Interactive video

1. **Add it to your course from the Activity Chooser**

You can make an interactive video from either the Interactive Content Icon in the Activity Chooser, or from the Content bank. I would recommend creating it in the Content Bank because the video will be easier to find and reuse later.

2. **Add activities – questions or other objects**

The interactions can be several things. Some can be traditional question types that ask them to answer questions about what the film covers and lets them check their learning or demonstrate their knowledge. These include multiple choice, true/false questions, fill in the blanks, or hotspots that they need to click on to identify. There are other objects that you can add to the video as well that work to convey information -- tables, images, links, tables, labels, etc.

3. **Interactions can be graded or not graded.**

The interactions can be graded, or ungraded. If you want to grade them, these screenshots will show you how to create a submit screen that allows the students to submit their answers. You can adjust settings to prevent them from fast forwarding through the video so that they just answer the questions.

4. **You can embed brief clips of video or link to longer video.**

You can embed MP4 or other video files that you have created, or you can link to them to video hosted on YouTube or other websites. Because video files can be huge, it is best to try to link to videos rather than embedding a video. The Moodle upload limit of 500 MB, depending on the video quality, might translate to 5 minutes or less, depending on the video. So if you are embedding video, use brief clips. Using a YouTube video will get around this restriction. Because the file is not on Moodle, but something that you are accessing via the Internet, you can get around these limits.

5. **Interactive video, unfortunately, does not play well with Stream video.**

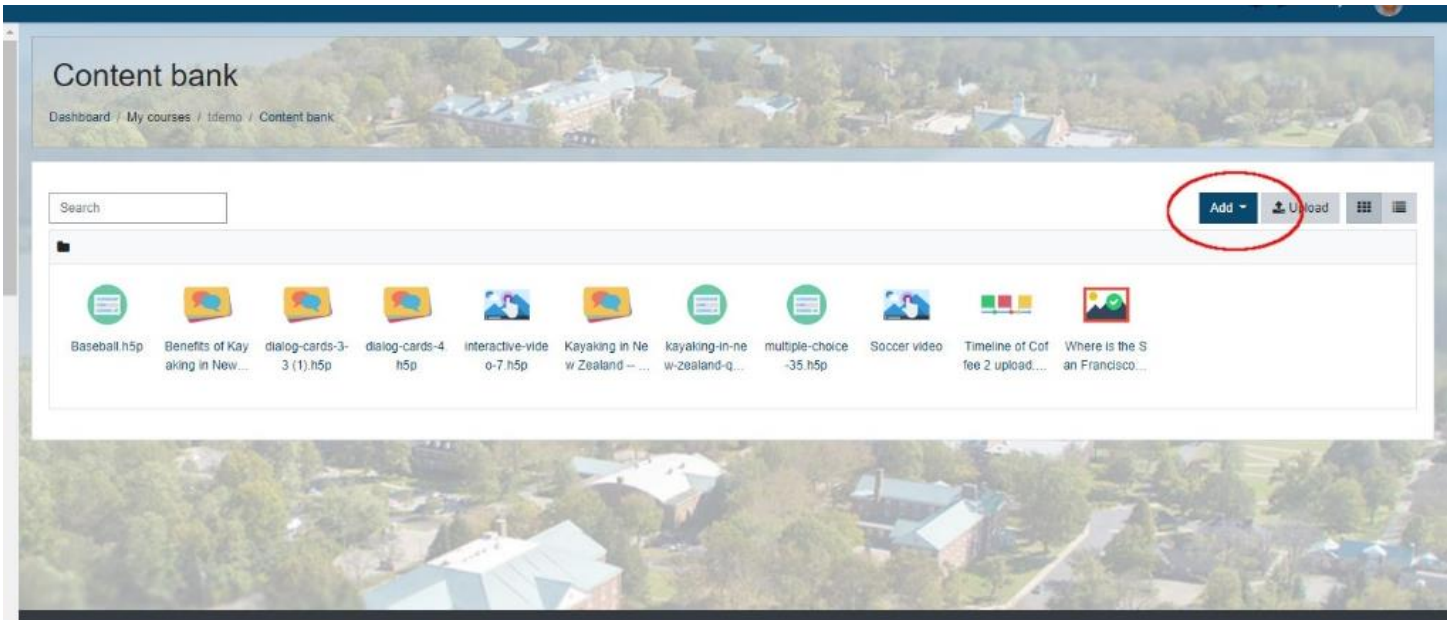
Finally, it is important to note that the Interactive Video does not work with videos linked from Microsoft Stream because Stream has a proprietary format. You can download MP4s of videos from Stream and then embed them into the Content Bank and Interactive Video, but you cannot directly link from Stream, or for that matter download the video as an MP4 then share it from a OneDrive to generate a link. Unfortunately, this link will flag this as a proprietary Microsoft product.

