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The Potential of Video Concept Cards

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THU: The Potential of Video Concept Cards(Uffe Frandsen)

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Join the OU H818 'The Networked Practitioner' Online Conference 2017 for my presentation on the 9th of February at 11:15-11:30

Format: **Activity**

Theme: **Innovation**

Link to Poster: <http://bit.ly/2kAF6qZ>

Link to Video Concept Cards: <http://bit.ly/2gjs4xN>

By Uffe Frandsen, Video Journalist at University College Sjælland

In my conference presentation, I will look at feedback received from practitioners in different contexts in respect to Video Concept Cards. Video Concept Cards is an activity and tool, which aims to innovate videos and mixed media projects used in an educational setting. The game consists of real physical cards and is meant to be played in groups of educators in a real physical setting. It is meant to be an open resource and is free to download, print and distribute under a Creative Commons licence. Video Concept Cards was developed in co-operation with E-learning consultant Anders Thiel from University College Sjælland.

What is Video Concept Cards?

Video and media in education is nothing new. However, the evolution of new tools has brought countless options for using and mixing media in new ways to generate a better learning experience. Video can now be used both on its own and as a frame to incorporate many different types of media, creating an interactive video or mixed media project.

With interaction being a major focus in discussions on the future digital learning objectives, it becomes important to look at how different media types can be used and combined in a meaningful way for educators.

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However large the interest in the various new ways of communicating, it is can be a challenge to find new ways of communicating with these tools in an online context.

So how do we build concepts for these interactive videos, and how do we generate new ideas to innovate the use of media in education?

One can argue, that for building a concept of digital educational media the educators need a language and support, to fully be able to mediate their knowledge base through new types of media.

For this purpose the Video Concept card game was created. The goal of the game is not to supply answers or solutions as such. Instead, the focus is to facilitate collaboration and discussions towards good concepts.

In other words the game tries to innovate by asking the experts: The professionals directly involved with education.

Short description of Video Concept Cards

The card game is meant to be played around a table by a group of professionals involved with education. It consists of two categories of cards:

1. Activity cards. These are examples of activities to do in the context a video or mixed media projects.
2. Media Cards, which are different kinds of media types that are meant to be used in an educational context.

In the game, the players combine the two categories in different ways and have an open talk or discussion about how to best use the potential in different media types to achieve the activity defined by an activity card drawn in the game. This is meant to facilitate knowledge exchange and idea generation for new concepts.

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[Andy Brooks](#)

12:07pm 27 January 2017 [Permalink](#)

Hi Uffe, just to let you know that your link at the top doesn't work at the moment



[Uffe Frandsen](#)

4:14pm 27 January 2017 [Permalink](#)

Thanks for noticing Andy. Link has now been fixed.



[Jude Toasland](#)

9:43am 29 January 2017 [Permalink](#)

Now that I have seen both the cards and read your abstract I can get a sense of what flexibility your game offers to a wide range of settings. In fact I'm looking at application to my own adult learning setting which is outside the formal education system. I'm very interested to hear initial impressions from students and any adaptations you plan following these trials.



[Sarah Adrienne Hughes](#)

11:23am 29 January 2017 [Permalink](#)

Dear Uffe,

I love this idea, as it means that the 'collective' creativity can be tapped into! I am looking forward to listening to your presentation and wonder how this idea could be adapted (with permissions/accreditation to you) for students in healthcare. For example: 'Nursing Activity' cards with 'Media' or 'Digital Tool/Skill'. Your Project offers my project some ideas as to how to engage students and their creative side in improving their Digital Literacy understanding.

What sort of answers/solutions has the game produced so far?

