

# Can you hear me now?

Audio Enhancing Your Courses

Jean Kent, Seattle Community College




# Can You Hear Me Now? Audio Enhancing Your Courses

SEATTLE COMMUNITY COLLEGES

## Agenda

- Podcasting overview
  - Uses and benefits
  - Examples
  - Demo
- Voice Over IP (VoIP) overview
  - Uses and benefits
  - Examples
  - Demo
- Q and A

League for Innovation CIT 2006



2

SEATTLE COMMUNITY COLLEGES

## MP3 Players



League for Innovation CIT 2006



3

SEATTLE COMMUNITY COLLEGES

## Podcast Audience\*

- 53% of podcast listeners are under 35
- Students are 23% of podcast audience
- Approximately 27 million have listened to podcasts
- Podcast listeners spend over 16 hours per week online

\*Statistics from Edison Media Research

League for Innovation CIT 2006



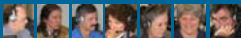
4

SEATTLE COMMUNITY COLLEGES

## Podcast Defined

- File (usually audio or video) placed on Internet
- Term may be combination of **iPod** and **broadcast**
- Or, **P**rogram **O**n **D**emand
- Vodcast → **V**ideo **O**n **D**emand
- Automatic updates to users via a “**feed**”

League for Innovation CIT 2006



5

SEATTLE COMMUNITY COLLEGES

## Podcast Definition



League for Innovation CIT 2006




6

SEATTLE COMMUNITY COLLEGES

## Low Tech Equipment

- Microphone or digital voice recorder
- **Free** recording and editing software
  - Audacity (Windows)
  - Garageband (Mac)
- **Free** conversion / compression software
  - iTunes - <http://www.apple.com/itunes/>
  - Jodix – <http://www.wma-mp3.org>

League for Innovation CIT 2006



7

# Can You Hear Me Now? Audio Enhancing Your Courses

SEATTLE COMMUNITY COLLEGES

## Digital Voice Recorders



- 8 hours of high quality recording
- USB connection
- convert to MP3
- \$60 - \$100 price range

League for Innovation CIT 2006



8

SEATTLE COMMUNITY COLLEGES

## High Tech Equipment



- Podcasting "kits"
  - USB audio mixer
  - **Condenser** or **dynamic** microphones
  - Headphones to monitor volumes
  - Sound studio software
- \$250 approximately

League for Innovation CIT 2006



9

SEATTLE COMMUNITY COLLEGES

## Podcast Uses

- To **distribute mini** or **full lectures**
  - full lectures hard to navigate
- To **provide short content reviews** and **practice exercises** (foreign language, music, esl, poetry, drama)
- To **interview** experts/people of interest to students

League for Innovation CIT 2006



10

SEATTLE COMMUNITY COLLEGES

## Podcast Uses Con't

- To make **class announcements** to online students
- To share **industry news**
- To **record sounds** important to an occupation
  - heart beats for nurses
  - engine or brake sounds for mechanics
- To **engage** students in projects

League for Innovation CIT 2006




11

SEATTLE COMMUNITY COLLEGES

## Podcast Benefits

- Allows **visually impaired or dyslexic students** to get course content
- Appeals to **auditory learners**
- **Borderless classroom** – take content anywhere / repeat as desired

League for Innovation CIT 2006



12

SEATTLE COMMUNITY COLLEGES

## Podcast Benefits Con't

- **Time-shifting of content** – listen when it is convenient
- **24/7 availability**
- Support **tech savvy students** information needs and style

League for Innovation CIT 2006



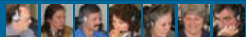
13

# Can You Hear Me Now? Audio Enhancing Your Courses

**Podcasting @ U of Washington\***

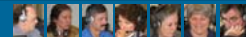
- Students used podcasts to
  - study for exams
  - clarify / expand lecture notes
  - make up for missed class
- Class attendance did not decline
- Podcasts accessed on computers more than MP3 players
- Class discussion, visuals missed

\*Podcasting at the UW: An Evaluation of Current Use (Jan 2006)

League for Innovation CIT 2006  14

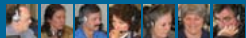
**UW Recommendations**

- provide audio “roadmap” of lecture
  - announce outline of lecture and transitions to new topics
- post course materials online
  - PowerPoint slides to view while listening
  - reference slide numbers if using PowerPoint

League for Innovation CIT 2006  15

**UW Recommendations**

- repeat student questions before answering
- podcast lectures can free class time for active learning
- give students podcasting projects
  - creates “peer effect”
  - student work improves due to expanded audience

League for Innovation CIT 2006  16

**1<sup>st</sup> Best Practice for Instructional Podcasting\***

- **Appropriate length**
  - between 2 - 10 minutes
  - chunk content if necessary
  - too short – perceived as a waste of time
  - too long – interest lost before podcast is finished

\*Source: Rob Reynolds from www.Xplanazine.com

League for Innovation CIT 2006  17

**2<sup>nd</sup> Best Practice for Instructional Podcasting\***

- Use **informal tone and high energy**
  - helps keep students engaged
- Avoid formal presentation style
  - don't make podcast sound boring
  - include “bumper” music to add interest

\*Source: Rob Reynolds from www.Xplanazine.com

League for Innovation CIT 2006  18

**3<sup>rd</sup> Best Practice for Instructional Podcasting\***

- Important to **include context and review**
  - begin with clear context for info being presented
  - end with review of most important things to remember

\*Source: Rob Reynolds from www.Xplanazine.com

League for Innovation CIT 2006  19

# Can You Hear Me Now? Audio Enhancing Your Courses

**4th Best Practice for Instructional Podcasting\***

- Include **options for different learning style preferences**
  - offer optional transcripts and/or images
  - transcripts essential for accessibility

