

Technologies to support students as partners in teaching and learning

Ahmed Kharrufa

Lecturer in human-computer interaction, Open Lab, School of computing science

Ahmed.Kharrufa@ncl.ac.uk, [@ankharrufa](https://twitter.com/ankharrufa)

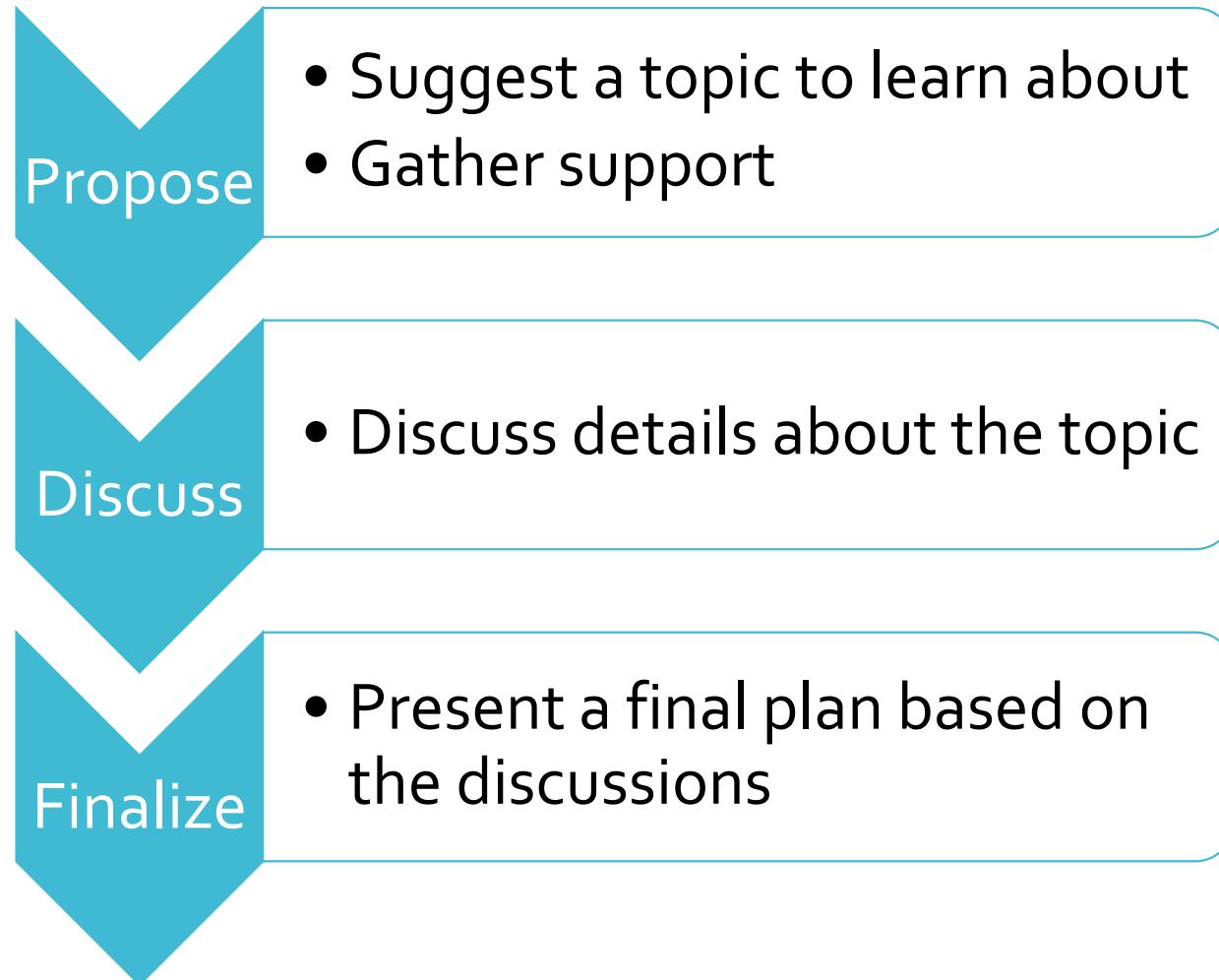
Today's outline

Event Movement and Bootlegger

12:00-12:30	Working Lunch: Introduction, Co-design using Event Movement (20mins with discussion)
12:30-12:40	Break/Bootlegger Setup
12:40-13:40	Hands-on: Bootlegger for creating learning resources
13:40-13:50	Close