How to create an interactive video:

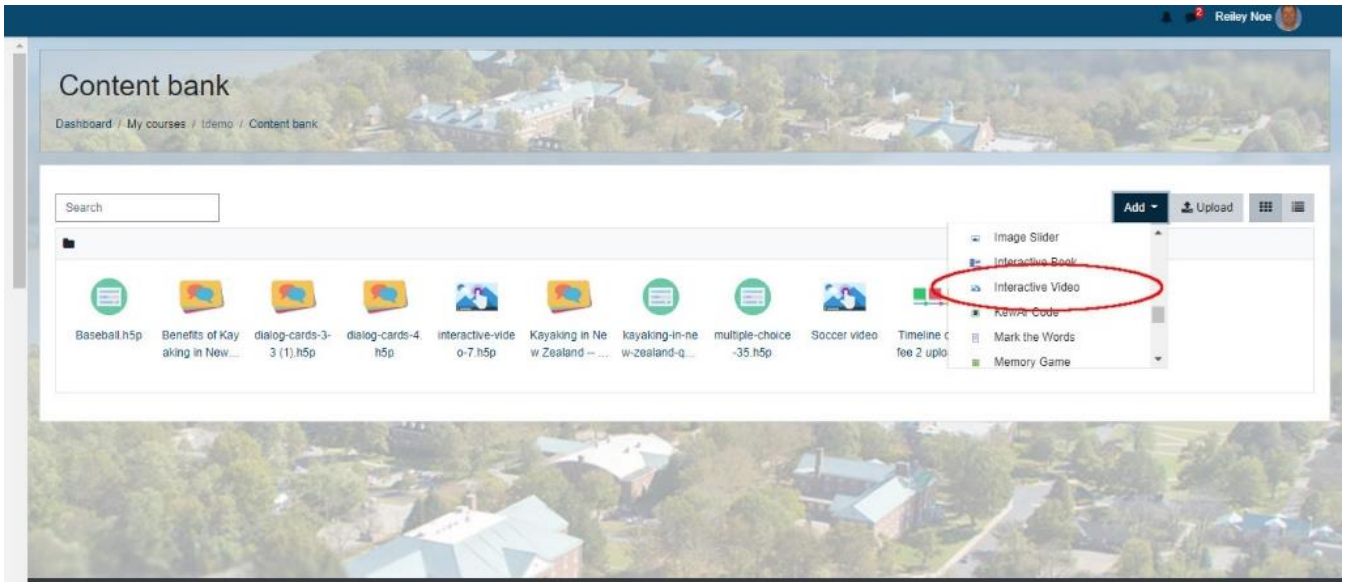
1. Click on the Turn on Editing Button and then click on Content Bank.

