The use of Interactive videos

The University of Pretoria has implemented the use of interactive videos and content. H5P is the software which lecturers can use to add interactive elements to videos. The interface is now accessible through clickUP. Please note: If you add quizzes to videos, the attempts will be recorded to the grade center.

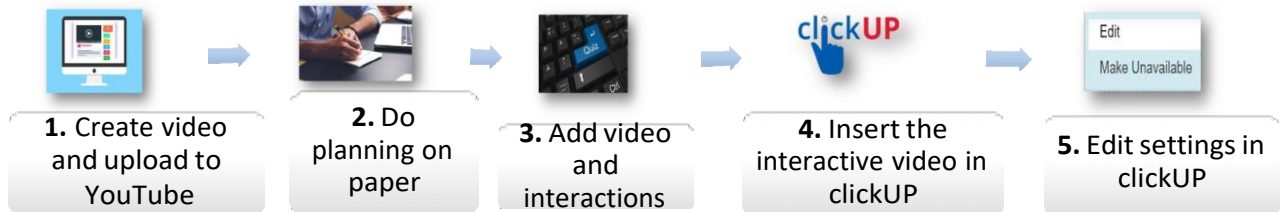**Resources (***Please access/download the resources and use together with this document)*

1. [Step-sheet : How to upload YouTube Video as Unlisted video](#)
2. [Planning document template](#)
3. [Summary table of quiz interactions](#)
4. [Step Sheet: Adding Quiz Interactions](#)
5. [Mathematical Formula using LateX](#)

When to use Interactive videos

Interactive videos are ideal to use when you already have a video clip that you want to enrich with interactive elements (this can also be a pre-exiting video on YouTube). You can facilitate differentiated learning by adding in-depth information such as pictures, tables, text and links that students can interact with during video playback.

Process for creating interactive videos

Please note: Before you can access the authoring tool interface, it is important to first create or select an existing YouTube video on your topic (step 1) and to plan where in the video you are going to add the interactions and the type of interaction (step 2). We therefore recommend a 5-step process to create interactive videos.

1. Create video and upload to YouTube ➡ **2.** Do planning on paper ➡ **3.** Add video and interactions ➡ **4.** Insert the interactive video in clickUP ➡ **5.** Edit settings in clickUP

