The Role of Hypervideo in Learning Environments

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Abstract: The educational potential of the motion picture was early recognized by many, but technological and use constraints have limited, or perhaps just postponed, the fulfilment of this vision. Significant technological advances and the new tendencies for media convergence and integration are transforming video into a dominant medium, suggesting new ways to support learning activities. The purpose of this presentation is to contribute to the understanding of the effective use of video in education, in particular by discussing the role of hypervideo in learning environments.

Our approach is based on human cognition concepts, the way media relates to learning, and hypervideo characteristics. Video and television are usually watched in an experiential mode. Effective reflection requires some structure and organisation. Hypervideo provides the mechanisms to structure and navigate video, and to integrate it with other media. Its ability to integrate video as an active resource has immense possibilities. However, there are still some technical and methodological challenges. Technology will provide the tools; methodologies will guide the design for its effective use.

References


