CREATING INTERACTIVE LECTURES THAT STUDENTS LOVE USING ARTICULATE STORYLINE

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Introduction of the course and project outline.
Instructional technology - Articulate Storyline
Considerations in planning and development process
Our favorite interactions
Students’ feedback
Conclusion
HM 446: Human Resource Management in the Hospitality Industry

Designing a hybrid course with innovative technology

- **Allow**: Allow students to navigate the resources
- **Devote**: Devote the class time to improve soft skills
- **Improve**: Improve technological competencies and digital literacy
INSTRUCTIONAL TECHNOLOGY: ARTICULATE STORYLINE

Quality Visualization

High Interactivity
- Tap, slider, dial interaction
- Drag and drop
- Scenario-based,
  graded questions

Responsive to mobile devices

Accessible

Compatible with Canvas - SCORM

For more information: https://articulate.com/360/storyline
CONSIDERATIONS IN PLANNING AND DEVELOPMENT

Contents
- Key topics in each chapter and fundamental knowledge

Structure
- Online interactive lectures with audio narration
- Check current knowledge
- Lectures with interactions and two graded questions
- Takeaways

Duration
- 10 minutes (Timer located on the top right corner)

Evaluation
- Lock menu, multiple attempts on graded questions

Copyrights
- CCO licensed graphics

UDL
- Universal Design for Learning
TOPICS FOR THE NINE INTERACTIONS

Module 1: Employment Laws and Applications
Module 2: Americans with Disabilities Act
Module 3: Job Analysis
Module 4: Selection: Background checks and legal issues
Module 5: Employment Interview
Module 6: Training and development: The training cycle
Module 7: Fair Standards Labor Act
Module 8: The Occupational Safety and Health Act (OSHA) of 1970
Module 9: Discharge: A Last Resort
THE DEVELOPMENT PROCESS

**Content Development**
- Identify key topics and areas
- Create interaction ideas and research relevant cases
- Develop scripts for slides and narration

**Online Lecture Development**
- Review the scripts
- Check feasibility of interaction ideas
- Initial development of an online lecture
- Audio recording using Audacity(Instructor)

**Review and revision**
- Quality check by instructor, project manager, and staffs in CLT
- Revise if needed
- Publish on Canvas
EXAMPLE OF AN ONLINE MODULE (CANVAS)
This interactive assignment is on “Training and development: The training cycle”.

<table>
<thead>
<tr>
<th>INSTRUCTIONS FOR STUDENTS</th>
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<tbody>
<tr>
<td>Students are suggested to take a least <strong>10 minutes</strong> to complete each interactive assignment. There is a timer on the top right corner in the interaction.</td>
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<tr>
<td>The interactive assignment is <strong>graded</strong>, worth 10 points each.</td>
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<tr>
<td>Students are encouraged to view the interaction <strong>multiple times until get full score</strong>.</td>
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<tr>
<td><strong>Canvas will display the most recent points</strong> that students get from the interaction. Make sure your last score is the best score so that Canvas will display it and count it as part of your final grade.</td>
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<tr>
<td>Students can view the <strong>transcript</strong> while viewing the interaction or download the script file in Word from the interaction.</td>
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<tr>
<td>Last, make sure to <strong>turn on the speaker</strong> on your computer in order to listen to the audio narration. Enjoy!</td>
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THE EXAMPLES OF INTERACTIONS

• Module 6: (Training Cycle)
  • The importance of training (Infographic)
  • The training cycle (dial interaction)
  • Choosing a training method (drag and drop)
  • Check your understanding (graded questions)
  • Results (points will be displayed on Canvas gradebook)

http://personal.psu.edu/hxy80/HM466/Module6/story.html
EVALUATION OF ONLINE INTERACTIVE LECTURES AND ITS EFFECTIVENESS

- Instructor's and project manager's observations
- In-class/Online discussion
- Evaluation surveys on multiple points
- Mid-term evaluation

- The Check Your Knowledge activities (e.g., the scenario in the beginning) stimulate my intellectual curiosity - 100%
- The audio narration helps me understand the material. - 88%
- The interactive lectures increase my interest in the subject of the course (i.e., human resource management in the hospitality industry). - 88%
FEEDBACK FROM STUDENTS: WHAT DO YOU LIKE THE MOST OUT OF THE INTERACTIVE LECTURES?

I liked how Professor reads the slides out loud and I can read them while I listen.

I like being able to listen to them and read it along with answering questions and having multiple tries to get it correct.

I like the freedom of having the interactive lectures outside of class. I can usually get them finished before class would be over, so I am able to get other assignments done. I also like how you can learn the content at your own pace. I can go back or pause if I need to take notes.

I like that I can complete the lectures at my own pace and at my own time. I have a very busy schedule and having the flexibility to complete this online when I have time benefits my learning and increases how much I focus. They are easy to follow and use.

I like the check your understanding part of the interaction lectures. It is helpful for me to put the information I am learning to use.
I like the questions and matching activities. It make me think and connect what I just learned, maybe add a couple more questions to the lectures.

I really like the way the interactive lectures are now. I would recommend having a little more interactive features.

I think there should be maybe one more questions to make sure we know what we are learning.
CONCLUSION

- Instructor’s reflection (e.g., fulfilment of project objectives, benefits)
- Areas of improvement and future plans
- Questions?