Teaching Digital Production Courses Using Online Media

Dr. William LAI Chi Fu Assistant Professor

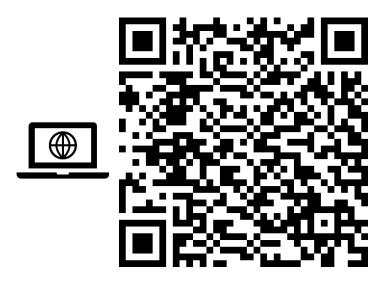


創意藝術學系 Department of Creative Arts



Introduction

- Dr. William LAI Chi Fu
- PhD (NTU Singapore)
- BEng CS (HKUST)



- Creative Arts Production Courses for BA (Hons) Computing and Interactive Entertainment
 - Animation Production (4 hrs workshop)
 - Visual Effects (4 hrs workshop)
 - Procedural and Particles Effects (2 hrs lab)

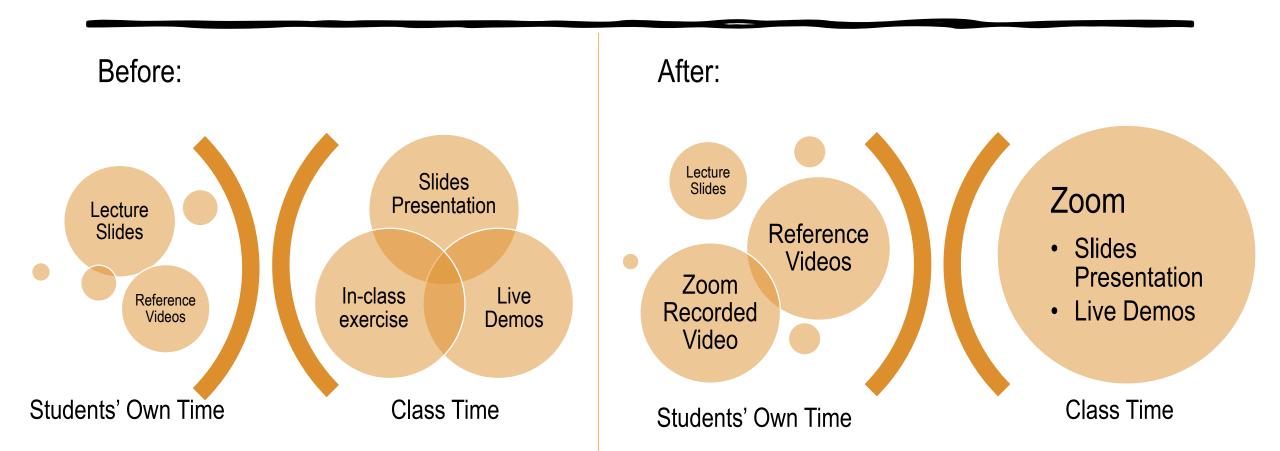




Academic Alliance Member







Before:

Teach like an Instructor



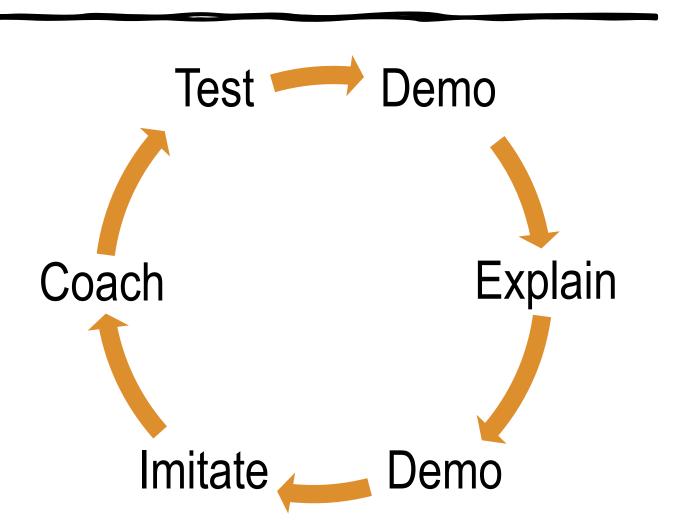
After:

