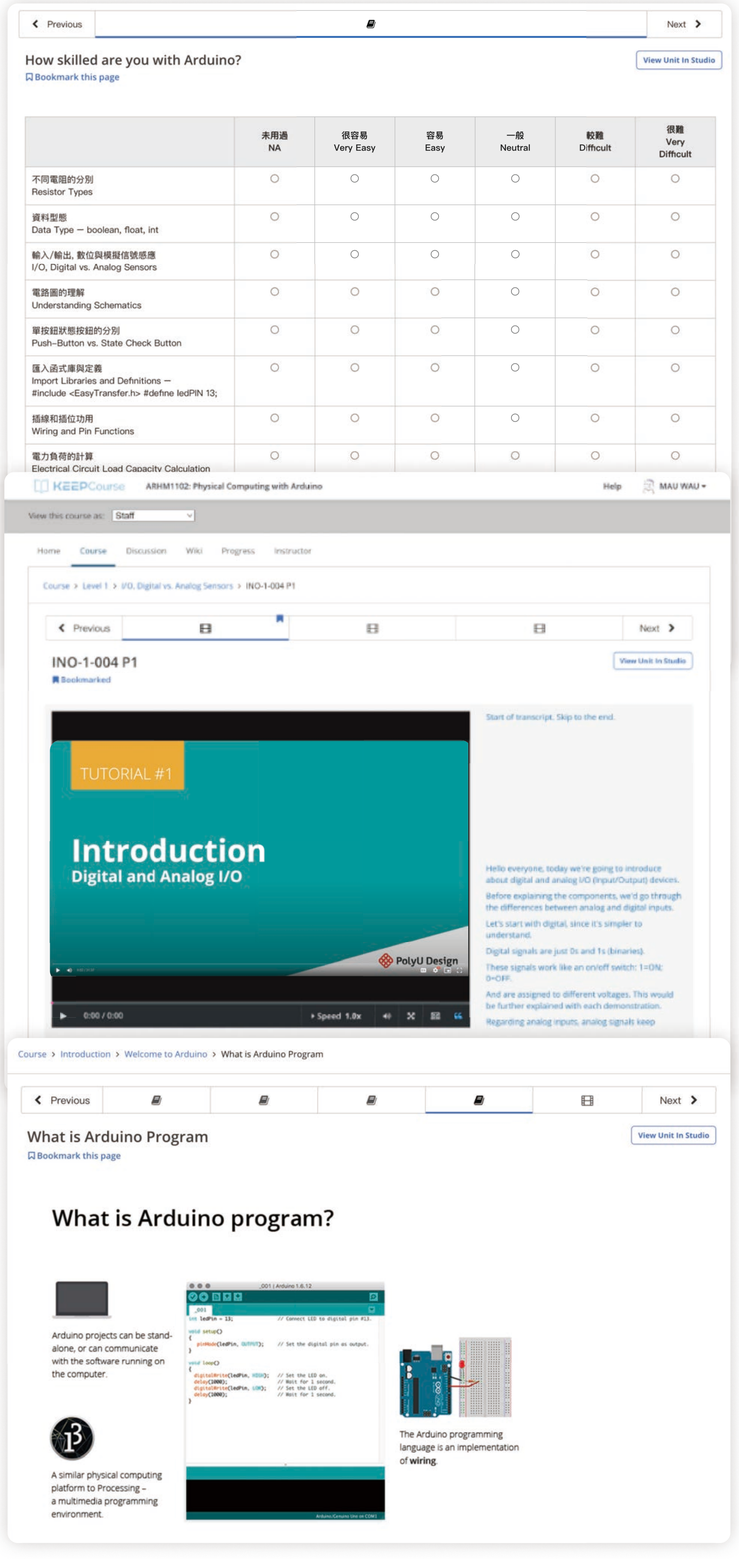








The video captured a demonstration of how to use Maya 3D software and Arduino.



KEEP seamlessly integrates with Moodle and Open edX to improve accessibility and optimise the user experience.