Educational Applications of Hypervideo
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Video clips can greatly enhance the authenticity of a computer based learning environment. Something constructivists have been strongly arguing for. Broadcast television does not afford composition or the time to reflect. But, television and video, when properly constructed, can be a powerful tool for reflection. If the user can select what is to be seen and control the pace of the material, and it is easy to go back and forth, to stop, to make annotations, to compare and to relate to other materials. Effective reflection requires some structure and organization, the main issues in hypermedia. Hypervideo refers to the integration of video in truly hypermedia documents, taking into account its spatial and temporal dimensions, and defining the semantic and mechanisms to link and navigate video and other media. In this presentation, different mechanisms for the integration and navigation of video in educational applications are demonstrated. These were developed using HTIMEL, an extension to HTML and existing Web tools, being developed and used in the Unibase project on distance learning.

Collaboration between T&T3 Project Team and ETU/CeLTS at HKIEd in Promoting Teaching Skills and IT for HE
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We are presenting the fruit of our collaboration in the context of the T&T Project --- a publicly-funded inter-institutional collaborative initiative for all academic and professional staff in Hong Kong’s HE institutions. Project mission is to pull together human and instructional resources from all institutions in a collaborative effort in promoting, fostering and advancing quality teaching and learning. We are going to share with conference participants the following:

- Designing and conducting sessions on IT in teaching and learning for academic and professional staff from all tertiary institutions in Hong Kong, in particular on:
  - formatting and layout of text
  - digital graphics
  - perfecting presentation skills
  - other digital media for enhancing teaching and learning
  - Designing and producing for colleagues’ use self-instructional multimedia packages for enabling IT self-sufficiency (in CD-ROM format)
  - Initiating audio and video streaming for the “T&T Project Website” and related on-line multimedia packages

Teaching Symbol Recognition with Interactive Java GUI
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Abstract: The ease of learning Java, its reliability, and its portability make this programming language more and more popular among students and faculty. It has gained much attention through its power of multithreading, networking, and computer graphics. As an assistant in teaching computer vision such as symbol recognition, Java has the flexibility needed to develop classroom demonstrations which are accessible through Internet. The objective of this paper is to present an interactive Java based GUI to assist the teaching of symbol recognition.

Kabisa: A computer-based training program for diagnostic reasoning in tropical medicine
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A shift took place in educational goals from knowing everything in a certain domain, to knowing how to deal with complex problems. The reasoning process has become more important than the amount of information to memorize. In medical education the same evolution took place. A computer-based training program that is developed to guide and help to develop diagnostic reasoning skills in tropical medicine is KABISA. In this poster, the program will be presented and all its functionalities, as well as a user-test that was performed. This test was done to identify whether KABISA really contributes to the development of reasoning skills in tropical medicine. The main aim of this test is to determine what has to be changed to the program to provide students with an efficient learning environment to learn diagnostic reasoning and to optimize the program. Use was made of a thinking aloud method and log file analysis.