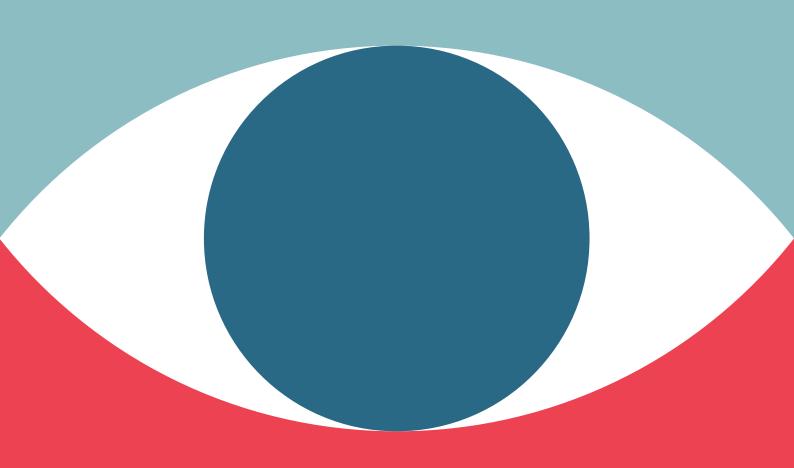
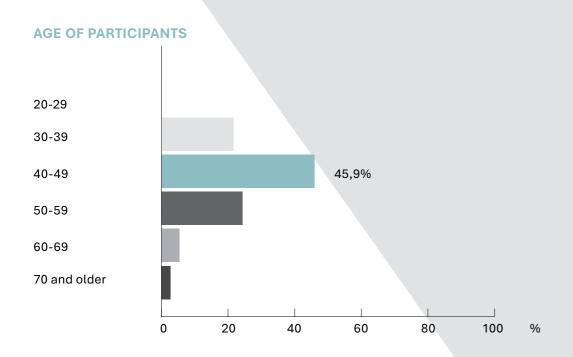
Discover your online-teaching eco-system and your media skills

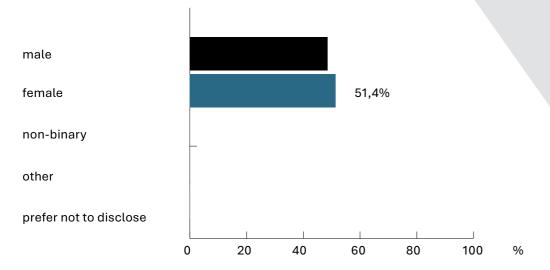




Discover your online-teaching eco-system and your media skills



GENDER OF PARTICIPANTS



Evaluation of the survey about online-teaching eco-system and media skills with self-assessment run by the future.film.education Erasmus+ project.

The project seeks to improve the quality and capacity of online teaching and to facilitate the adoption of a diversity curriculum for film schools. As such, it aims to contribute to a more innovative, inclusive and diverse film and higher education system, both on- and offline.

The survey asked film- and media teachers of the three partner schools about the challenges they faced in transferring courses to an online format. In total 37 colleagues participated, which showed a general interest in the topic. They were asked to rate the following aspects: technology, tools, methods, didactics, students' participation, monitoring, evaluation, and course preparation.

Their answers help the project to build a toolkit for online teaching, and also help them assess their own needs for remote education/distance learning in the future.

Warm-up

What subject do you teach and what was the biggest challenge in teaching it online?

CAMERA
Challenge: Practical exercises was the challenge and the difficulty

SCREENWRITING / DRAMATURGY

Challenge: group discussions - to keep them as lively, as they would be in presence

AUTISM AND ADHD

Challenge: Integration of Students with SEN in mainstream schools

COMUNICATION AND INFORMATION LAW (LICENSING AND COPYRIGHT)

Challenge: Getting the students attention and engaged.

DOCUMENTARY WORKSHOP

Challenge: how to convert a mostly practical course into online classes.

CINEMATOGRAPHY

The challenge is to teach a very practical topic in theory.

FASHION CULTURE, ART HISTORY, RESEARCH AND TRENDS IN FASHION, AMONG OTHERS

Challenge: Cannot complain about online teaching.

