

AUTHOR Adir, Aviva; Caravello-Hibbert, Stephanie
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ABSTRACT

This guide presents step-by-step instructions for authoring interactive video lessons with the Apple IIe system. Software and hardware requirements are listed, and a glossary of terms and commands is included. Three sample pages demonstrating the data input process are appended. (GL)

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The Easy Method To Creating an Interactive Videodisc Presentation with the Apple II E System

Developed by

Aviva Adir

Coordinator Of Instructional Technologies

and

Stephanie Caravello-Hibbert

Assistant-Professor,

Astronomy Physical Science

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Aviva Adir

**Catonsville Community College
800 South Rolling Road
Baltimore County, Maryland 21228**

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Introduction

The procedure detailed in this manual was developed in an effort to make interactive videodisc accessible and easy to use, even for people who have never before used computers as a teaching tool.

However, we realize that our personal approach and logic in arranging the subject-matter might not be identical to the system that you might prefer. Therefore we suggest that you take a few minutes to familiarize yourself with the contents of the manual before embarking on the process of creating your interactive videodisc lesson/presentation. This will allow you to refer to the proper section in case you need to do so.

At the end of the manual you will find a few sample pages that were used to produce a demo presentation following this procedure. You may use them for practice after replacing the visual numbers (first and second strings) with your own.

To create an interactive videodisc lesson you need

1. The Laser Write Master Disk
2. The VAI II Software Disk
3. A computer disk formatted on the Apple II E
(also referred to as Playback Disk)
4. Data Input Sheets
5. Programming Directory Booklet
6. The Videodisc pertaining to your lesson

Also, you will be using 4 pieces of equipment:

1. Computer disk drive
2. Computer monitor
3. Videodisc player
4. Video monitor

Please make sure that all 4 pieces are turned on.

Glossary of Terms and Commands

1. A - search
2. Authoring - writing your lesson on the computer
3. Boot - command the computer to start
4. Branching - directing the lesson to remedial activities
5. Caption page-A page with a narrative text or a statement
6. Disc - the video disc
7. Disk - the computer disk
8. F - find
9. File - same as lesson
10. First string - the first visual in the page
11. Frame - a single visual
12. P - play
13. Second string - the second visual in the page
14. SW - Search and wait
15. Timing a film - finding the computerized number of the last frame in the film to be used

Writing a Lesson

The first step to authoring a lesson is writing it on the Data Input Sheets with all the necessary information about the visuals and the branching design. A well designed lesson on the Data Input Sheets will save you some headaches later, so take your time to complete all the necessary information. However, remember that the computer program will allow you to make changes, edits and additions as you deem necessary.

To write the lesson:

1. Choose the subject of your lesson from the list of subjects in the Programming Directory Booklet. The subjects are grouped in chapters. The number to the left of the subject identifies the first frame on the Videodisc that pertains to it.
2. Turn to that number in the booklet. Listed below it are all the visuals related to the same subject. Select the visuals that you will include in your lesson.
3. Start writing the lesson on the Data Input sheets. Do not exceed the number of lines or the number of

Before proceeding any further let's take a closer look at the lower part of the Data Input Sheet titled Branching Information.

This part is particularly useful if your lesson includes multiple choice, true/false or fill-in-the blank requirements. It allows you to direct the student who missed the right answer to remedial page(s) or other remedial activities. For example, suppose that page 10 in your lesson includes a multiple-choice question (up to 5 choices), and that Number 2 is the correct answer. In such case any student who answers correctly can continue with the regular lesson, while all the others will be directed to a remedial page(s) or other remedial activities. The Branching Information on your Input Data Sheet for page 10 will be as follows:

Branching Information

C	T	1	R	Page	<u>5</u>	File	} _____ _____
F	2	W	Page	<u>11</u>	File		
	3		Page	<u>5</u>	File	} NAME OF THE FILE	
	4		Page	<u>5</u>	File		
	5		Page	<u>5</u>	File		



Authoring a Lesson

When you finish writing your lesson, you are ready to author it on the computer. Note that the Return Key can substitute for answering Yes to any of the computer questions.

1. Turn on all four pieces of equipment
2. Load the videodisc in the player, right side facing up
3. Push PLAY button on the videodisc player
4. Insert the Laser Write Master Disk in disk drive A
5. Select 3 from the menu ("author a program") and press RETURN
6. Remove the Laser Write Master Disk and insert the formatted playback disk (also called "Data Disk")
7. Press RETURN
8. Computer will ask you to confirm the volume name of your disk, so press RETURN
9. Type the name of your file/lesson (up to 8 characters)
10. Press RETURN
11. Press ESC
12. Select 5 from the menu
13. Press RETURN. Now you'll be able to view the visuals you had selected while authoring the lesson

14. Press ESC
15. Indicate page style by typing the proper number as it appears on your screen. For example, 1 for caption. If your choice is already highlighted, press RETURN. Press Return again to indicate correct style
16. Type the First String information (for example F 257 SW)
If the page includes one visual only go to Step 18
17. Type the Second String information (for example F 291 SW). If the page does not include visuals, press RETURN whenever the computer asks for information about visuals
18. Press RETURN
19. The Computer will ask you to confirm the accuracy of the information you had entered. Press RETURN (i.e. Yes) if the information is correct. Otherwise, press N and correct the error
20. Type the text you had prepared for this page
21. If the page includes two visuals type PRESS SPACE BAR TO SEE THE SLIDE in the appropriate place
22. At the end of the text type PRESS SPACE BAR TO CONTINUE
23. Press RETURN

24. Press SHIFT and \wedge keys (located with numeral 6 on the keyboard)
25. Press RETURN

You have just finished authoring the first page of your lesson. At this point the computer will ask you for the next page number. If your next page is also a Caption press Return. Any other page type, enter the Page number. (In this case 2). Repeat the authoring process that you had used for page 1.