Step Sheet: Adding interactive video and content

1. Access your clickUP course where you want to add the interactive video

2. Create a **Content Area** e.g. *In-Video Assessment* on the course menu

3. Click on the *In-Video Assessment* Content Area

4. Hover your cursor over **Build Content** tab

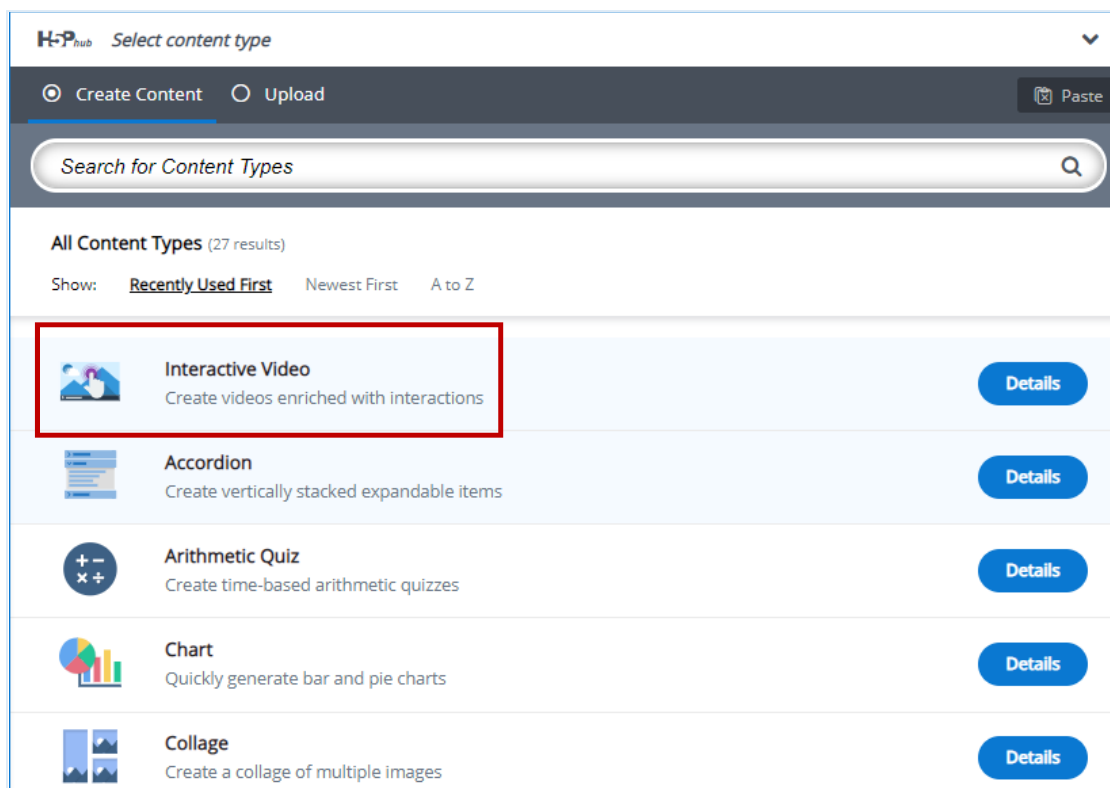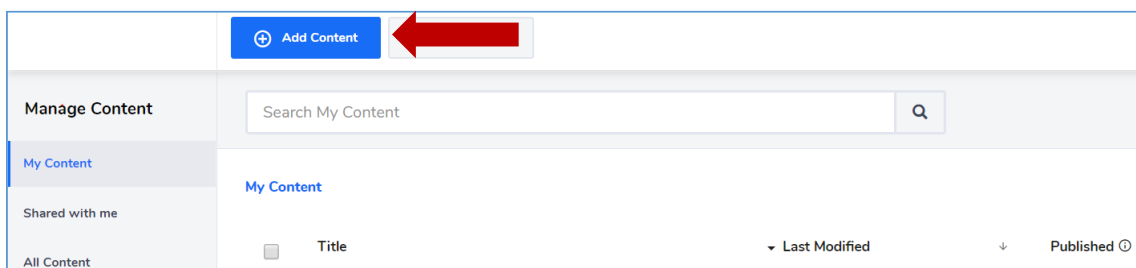5. Click on **Interactive Video and Content**
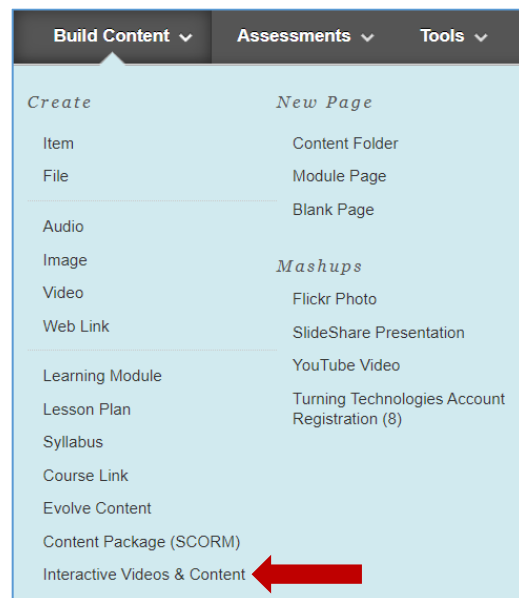
6. The LTI link will launch automatically and it will open in a new tab.

Creating New Content

When you access this tool the first time, it will send a confirmation code to your email address. Add the code into the space for it and click on Proceed.

The authoring tool allows you to add different content types. The HTML5-based 'Interactive Video' content type allows users to create videos that are enriched with interactions.
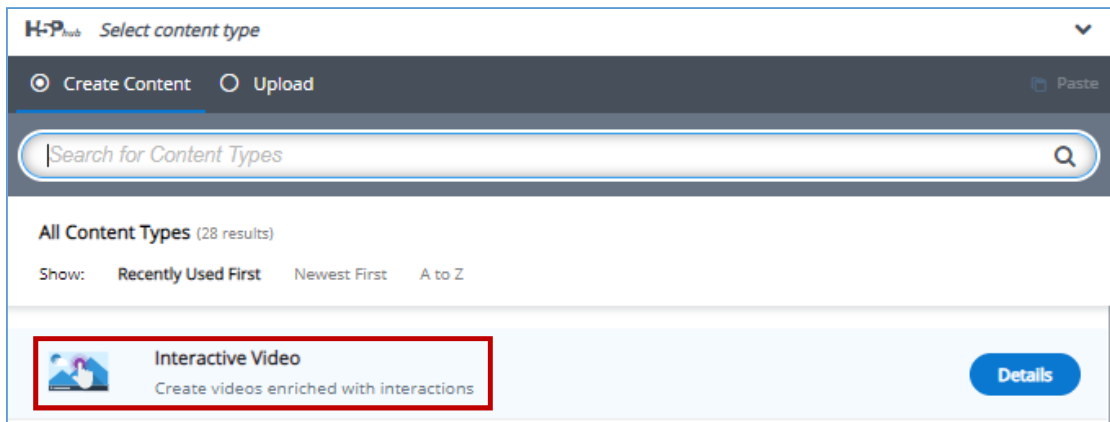
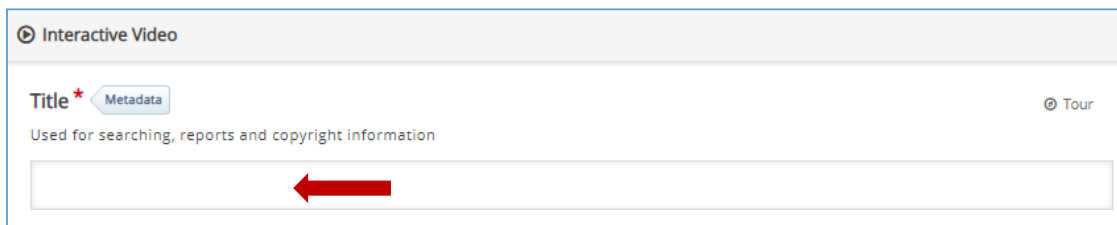7. To start creating interactive content, click on **Add Content**