P.s. there is a spelling error on slide 9 (top left) 'AssigNment'

Regards,

Sarah



[Stephen Gardiner](#)

11:20am 1 February 2017 [Permalink](#)

Hi Uffe

Interesting project idea, has this been developed further from the original concept card design. How does this work with people with learning disabilities



[Uffe Frandsen](#)

3:21pm 1 February 2017 [Permalink](#)

@Jude: Thank you for your comment. I hope you find a way to use the card game or some ideas from it. As mentioned it is an open resource and you are more than welcome to pick and choose if you can see some potential within your area of work.



[Uffe Frandsen](#)

3:37pm 1 February 2017 [Permalink](#)

@Sarah: Thank you for your feedback. I am not sure I can find the spelling error. Is it on the Prezi? The purpose of the game is to generate and to exchange ideas more than to supply answers as such. Applying it in practice is up to the practitioners using the game. I think your ideas are excellent examples.



[Uffe Frandsen](#)

3:47pm 1 February 2017 [Permalink](#)

@Stephen: As the card game is an open resource, I do not fully know to what extent people have made new versions or used ideas from the game. I do however know examples of people who have added cards to suit their context. I must admit I have not fully contemplated how the game will work in regard to people with learning disabilities. Do you have any suggestions for improvement?



[Uffe Frandsen](#)

3:48pm 1 February 2017 [Permalink](#)

@Sarah: And you are of course very welcome to use the game in your context, if you think it can add value.



[Heather Bloodworth](#)

5:09pm 1 February 2017 [Permalink](#)

Hi Uffe, this is an interesting project and I look forward to hearing the presentation. As Sarah has mentioned, this could definitely be used in the healthcare setting. I like the fact that it's interactive and collaborative.



[jan turner](#)

6:32pm 1 February 2017 [Permalink](#)

Uffe hi, Very interested to hear about the feedback you received [at the conference] and whether there were any stand-out points. On the basis of what I saw, it seemed a stimulating idea and one that could be understood and used quickly. So little time spent on mastering process and plenty of time to actually 'play' out a scenario. Did you run an in house test by any chance, and did you make any significant changes as a result of that?



[Allison Bell](#)

8:55pm 1 February 2017 [Permalink](#)

Hi Uffe,

I really like the idea - as you know because I've included it as a resource within my own guidelines. Anything that helps give educators practical assistance (and suggests ways to share practice/ideas) I think can only be a good thing.

I look forward to hearing more at your presentation!

Allison



[Dr Susan Morris](#)

12:42pm 2 February 2017 [Permalink](#)

Hello Uffe, Have you considered putting this resource on TES.com where you could monitor free downloads and generate a 'community' of practitioners who could be your research participants for further innovation.

Bravo! Susan



[Sarah Adrienne Hughes](#)

6:23pm 2 February 2017 (Edited 6:25pm 2 February 2017) [Permalink](#)

Hi Uffe, I also wondered if there could be an online version of the cards... So students given two eCards and asked to place their ideas within a forum discussion....

The spelling mistake is on the actual cards....

Regards, Sarah



[Paul Curran](#)

1:39pm 3 February 2017 [Permalink](#)

I love this concept. It's elegant and easy to understand. Have you thought about an online version? It could randomly generate combinations on the screen. Just a thought.

Good luck at the conference.

Paul



[David Jenkins](#)

10:54am 4 February 2017 [Permalink](#)

Hi Uffe, looking forward to seeing the cards again (they look ver profesional!) and to considering how I could potentially use them with the research students I support.



[Andy Brooks](#)

12:10pm 4 February 2017 [Permalink](#)

I was thinking the same as Sarah Uffe, I think your game could be used in any number of contexts. A few people mentioned an online version which could work well, is this something you explored or are thinking of exploring?



[Uffe Frandsen](#)

2:02pm 4 February 2017 (Edited 2:04pm 4 February 2017) [Permalink](#)

@Susan Thank you very much for your suggestion. I will definitely check out tes.com and see if this could be used in relation to the project.

@Janet We have tried prototypes of the game at our place and will probably continue to work with it. There has been some very good ideas popping up, but at the end of the day it is up to the practitioners to decide what ideas to develop.

