
INTELLIGENT
VIDEO SOLUTIONS
MICROSERVE

Improving Experiential Learning Through Video Solutions

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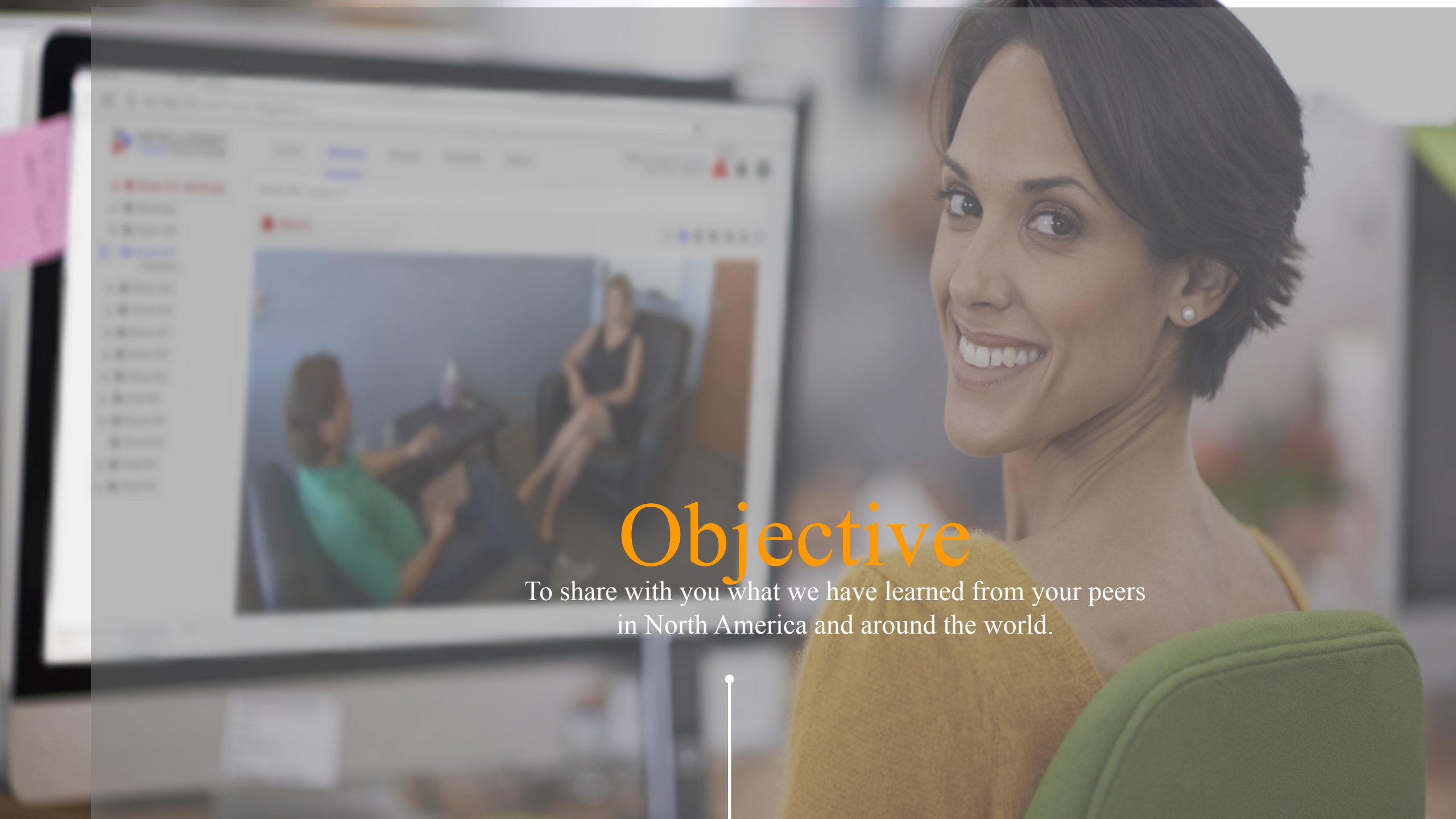


Objective

To share with you what we have learned from your peers in North America and around the world.

Discussion

1. How is video used in experiential learning
2. Why are educators deploying video
3. Where is video in wide scale use?

   What applications are emerging?
4. What are the key end user requirements?
5. Common problems and challenges
6. Benefits of IT leading and creating a plan for using video

Experiential Learning

A definition to set the stage.

Experiential learning is defined by Wikipedia as: ***"The process of learning through experience, and is more specifically defined as learning through reflection and doing."*** Wikipedia further states, ***"Hands on learning is a form of experiential learning but does not necessarily involve students reflecting on their product."***

Observation – Recording - Review

Technology use in experiential learning

- Video observation allows faculty/students to observe in real-time other students practicing their skills in real world applications.
- Recording and data capabilities offer the ability to take notes, comments and gather statistics.
- Review (debrief) gives students the opportunity to reflect on actual performance, receive instruction and share the experience with peers.

Accomplished through the use of cameras and microphones in the rooms and on the network. Students, faculty, staff and/or other users can securely access live and recorded video assets from any network authorized device.

Why Are Educators Deploying Video?