Adding Interactive Video

Instructions:

1. To start adding interactions in existing video(s), click on **Interactive Videos**

2. Add the title of the video, this is a mandatory field.

The Interactive video content type consists of three tabs:

I.   Upload/embed video,
II. Add interactions and
III. Summary task.

By default, the Upload video tab is displayed when you create a new Interactive video, and this is what you always want to start off with.

Step 1: Upload/Embed video

1. Add the video clips that the Interactive video is based on.
   To Upload/embed video click on the **"+"/ plus** button
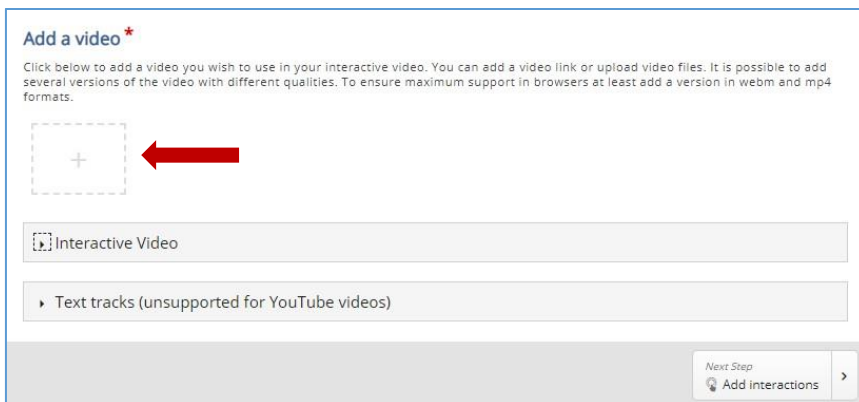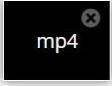
2. Copy the URL of the YouTube video and paste in the URL file
   Note: Please do not upload your video directly (Use YouTube or other video streaming platforms).
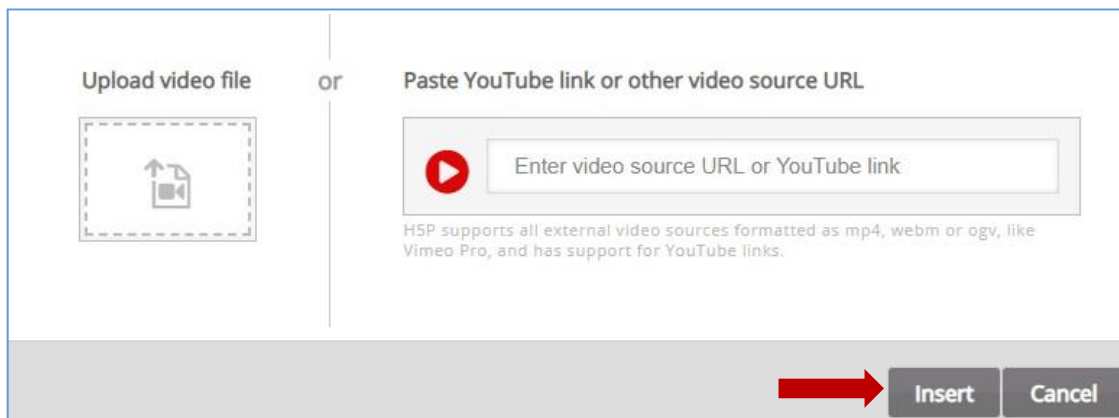
3. Once the video is uploaded click on **insert**.

4. Edit the copyright information by clicking on **Edit copyright** button.

5. Complete the fields with relevant information. If using a YouTube video that is not created by you, check the licence and add the information accordingly.

