Creating H5P content for active learning

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Abstract:

Active learning is a popular and proven method used in contemporary educational design and practice. H5P (https://h5p.org/) facilitates easy creation of richer HTML5. Integration of H5P content within course material provides opportunities for students as learners to think critically about what they are being taught and supports the flexibility students are requesting by extending the learning environment. A variety of activities can be developed; case study scenarios, interactive technical demonstrations, 3D images with identification of regions of interest (hotspots; roll-over information; animation), as well as quiz questions in a wide variety of differing formats; fill in the blanks, image and text-based drag and drop, mark the word, interactive video and branching scenario tasks. H5P content can be easily shared across multiple learning management systems (Canvas, Moodle, and Blackboard). We have used H5P activities to formatively assess student comprehension of content taught in undergraduate anatomy, physiology and pathology courses, ensuring specific learning outcomes are achieved. Learners receive comprehensive, automatic feedback and their engagement with H5P activities can be tracked by teachers. H5P is broadly applicable /can be used within a wide variety of teaching contexts/subject areas.

Outcomes
At the end of this 100 min workshop you will have created and shared your first H5P activity, and will be able to do it again.

Major features to be investigated
Structured into 4 steps, discussion and demonstration of pros and cons of
1. H5P.org versus H5P.com (unlicensed versus licensed service)
2. How to install a H5P content type and create and edit H5P content
3. How to use many of the existing H5P content types
4. How to share your created content

Session organisation

5 tables. 4 -6 participants per table.		
Time (mins)	Activity	Content
10	Icebreaker	Table group introductions, share experience with creating online content and intended uses, table group discussion and whole group Post-it notes.
15	Demonstration	What is H5P and why would I use it?

5	Individuals	Participants create a free account in H5P.org.
10	Demonstration	Active learning guide with tips and techniques. Access to workshop padlet.
30	Individuals	Choose one of the activity options (beginner or advanced). You now have 30 minutes to create your own H5P content.
5		Break
10	Individuals and as a group	Share your H5P content (padlet) and test it out. Self-critique and partner feedback using a structured framework.
5	Demonstration	Placing an H5P learning interactive into your learning management system (LMS)
5	Discussion	Revisit how you might use H5P in your teaching. Table group discussion and Post-it notes.
5	Evaluation Survey	QR code to online survey on phone Resource links.

Resources for distribution
We will be using the free version of H5P (H5P.org), accessed online. A printed step by step active learning guide with URL links to helpful resources will be provided.

Expectations and requirements of participants
You need to bring your own laptop to participate, or pair with someone who has. Although *engaging* with H5P content is possible on a tablet or phone, it is recommended you *create* H5P content on a laptop.

References

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