Teach like a Youtuber



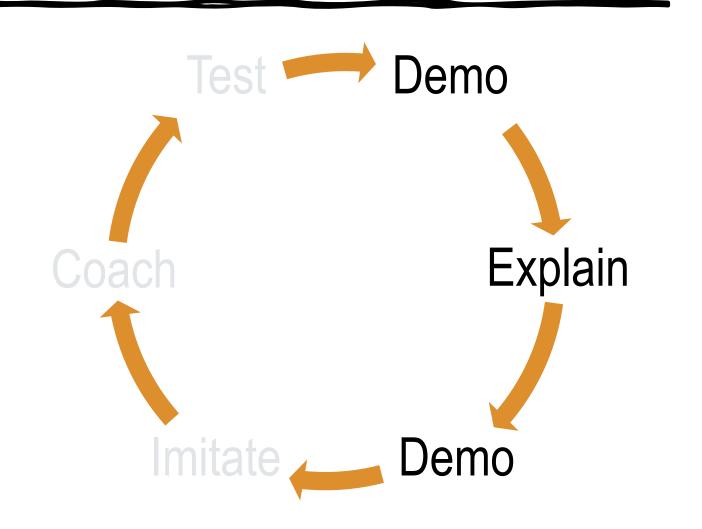
How do I get more attention from my students?

- The 'DEDICT' Method of Teaching:
- Visual Communication
- Force them to see me
- All-in-One screencast



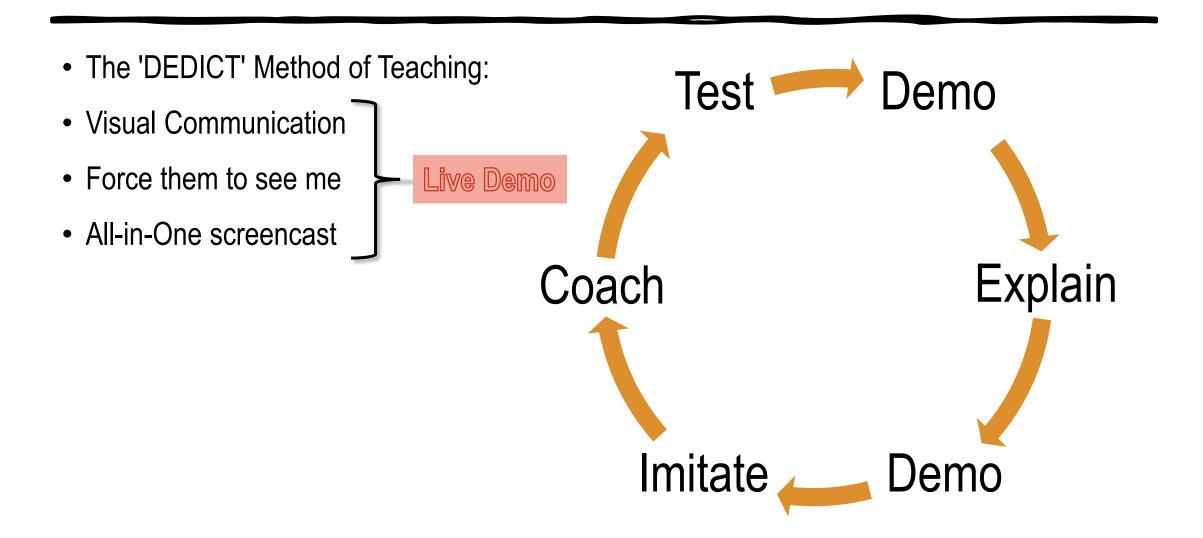
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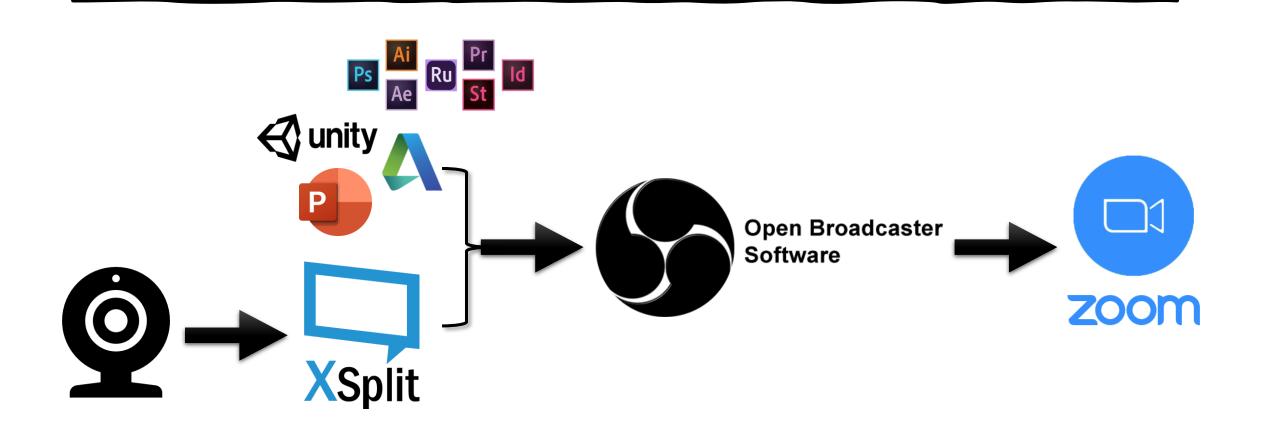