Event Movement

Co-designing the curriculum



<https://eventmovement.co.uk/>

Event Movement

Co-designing the curriculum

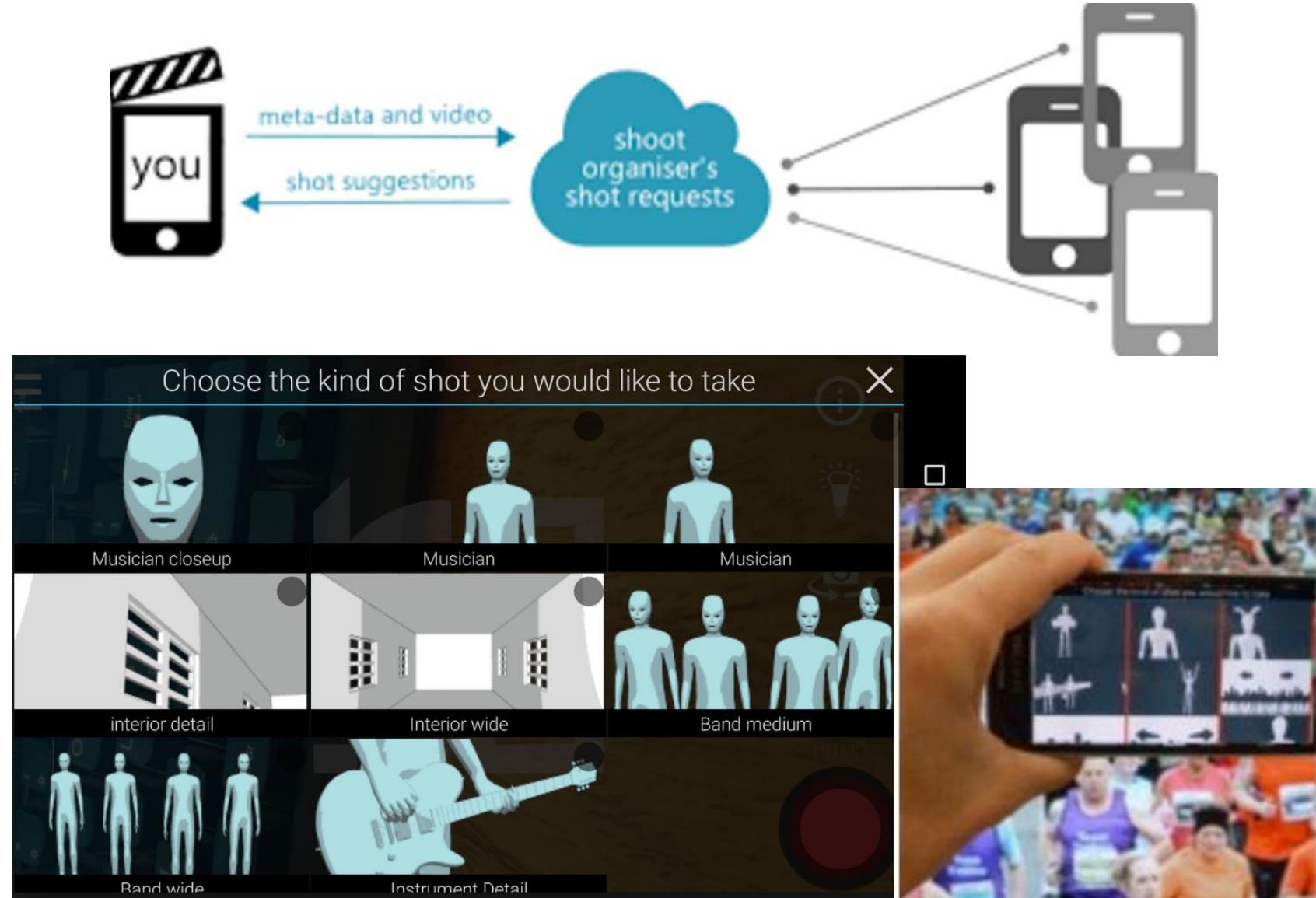
<https://www.youtube.com/watch?v=KcecKo1qnUM&feature=youtu.be>

Event Movement Lessons learned

- Co-design part, rather than the whole.
- Should contributions be part of assessment or not?
- Structured engagement through workshops worked better.
- We have many plans for improvement

<https://eventmovement.co.uk/>

Bootlegger



Bootlegger in education Usage scenarios

- Students as participants in
 - teacher development
 - tutorial video content creation

Bootlegger: workflow

[Https://bootlegger.tv](https://bootlegger.tv)

Make a shoot

Invite crew

Bootlegger App

Sign up to a shoot

Take videos

Upload videos

Edit

Publish

Bootlegger: Hands on

- Work in groups
- Create a shoot per group
- Take 2-3 short shots
- Upload at least two of them
- Edit clips
- Share the final video