PHOTOGRAPHY AND ANTHROPOLOGY

FIGURA HUMANA (HUMAN FIGURE), ART HISTORY AND VISUAL CULTURE, DRAW-

ING AND PAINTING

The biggest challenge was to find specialized

sites with images or vídeos with nudes (for life

model drawing).

My biggest challenge is the lack of information about how students are following what I am saying or showing. I cannot read their facial expressions and physical posture, nor see how engaged they are in taking notes or commenting aside with a colleague. I cannot perceive their degree of attention. The majority of the students stay with their cameras off.

POST-PRODUCTION SUBJECTS

Challenge: Lack of students presence contributes to a lower interaction in classes and between pairs. Also, online classes have contributed to increased anxiety and mental health issues between students.

VIDEOGAMES, AUDIOVISUAL MEDIA

The biggest challenge is to have feedback from the students but my experience with online teaching in this classes is quite good.

FILM PRODUCTION

Challenge: the attention and interest of students.

ANIMATION, STORYBOARD

Challenge: keeping the students engaged.

CONTEMPORARY FILM HISTORY AND FILM FESTIVALS EUROPEAN MODERNISM CREATIVE PHOTOGRAPHY

The biggest challenge is group discussions.

PHOTOGRAPHY

In all others the biggest challenge concerned the potencial of the corporeal interaction, given that parte of our emotional discourse is invisible in online classes.

FILM PRODUCTION

Challenge: to have the stu-

dents with camera on and

participating

ARTS HISTORY

Challenge: The lack of direct contact with the

work of art since it was no longer possible to car-

ry out study visits.

FILM EDITING AND FILM LANGUAGE.

Dealing with the practical projects.

PRODUCTION MAN-

AGEMENT

Challenge: Ensuring stu-

dents attention and being

able to provide proper

feedback

INTERACTIVE NARRATIVES, GAME DESIGN

biggest challenge was maintaining student engagement, namely in ensuring they understand feedback.

TRANSMEDIA STORYTELLING

Biggest challenge: leading creative teamwork in an online space

APPLIED HUMAN MORPHOLOGY IN DIGITAL ANIMATION

"Biggest challenge in teaching it online": Impossibility of laboratory interactivity. Impossibility of laboratorial interactivity: The demonstration (on line and not applied) of applied software is a determining gap in the students' training/ evolution.

ANIMATION DESIGN

Challenge: I think we coped with the situation pretty well, my only concern was the mental health of the students, but they all seemed to handle the situation

SOUND FOR ANIMATION

Biggest challenge was to teach things that are eminently practical.

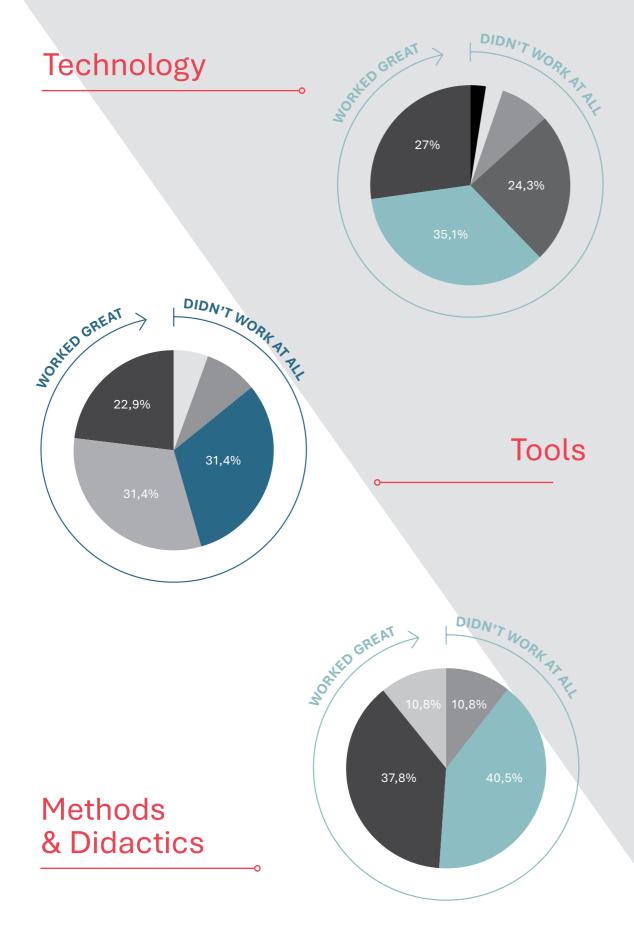
Challenge: How to teach without demonstrate directly with the tools used by the students. The dificulty to convert traditional to digita tools and the distinct results of each.