Primary reasons institutions implement video

- **Accreditation Requirements**
- **Increased Educational Effectiveness**
- **Attract Qualified Students**
- **Improved Staff Efficiency**
- **Competition for Real World Experience**
- **Powerful Research Tool**

Wide Scale Applications

Classic use cases

Psychology + Counseling

Nursing & Medical Simulation

Communicative Disorders

Early Childhood Education

Behavioral Research Applications

Emerging Applications

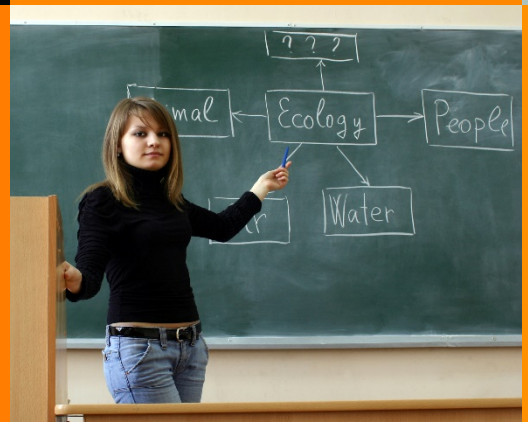
New use cases gaining popularity

Business + Marketing + Sales

Teacher Education + Certification

Law Schools & Legal Clinics

Speech/ Communications



Pharmacy & Veterinary Medicine

Any Clinical Application

End User Requirements

Ease of Use
The basic tasks must be intuitive

Reliability
Running at all times without consuming support resources

AV Quality
Very high quality user experience

Speed and Mobility
Fast and responsive with increased mobile options

Advanced Features
Custom data capture, annotations, bookmarking and in room talkback and start/stop

Compliance and Security
Must meet strict compliance and security requirements

Biggest Problems/Challenges

Encountered by your peers

Failed Technology Deployments
- Workflow
- Too complicated

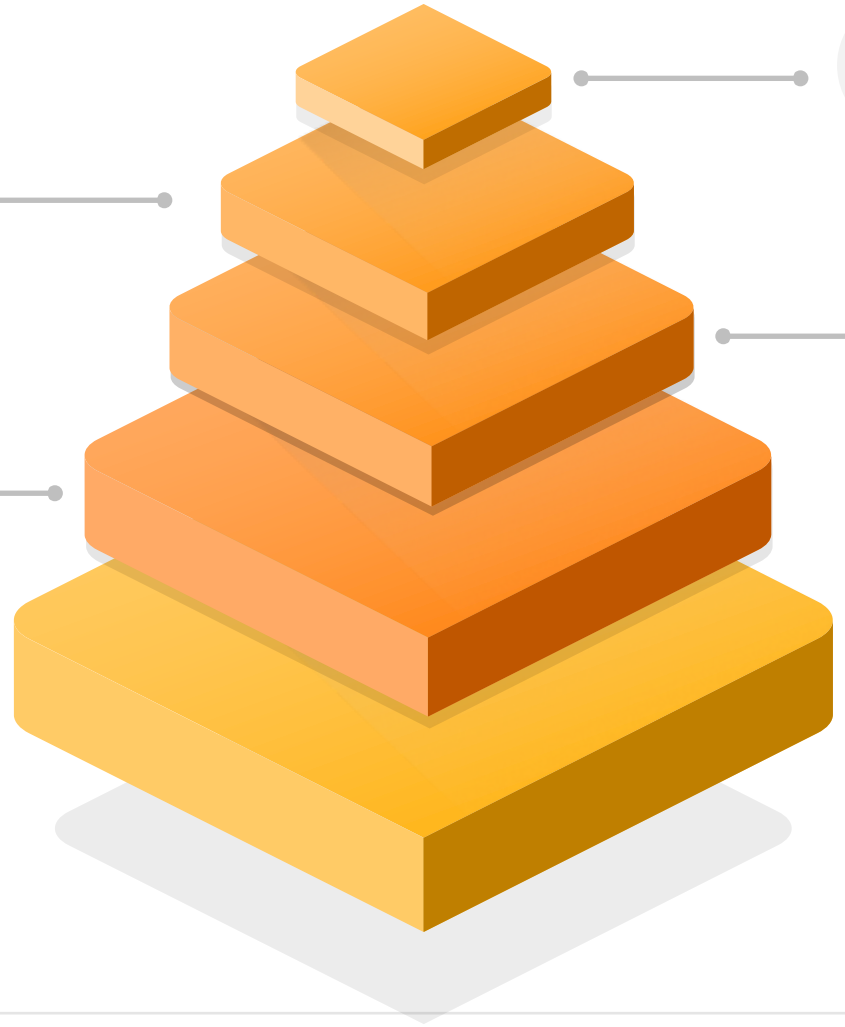
Support for Disparate Systems
- Lack of standards and IT governance

Unsustainable Maintenance / Operational Costs
- Custom solutions
- Requires dedicated technology support resources

Security
- Content is protected by law
- Lack of planning results in IT firedrill and deployment holdups

Benefits of IT as the Lead

Creating a video system plan for experiential learning



Faster End User Adoption & Innovation

Simplified Expansion & Support
Quick response to new requests and technical issues

Life-Cycle TCO
Centralized license agreements, shared infrastructure and unified support lead to lower total cost of ownership

Security
IT dictated specifications to ensure compliance in a variety of environments

Known Validated Solution
Minimize risk of deployment failure

Conclusions

Video for experiential learning

Demand for video will continue to grow from multiple departments/schools

Without a video system plan IT will be in reactive mode not proactive and will be faced with managing video problems and challenges

A video plan will lead to and help foster innovation in experiential learning applications

Microserve and IVS are here to help create a plan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Thank You!
Questions