Step 2: Add interactions

After you have uploaded the video, it will be previewed and the video editor is used to add interactions

1. Click on the **Add interactions** tab of the editor.
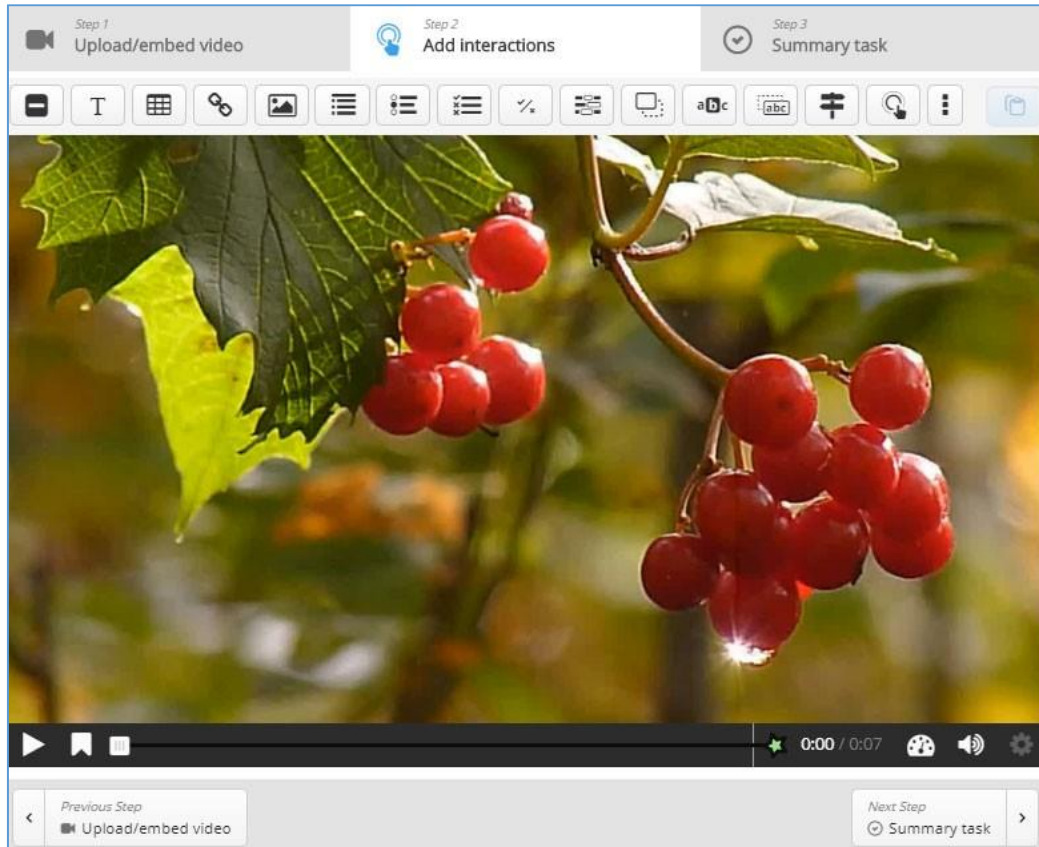
The tool bar (above the video clip) is used to add interactions to the video.

To add the interactivities, click on the tiles (interactive types) to embed in your video. *The following are the interaction types that can be embedded in your videos:*