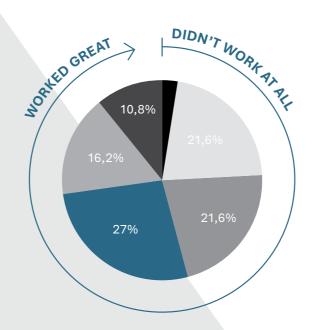
PAINTING AND DRAWING

SOUND PRODUCTION FOR FILM

Challenge: The course was not taught online. But main difficulty is the streamings sound quality, latency and impossible to teach practical recording techniques remotely.

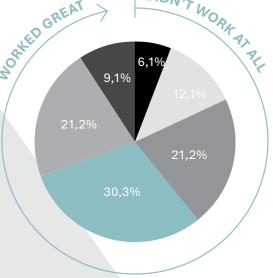
In your most recent online courses, which of these elements worked well and which didn't?

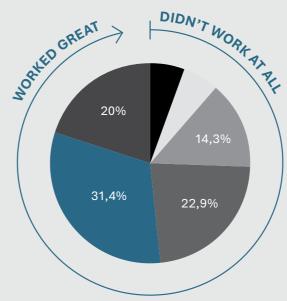




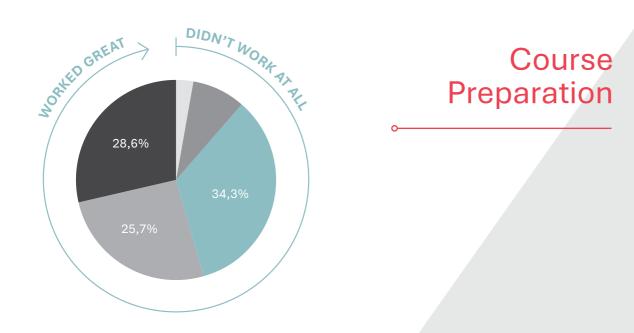
Students' participation



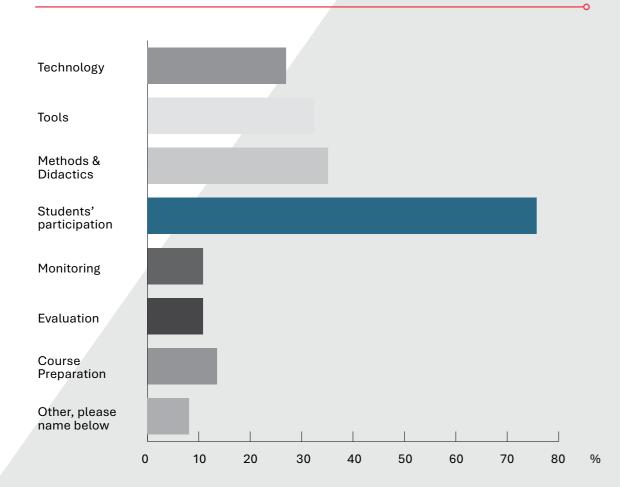




Evaluation



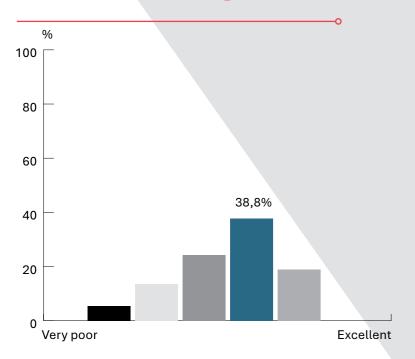
What would you like to improve?



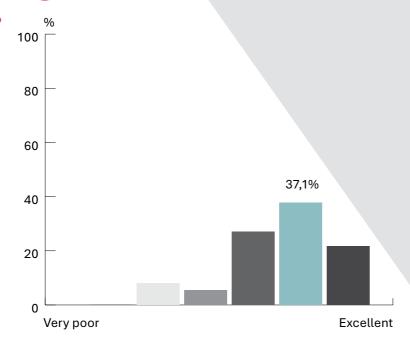
Online-Infrastructure

How would you rate...?