@David and Heather: Thanks. Hope you find a way to use the cards or the sort of activity they represent in one form or another.



[Uffe Frandsen](#)

2:10pm 4 February 2017 [Permalink](#)

@Andy, Paul and Sarah: Thank you very much for your comments. You mention the possibility of developing an online version. I think this could be a very interesting next version of the game and it is something that I am considering.



[Rhona Sharpe](#)

11:25am 9 February 2017 [Permalink](#)

You might also be interested in <http://flipped.coventry.ac.uk/learn/> and <http://blogs.ucl.ac.uk/digital-education/2015/12/02/abc-curriculum-design-2015-summary/>



[Dr Simon Ball](#)

4:25pm 9 February 2017 [Permalink](#)

Hi Uffe

Please find below the main questions and comments from your live presentation. It's up to you how to answer them, whether you wish to group them, or whether you wish to point to an answer already given above, for example.

Best wishes

Simon

- ▶ Great idea! Start with what you want to achieve and only then discuss what medium is appropriate - rather than being medium-led

- ▶ It would work well in healthcare.
- ▶ And in my sector too - I can see real transferability
- ▶ I think you may find that online versions of a physical card game allows you to use each to reinforce the other - like Pokemon cards and the Pokemon games on a console.
- ▶ I think using the cards as a way to get colleagues to support one another is great - for that I can see f2f being powerful
- ▶ There will be others who prefer the tactile sensual experience of face-to-face with physical cards though
- ▶ could you say a little more about the prototyping - what sorts of changes did it lead to in terms of the cards themselves?



[Pat Townshend](#)

3:29pm 10 February 2017 [Permalink](#)

Hi Uffe

I just watched the recording. Well done! I wanted to ask if the on-line version could be asynchronous, or does this process benefit from spontaneous fast interaction? If it could be done effectively over a period, fitting it around other duties, I can see that being an attraction. e.g. in working with people in different time zones.



[Uffe Frandsen](#)

12:19pm 14 February 2017 [Permalink](#)

@Pat

An online version exists only in theory. I think the challenge to online learning would be copying the collaborative of the game, which works well with real time interaction. I think it is possible to achieve this online. An asynchronous version could also work, but I think it would be something different.



[Uffe Frandsen](#)

7:53pm 15 February 2017 [Permalink](#)

Here I will post replies to questions and comments from the H818 conference. Thanks for the feedback, I really appreciate it.

"Great idea! Start with what you want to achieve and only then discuss what medium is appropriate - rather than being medium-ledIt would work well in healthcare."

"And in my sector too - I can see real transferability"

Reply: I think it is great that several people see adaptability to use an activity like this in their own field. This could be really interesting to develop further.

"I think you may find that online versions of a physical card game allows you to use each

to reinforce the other - like Pokemon cards and the Pokemon games on a console."

Reply: This did not cross my mind, but of course you could actually cross the two which could add up nicely. Perhaps something like having your own subject of interest outside the screen and getting some random media type and activity to mix it with online. I think this definitely has potential.

"I think using the cards as a way to get colleagues to support one another is great - for that I can see f2f being powerful"

"There will be others who prefer the tactile sensual experience of face-to-face with physical cards though"

Reply: f2f if possible, do give something special, I agree. Could be really interesting to make it work online though.

"could you say a little more about the prototyping - what sorts of changes did it lead to in terms of the cards themselves?"

I can say a few things. The first thing was to come up with how to put it together. We did decide from the very beginning that we wanted to make a card game. It seemed like something that would work, and we also had in mind that we had a presentation at a conference for which this would be well suited. First we tested the game with ourselves, then with practitioners at our place. I can say we both improved the number and types of activities, as this was a challenging part for us to work on. We tried to develop the dynamics/speed and the rounds. we were also lucky enough to have a guy from our communications department help us out with design in the end.

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