1. Quiz interaction
2. Simple interaction (Text, Image, Table)
3. Adaptivity (Go To)

The following question types may be added to your video:
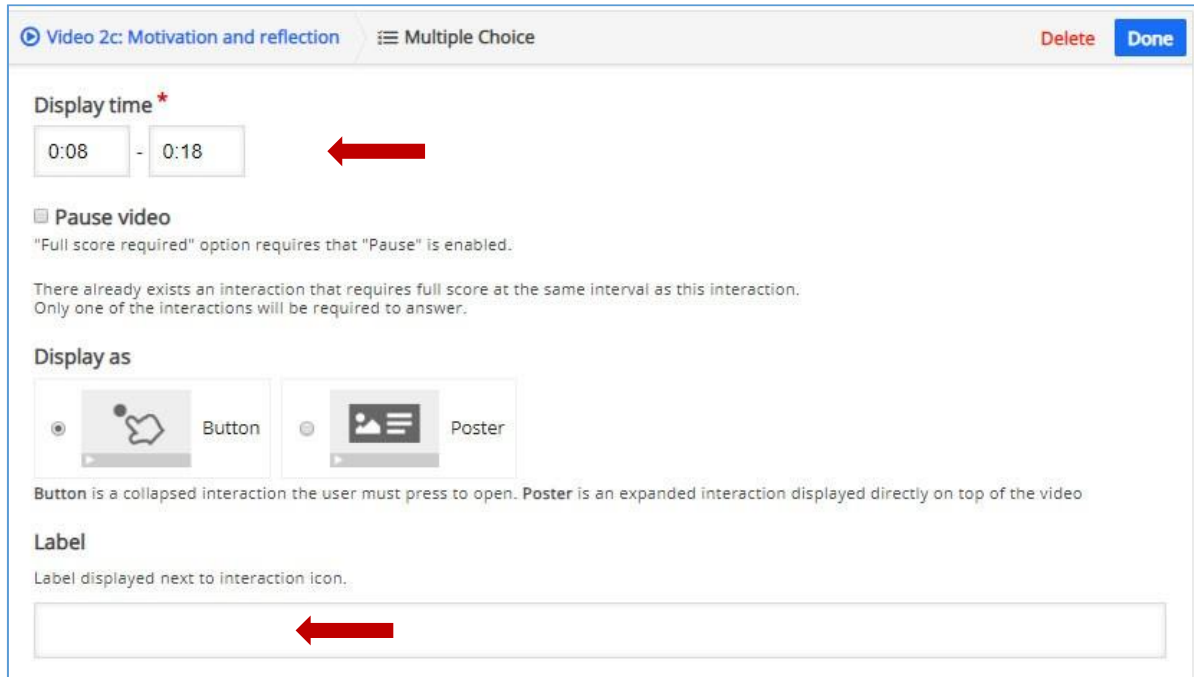
1. Single choice question sets
2. Multiple choice questions with one or more correct answers
3. True/False
4. Fill in the blank
5. Drag and drop
6. Mark the word activities
7. Drag and drop text
8. Crossroads
9. Free text questions.

All question types can be configured to perform adaptive behaviour, meaning that a correct answer could cause the user to skip to a specified place in the video while an incorrect answer could take the user somewhere else in the video. Typically, submitting a wrong answer will cause the user to be directed to the place in the video where the answer to the question is presented
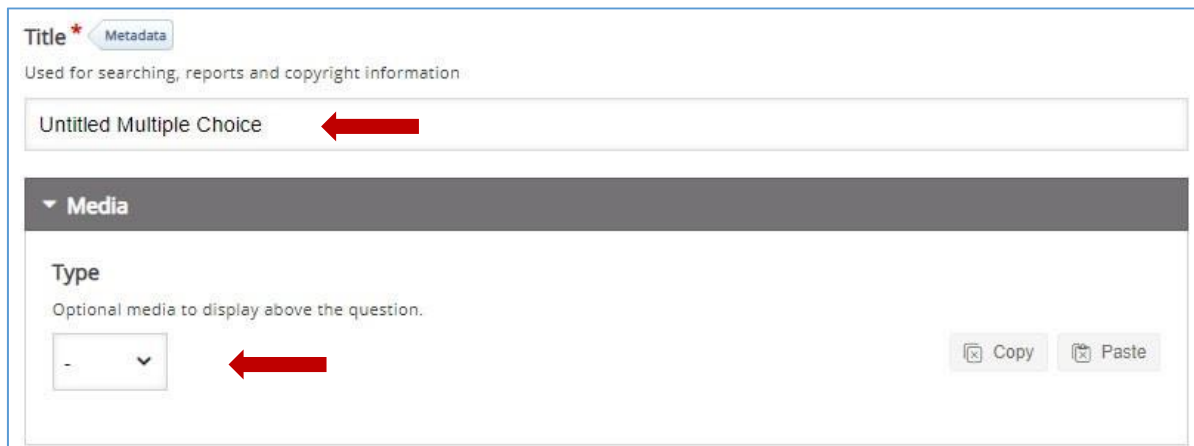
Adding Multiple Question (See the resources links on page 1 for step sheets to add other types of questions)

1. To add a multiple-choice question, click on the ⊟ button on the tool bar.

2. Add the display time, this is the time in the video where you want this question to appear.
   Tick the Pause video radio button if you want the video to pause at this interval.
3. Add the label you want to show next to the interaction icon.

4. Add the question title

5. Click on Media to add a media that will display above the question (optional).

6. Under Question field type the wording of the question.
7. Add the options and select all the correct options
8. To add more options, click on **ADD OPTION**
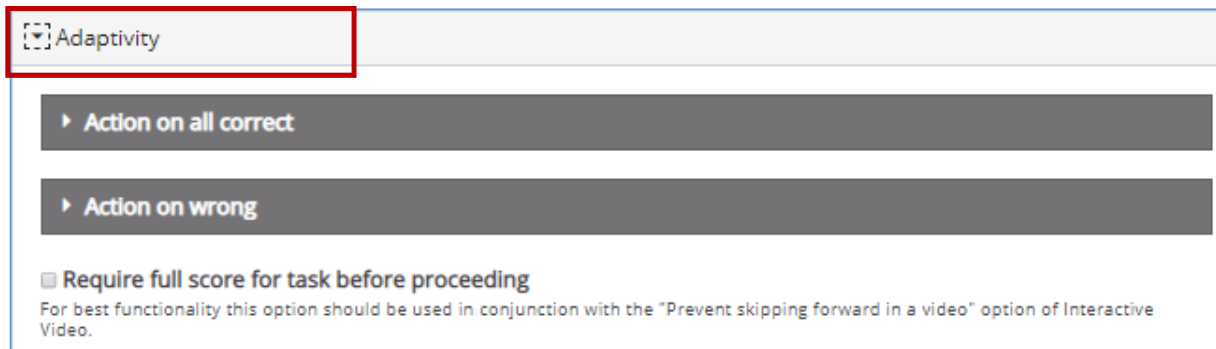
Tips and feedback