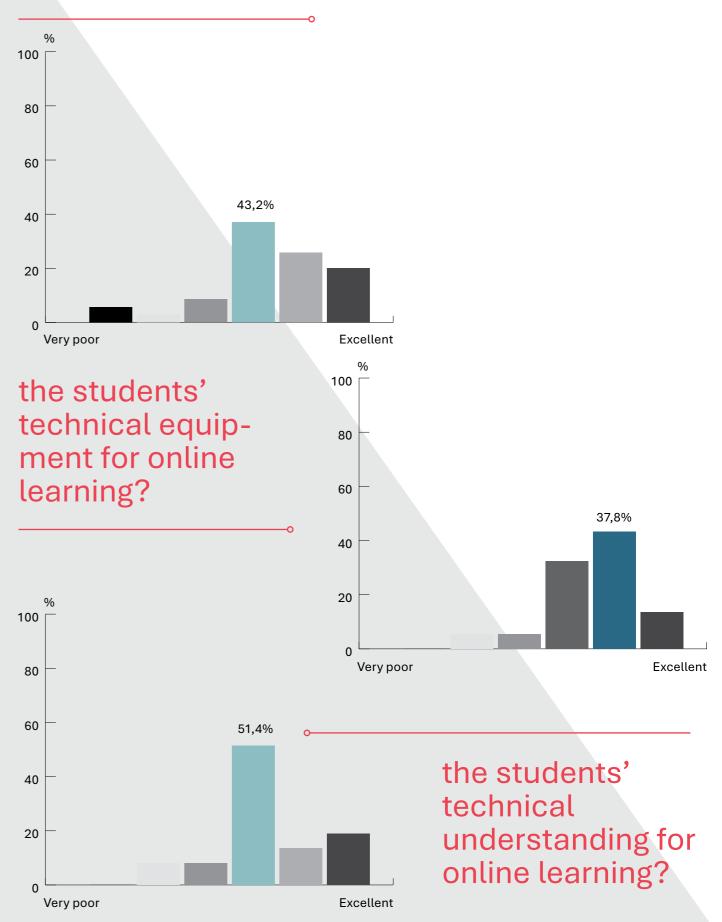
your technical equipment for online teaching?



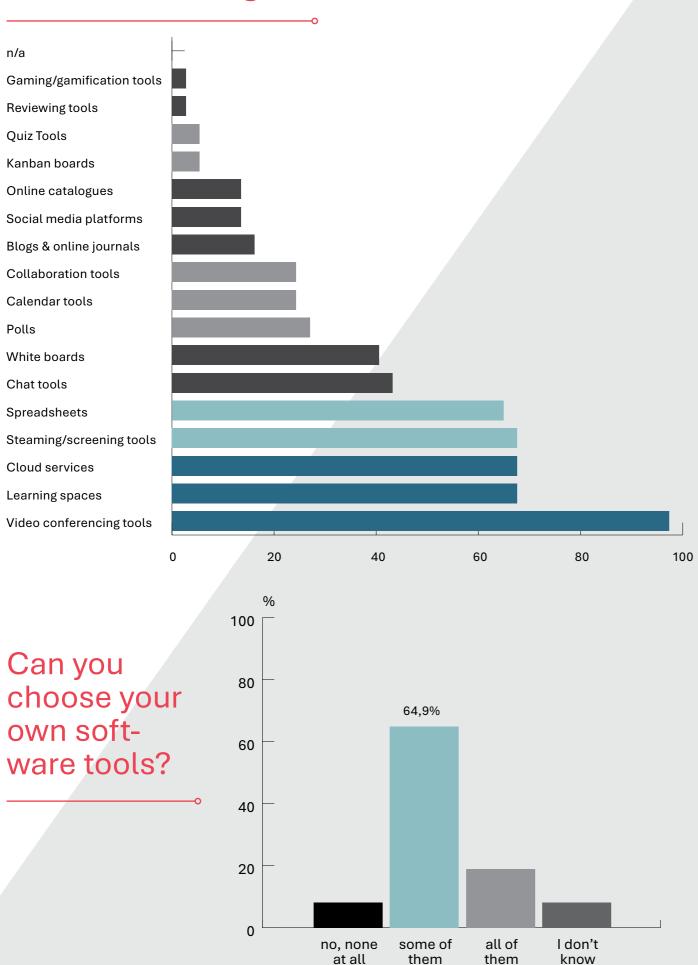
your institute's technical equipment for online teaching?