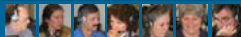
\*Source: Rob Reynolds from www.Xplanazine.com

League for Innovation CIT 2006  20

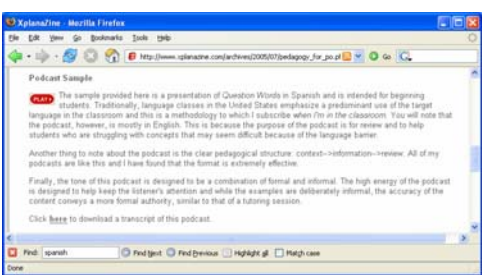
**5th Best Practice for Instructional Podcasting\***


- Include **flexible delivery options**
  - make available through more than one subscription method (iTunes, RSS, Blog, etc.)
  - create an archive of all episodes

\*Source: Rob Reynolds from www.Xplanazine.com

League for Innovation CIT 2006  21

**Question Words in Spanish**



League for Innovation CIT 2006  22

**IT 111 Podcast**




League for Innovation CIT 2006  23

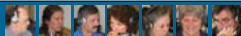
**dansmathcast**



League for Innovation CIT 2006  24

**Psychology Interview**




League for Innovation CIT 2006  25

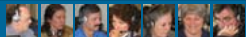
# Can You Hear Me Now? Audio Enhancing Your Courses

SEATTLE COMMUNITY COLLEGES

## PVCC Student Life Podcasts




League for Innovation CIT 2006



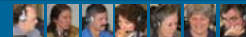
26

SEATTLE COMMUNITY COLLEGES

## Grammar Girl



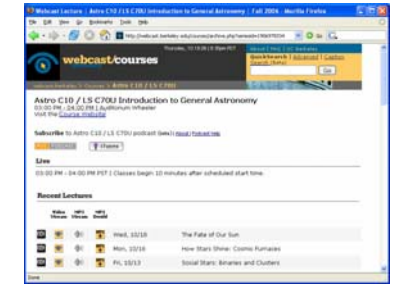
League for Innovation CIT 2006



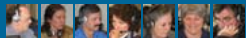
27

SEATTLE COMMUNITY COLLEGES

## webcast.berkeley



League for Innovation CIT 2006



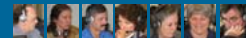
28

SEATTLE COMMUNITY COLLEGES

## TED TALKS



League for Innovation CIT 2006



29

SEATTLE COMMUNITY COLLEGES

## World Beyond the Headlines



League for Innovation CIT 2006



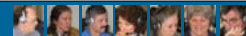
30

SEATTLE COMMUNITY COLLEGES

## Demo

- I record and edit with **Audacity**
- I always use a script (becomes the transcript)
- I always add "legal" music
  - <http://www.royaltyfreemusic.com>
- I post podcast, transcript, "show notes" and images to blog
- I use Feedburner (free) for RSS feed

League for Innovation CIT 2006




31

# Can You Hear Me Now? Audio Enhancing Your Courses

**SEATTLE COMMUNITY COLLEGES**

## Voice Over IP

- Voice conversations sent over Internet instead of phone lines
- Use computer as a phone
- Several choices for free VoIP software
  - Skype
  - Gizmo Project
  - Google Talk

League for Innovation CIT 2006  32

**SEATTLE COMMUNITY COLLEGES**

## Minimum Equipment



- Microphone
  - headset with mic
  - USB or standard jacks
- \$35 or less


League for Innovation CIT 2006  33

**SEATTLE COMMUNITY COLLEGES**

## Skype (Free\*)




**\*When calling computer to computer**

League for Innovation CIT 2006  34

**SEATTLE COMMUNITY COLLEGES**

## Gizmo Project (Free\*)




**\*When calling computer to computer**


League for Innovation CIT 2006  35

**SEATTLE COMMUNITY COLLEGES**

## Google Talk \*



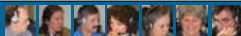
**\*Free but must have Gmail account**

League for Innovation CIT 2006  36

**SEATTLE COMMUNITY COLLEGES**

## VoIP Uses

- **Communicate** with online students (answer questions/solve problems)
- **Hold office hours** with conference call feature
- **Leave voicemail messages** with feedback on assignments/homework

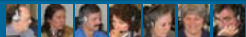
League for Innovation CIT 2006  37

# Can You Hear Me Now? Audio Enhancing Your Courses

SEATTLE COMMUNITY COLLEGES

## VoIP Uses

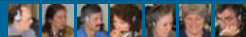
- **Record student calls** (with permission) to develop audio FAQs
- **Collaborate** with coworkers
  - work online together to plan a project, review a document, etc.
- **Record interviews** for podcasts

League for Innovation CIT 2006  38

SEATTLE COMMUNITY COLLEGES

## VoIP Benefits



- **Provide** “just-in-time” support
  - few students used Gizmo
  - more important for teacher
- **Reduce** time spent typing email
- **Multitask** without getting a stiff neck

League for Innovation CIT 2006  39

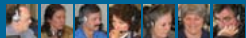
SEATTLE COMMUNITY COLLEGES

## Examples

- Student question answered\*
- Podcast interview\*

\*Recorded and used with permission.

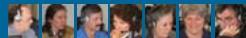
League for Innovation CIT 2006  40

SEATTLE COMMUNITY COLLEGES

## Q and A

Jean Kent, [jkent@sccd.ctc.edu](mailto:jkent@sccd.ctc.edu)  
206.587.4103

Workshops Web Site  
<http://faculty.seattlecolleges.edu/jkent/workshops/>

League for Innovation CIT 2006  41