Please note: for each option, you can add feedback,

Overall Feedback:

You can also add overall feedback per score range

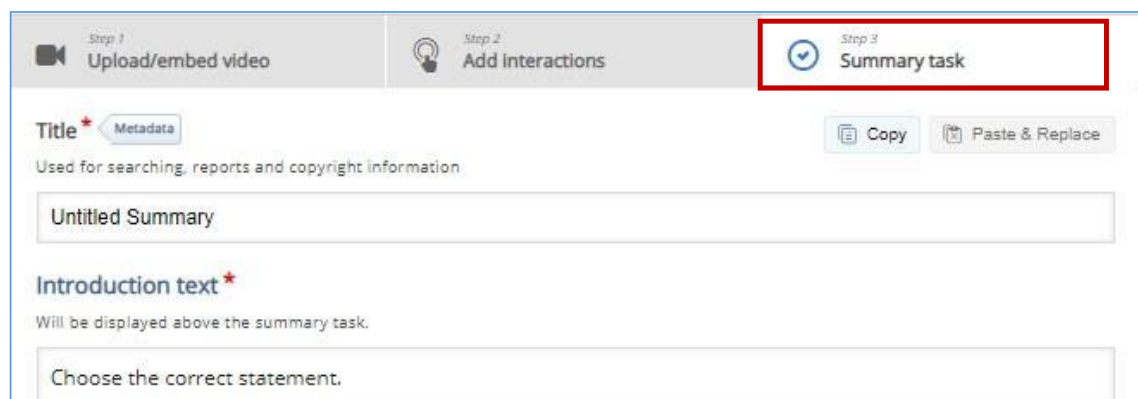9. To add range click on **ADD RANGE**, to distribute the score click on **Distribute Evenly**

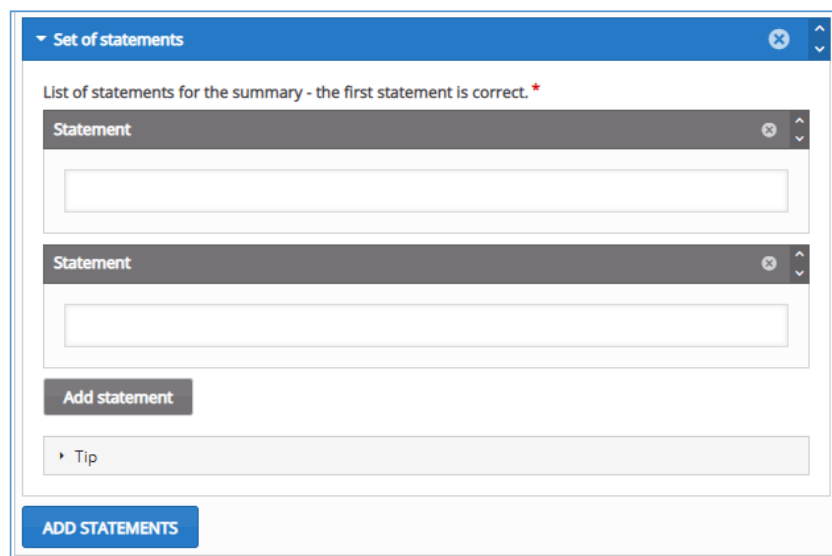10. Select carefully the behavioural settings for the question.

11. To add adaptivity, click on Adaptively to expand and set the action for the response

Add Summary

1. To Add Summary task, click on the **Summary task** tab

2. Add the Statements

Note - *You need one correct statement and at least one incorrect statement in each statement group for the Summary to make any sense.*


3. Add overall feedback using score range, to add range click on **ADD RANGE**, to distribute the score click on **Distribute Evenly**

4. Indicate the Display at- this is the number of seconds before the video end, this is when the summary task will appear.

Preview and Submit Screen

Once you have added the summary task, click on the **Save** button to preview the video.