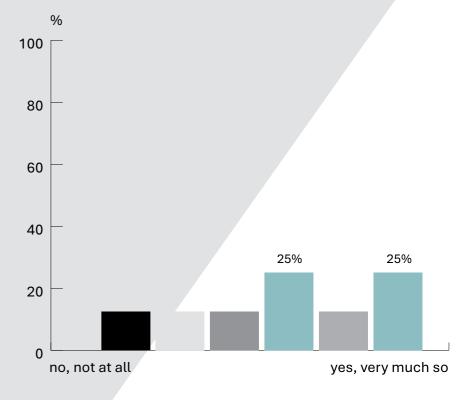
your technical understanding for online teaching?

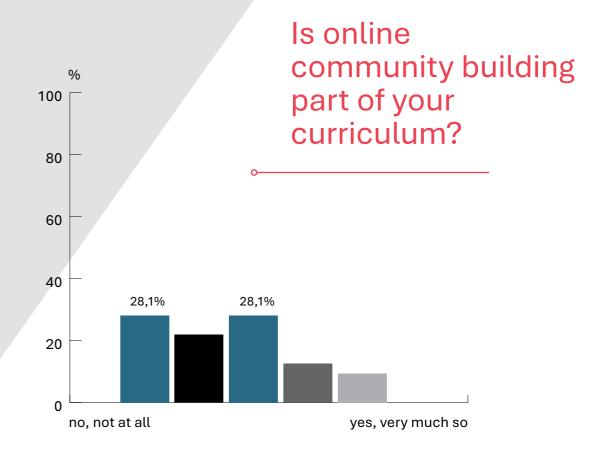


Which digital tools do you use in online teaching?



Do you consider the privacy of students when choosing software tools?