How do I get more attention from my students?



• LIVE Demo



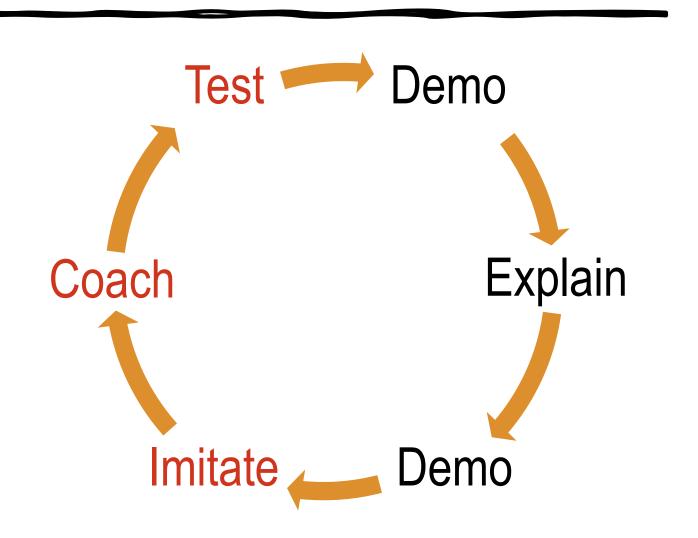
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- Pros:
- Completely record automatically via Zoom cloud recording
 - Students can revise the lecture as many times as they want
 - Can pause anytime for slow learners
 - Flexible time for students
- Clearer to see compare to lab projector screen

- Cons:
- Hard to check if the students are paying attention
- Hard to do live Imitate, Coach, and Test (unlike f2f class)
 - Student may use mobile phone to zoom
 - Cannot see what & how are they doing
- More tedious to prepare



- The 'DEDICT' Method of Teaching:
- Visual Communication
- Force them to see me
- All-in-One screencast



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Change Mode of Imitate, Coach, and Test

Before:

- Imitate:
 - Step by step in class, using lab's computer
- Coach:
 - I walk around the lab
 - I observe, and give feedback
 - Proactive during class
- Test:
 - Give a small task to be done in class

After:

- Imitate:
 - Async mode, students' own computer
 - Students choose when to pause / play / repeat
- Coach:
 - Feedback given after submission
 - Passively wait for questions in OLE / whatsapp / email
 - Cannot see students' working process
- Test:
 - Give a small task with a long deadline

Thank you!



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電腦及互動娛樂榮譽文學士 BA (Hons) in Computing and Interactive Entertainment

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