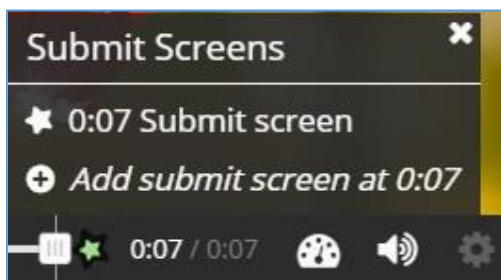Review the interactions you have added to your video
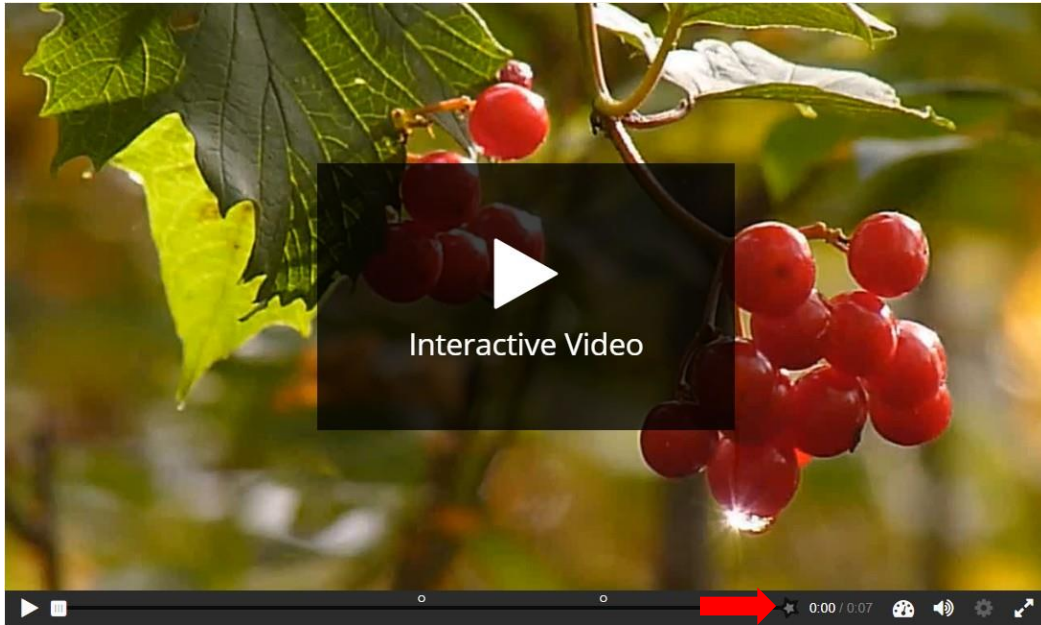
Note: the submit screen in the video is indicated by the star
(
To revert to the edit mode, click on the Edit button (top left hand side)

Adding the submit screen

Note: The Submit screen is important as this is the place in the video where students must submit their answers for the grades to be captured in clickUP Grade Center.

1. To add the Submit screen to the video, first drag the scroll bar to the time stamp where you want the submit screen to show (e.g. after the summary task interaction.

2. Click on the star (to add the Submit Screen.

The behavioural setting for the video

NB: Select the appropriate settings depending on your preferences, please take note of the override buttons.

Inserting video in clickUP

Once you are done adding the interactions to the video, go through the additional settings. Please note, the *Send score to LMS* is an important setting to select, this enables the grades to be synced to the grade center of the module where the video is inserted. After selecting and applying the settings, click on **Save and Insert,** a link to the video will be created in clickUP.

Before you insert the video to clickUP, it is important to go through the settings:

1. **Display Options**: This will determine how the video will appear once published in clickUP

2. **Folder**: This helps organise your content in the authoring tool.

3. **Publish**: Here you select the status for your content, please leave the default setting on protected setting.

4. **Collaborators**: This allows you to share your content with other users at the University

5. **Sharing**: Content shared within organization folders is available for everyone in the organization to view and clone.

6. **Send score to LMS**: This allows you to choose which score will be saved in the clickUP Grade center (please note we encourage interactive videos to be only used for formative assessment purposes, not high stake assessment).

7. **Save and insert**: When you click on save and insert, the interactive video will be inserted in your clickUP module (You still need to edit the settings of the inserted video in clickUP).

8. **Save**: This updates the video/content in the H5P platform

Edit Setting and add instructions in clickUP

After inserting the video to clickUP. Access your clickUP module and click on the Content area where you inserted the video e.g. Interactive Videos. If the link does not appear in the content area, refresh your browser by pressing F5 on the keyboard.