26. Press RETURN to confirm the file name, and again to confirm the branching information
27. When you complete the last page in your lesson insert 1 for the next page number. This creates a "loop" for the whole lesson
28. Save the file/lesson
29. Boot the lesson on page 1 (see instructions)

How to Boot Your Lesson

1. Answer **NO** to the computer's question whether you have any more pages in the file
2. Insert the Laser Write Master Disk in disk drive A
3. Select **BOOT PAGE** from the menu
4. Replace the Master Disk with your Data Disk
5. Enter **1** for the page number to be booted

In Case You Want to Stop

Answer N to the question whether there are any more pages in the file. Then SAVE whatever you have completed already. Remember that by pressing ESC you can get out of the process at any time.

To Resume the Authoring Process

Start with step one in the authoring process and go to the last page you had finished, then continue the process.

To Correct An Error in the Text

1. Complete the whole page
2. Answer N to the question if the text is correct
3. With the ↑ move the brackets that appear on your screen to the line you want to edit
4. Press RETURN
5. With the → arrow, move to the spot that you want to correct, and make the correction
6. Continue to the end of the line with the → key
7. Press RETURN
8. Press ESC

When Using a Film Segment

You can insert the complete film as it appears in the videodisc or any portion of it. In either case you need to "time" your selection (identify the first and the final frames). For this example let's suppose that the film starts with frame number 6281 on side 1 of the videodisc, and that the film segment will be included in page 15 of your lesson.

1. Insert the VAI II Software Disk in disk drive A
2. Load the videodisc in player (side 1 up)
3. Press PLAY button in the videodisc player
4. Type A. The computer will request you to enter the string information (i.e. the first frame number)
5. Type F 6281 SW
6. Press RETURN
7. Press P. The film will start playing. At any time you can stop it by pressing ESC and restart it by pressing P

8. Press ESC twice when you get to the end of the film, or the end of the portion that you want to include in the lesson. Midway down your screen, next to P Time appears a number (let's suppose it is 1204) which signifies the end of the film/portion.

Now, your Data Input Sheet for page 15 will read as follows:

First String

F 6281 SW

Second String

P 1204

After "timing" all the film segments to be included in your lesson, follow the same authoring procedure detailed in pages 7 - 9.

Data input

Page 1 File DEMO

Page style 1 2 3 4

① Caption 2 True/false 3 Multiple choice 4 Fill-in-the-blank

Laserdisc commands

First string

FG9735W

Second string

Text YOU ARE ABOUT TO EXPERIENCE THE
VERSATILITY OF INTERACTIVE VIDEODISC
THE SHORT DEMONSTRATION IS ONLY A
SAMPLE OF WHAT COULD BE DONE WITH
THIS MEDIUM AND IN NO WAY REPRESENTS
ALL THE CAPABILITIES INHERENT IN IT.
THE VISUALS AND THE FILMS WERE
CHOSEN RANDOMLY FOR THE SAKE OF
DEMONSTRATION ONLY SO PLEASE FORGIVE
THE DISCORD BETWEEN TEXT AND VISUAL

PRESS SPACE BAR TO CONTINUE

Cursor ■

User input cue

Branching Information

C	T	1	R
F	2	W	
	3		
	4		
	5		

Page 2 File DEMO

Page _____ File _____

Page _____ File _____

Page _____ File _____

Page _____ File _____

Data input

Page 2 File DEMO

Page style ① 2 3 4

1 Caption 2 True/false 3 Multiple choice 4 Fill-in-the-blank

Laserdisc commands

First string

FG981SW

Second string

Text

INTERACTIVE VIDEO DISC IS PROBABLY
THE MOST UNDERUSED AND MISUNDERSTOOD
MEDIUM ALTHOUGH IT IS ONE OF THE
MOST VERSATILE, EASY TO USE AND
VIRTUALLY INDESTRUCTIBLE OF ALL
TEACHING MEDIA. BUT RATHER THAN
TELLING YOU ABOUT ITS CAPABILITIES,
LETS DEMONSTRATE

PRESS SPACE BAR TO CONTINUE

Cursor ■

User Input cue

Branching Information

©	T	1	R
	F	2	W
		3	
		4	
		5	

Page 3 File DEMO
Page _____ File _____
Page _____ File _____
Page _____ File _____
Page _____ File _____

Data input

Page 3 File DEMO

Page style ① 2 3 4
1 Caption 2 True/false 3 Multiple choice 4 Fill-in-the-blank

Laserdisc commands

First string

F7438SW

Second string

F7468SW

Text THE VIDEODISC PROVIDES YOU WITH A
VAST SELECTION OF STILL VISUALS AS A
MATTER OF FACT IT STORES AS MUCH AS
54000 FRAMES ON EACH SIDE. IT ALSO
STORES MOTION FILMS ANIMATED FILMS,
BOTH NARRATED OR SILENT.
EACH PAGE IN YOUR LESSON CAN CONTAIN
UP TO TWO STILL VISUALS. THE FIRST
ONE APPEARS AUTOMATICALLY, AND NOW
PRESS THE SPACE BAR TO SEE THE
SECOND ONE.

PRESS SPACE BAR TO CONTINUE

Cursor ■

User Input cue

Branching Information

①	T	1	R
	F	2	W
		3	
		4	
		5	

Page 4 File DEMO
Page _____ File _____
Page _____ File _____
Page _____ File _____
Page _____ File _____