Using hyperlinked video to increase motivation and learning – the HyperCaster approach

Jonas Collin

Department of Computer and Systems Sciences, DSV
Stockholm University and KTH, Forum 100, 164 40 Kista, Sweden

Abstract

There is a challenge to create video technology and didactics that encourage knowledge building, takes advantage of the possibilities of new media and on the same time is easy to use by teachers. HyperCaster is an open source hypervideo player developed for education and science communication that takes up this challenge. This paper summarize the thoughts and the decisions behind the design and gives suggestions on how teachers can use hypervideo to create learning material. Using video is a great way of escaping the classroom getting into action; to meet real people involved in the subject such as experts, people with personal experience and role models. Furthermore video is great for visualizing complex processes. Internet users can however be very impatient and it's hard to make them watch long video episodes. Teachers can use interactive objects and hyperlinks in video to prepare their material for this restless behavior. Links in video opens the possibility to integrate with all the already existing resources out on the net. It's easy for teachers to place links and graphics directly in the content management system with the built-in editor instead of using advanced editing software. Thus it's easy to update the links and the graphics when the Internet resources change. The HyperCaster player aims to solve important usability issues associated with interactive video due to the temporal linking and the browsing between web pages. The technical development and the didactics has since 2001 evolved hand-in-hand throughout a series of development and information projects in cooperation with Stockholm university, Forskning.se, Sida and Harvard university. A demonstration of the HyperCaster system and the hypervideo content will be held during the presentation.

Keywords: hypervideo, interactive video, education, didactics, new media, open source, storytelling, learning