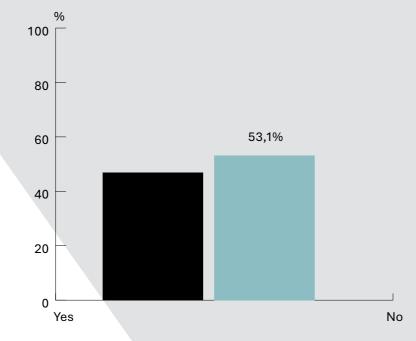




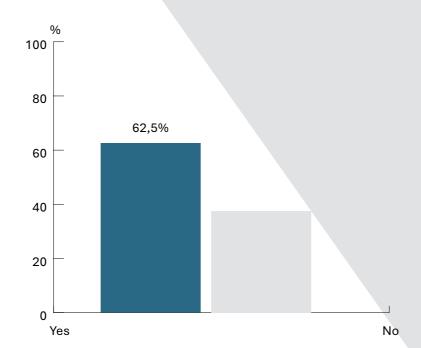
Methods & Interaction

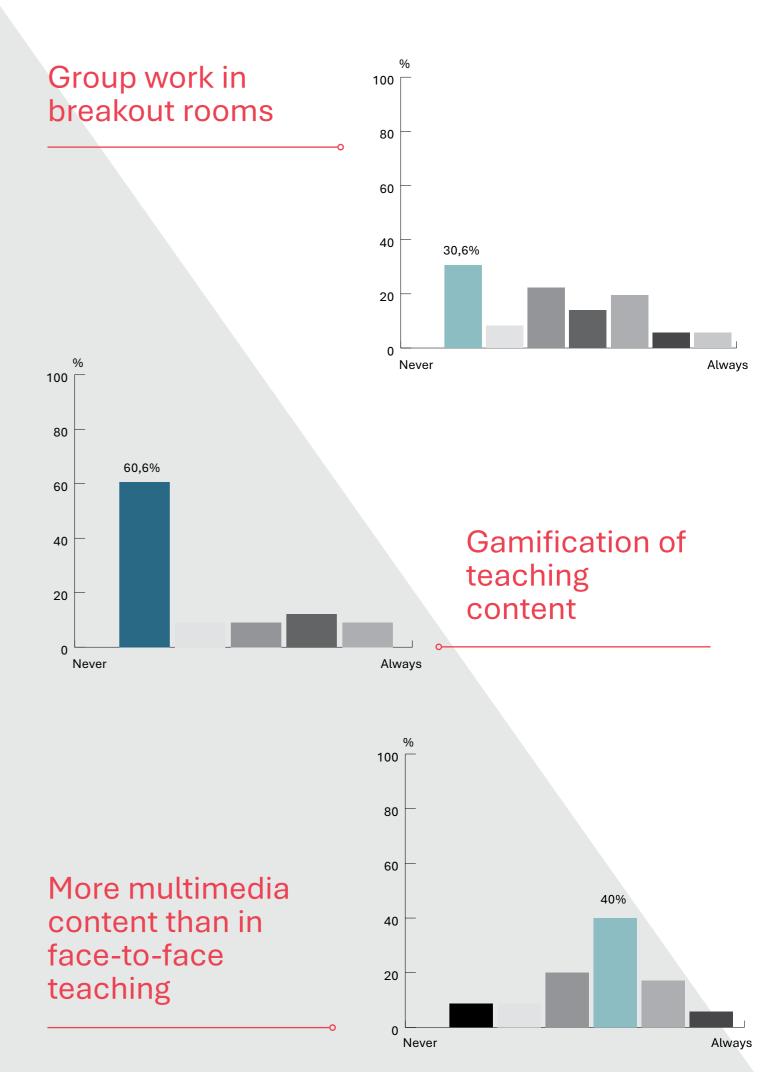
What do you think about students' engagement in your synchronous online classes

I am not bothered by this. Either students listen or they don't.

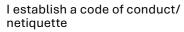


I really struggle with this.





What methods do you use to ensure a safe online learning environment?

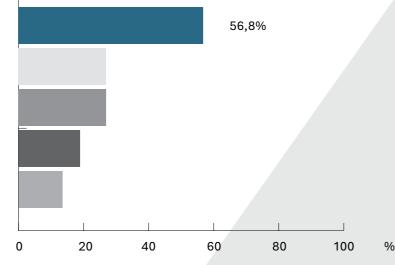


I assign students to be aware of this and to report anything to me

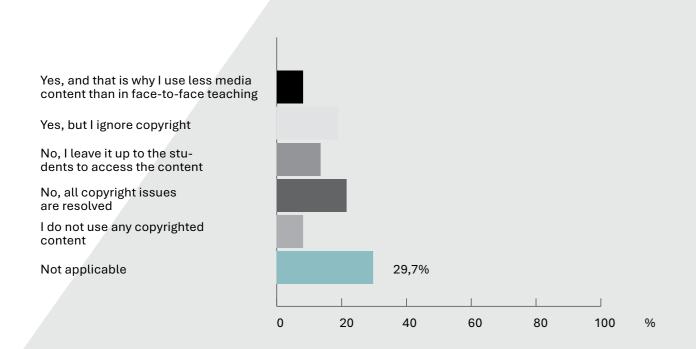
I ask how students are doing and send them surveys outside of class

None

Other methods, please state below:

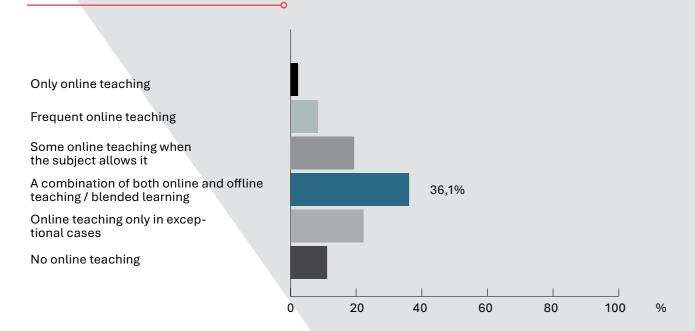


Is content copyright a hindering factor for your online teaching?



Finally...

In the future, I would like...













Circulation: Project partners, National Agency, Public in general

Author: MOME

Doc Reference: Survey about online teaching eco-system and media skills

Doc History: Final Version, June 2022 Project Number: 2020-1-DE01-KA226-HE-005809