Instructions:

1. Click on the contextual menu of the Interactive video link and click on Edit
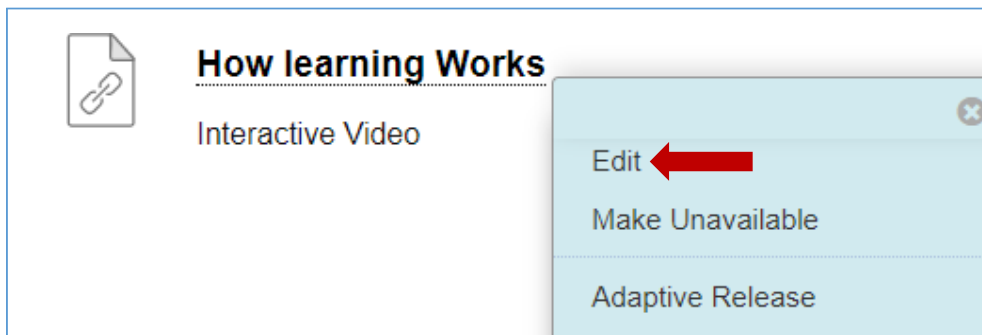
2. Please note: by default the total is 10 points, edit the Points Possible to be the same as the number of questions you have added the video.

3. Type clear instructions in the description box. Students should know what they need to do with the content. For example: they will be required to answer questions

which will appear throughout the video and whether they have multiple or single attempt to answer questions and which attempt will be considered for grading.
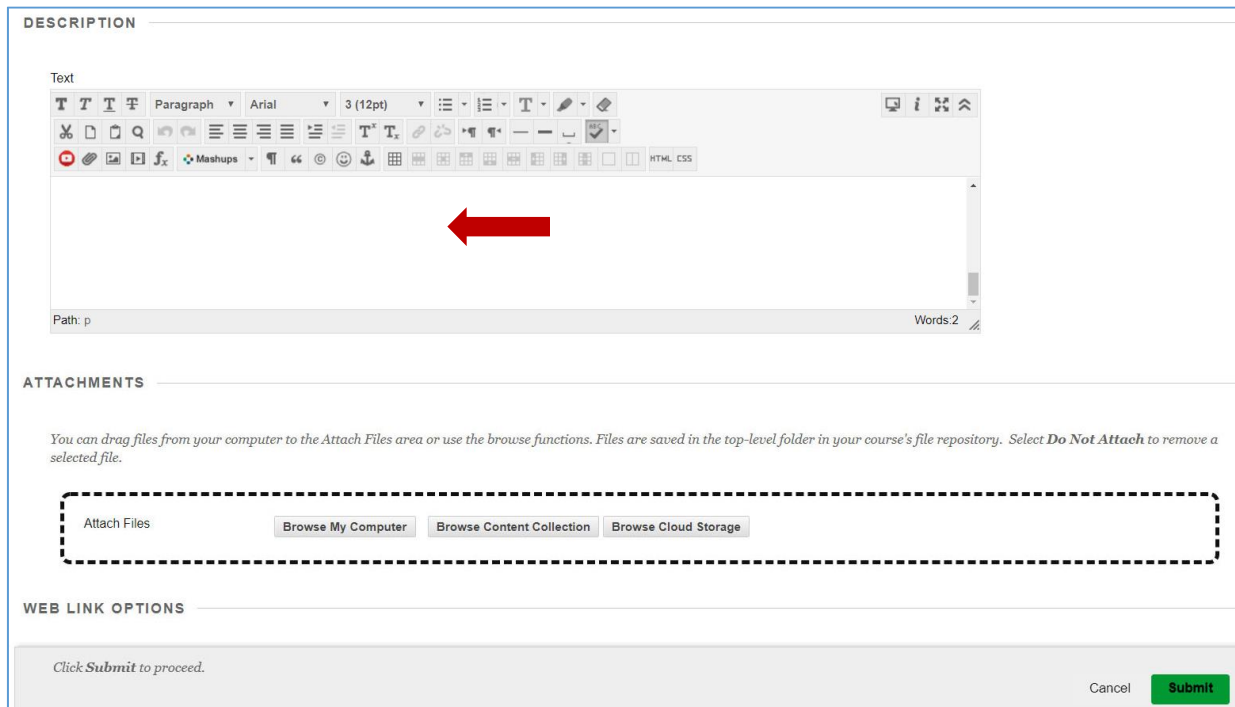
4. Click on **Submit**

Important things to keep in mind

1. Prior to inserting the interactive video to clickUP, preview the video and see that all the questions are added at the correct places and test to check the behavioural setting as well as the adaptivity settings for each question

2. Check the behavioural settings of the video e.g. if you want to prevent students from moving forward while watching the video, you can enable this.

3. By default all videos inserted in clickUP will have a mark out of 10, you will have to update the Points possible in clickUP according to the number of questions/points you inserted in the video.

4. Provide detailed instructions to students, the instructions can be added using the content editor.

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