2. The Content bank will load. This takes several seconds, so please be patient and let it take some time to populate.

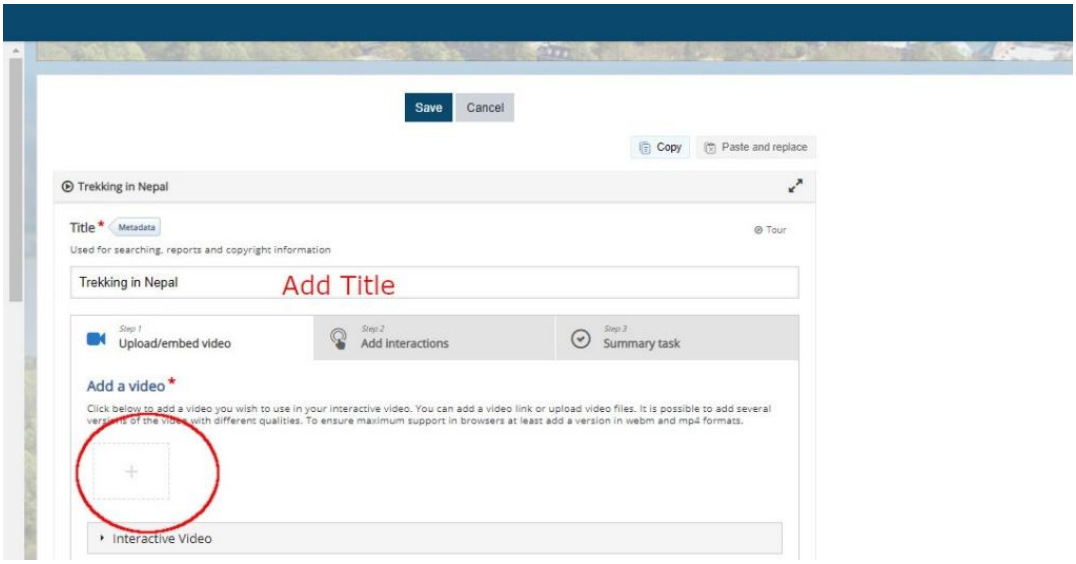
   You'll see the content bank for this course which has all the H5P items that you've created in the course or moved to this course's content bank. Click **Add** to create the Interactive Video.



3. A menu appears with all the H5P content listed in alphabetical order. I'll click on the Interactive Video selection.



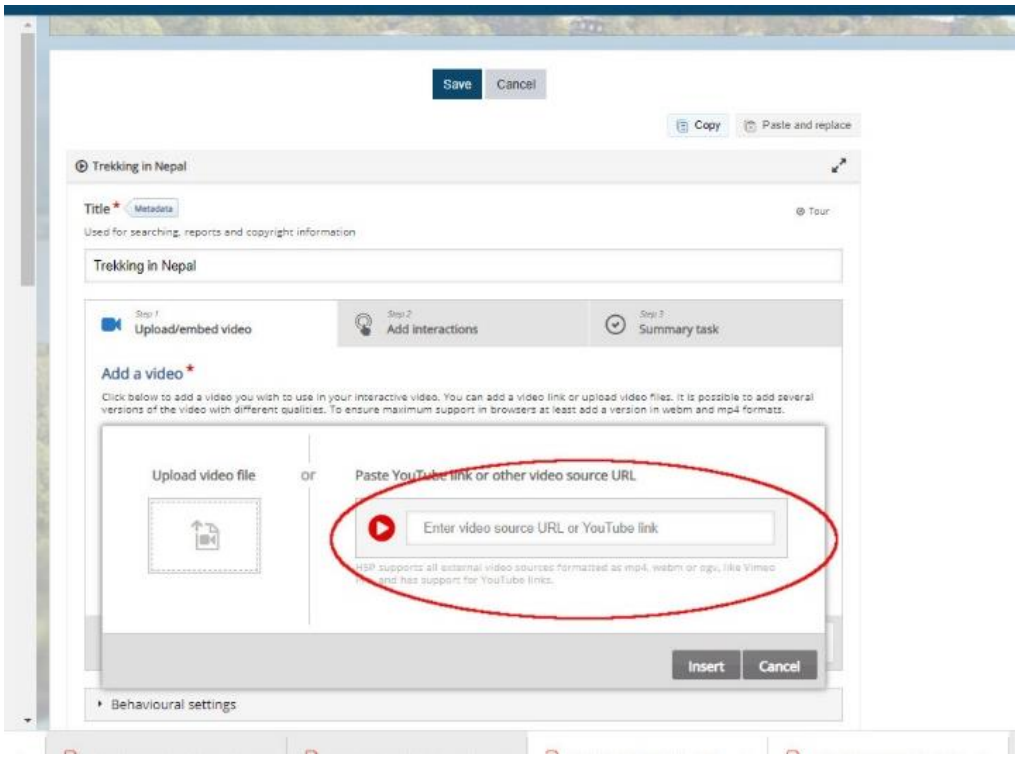
4. **Add a title** for your Interactive Video. Click on the outline of the square in the **Add a Video** area



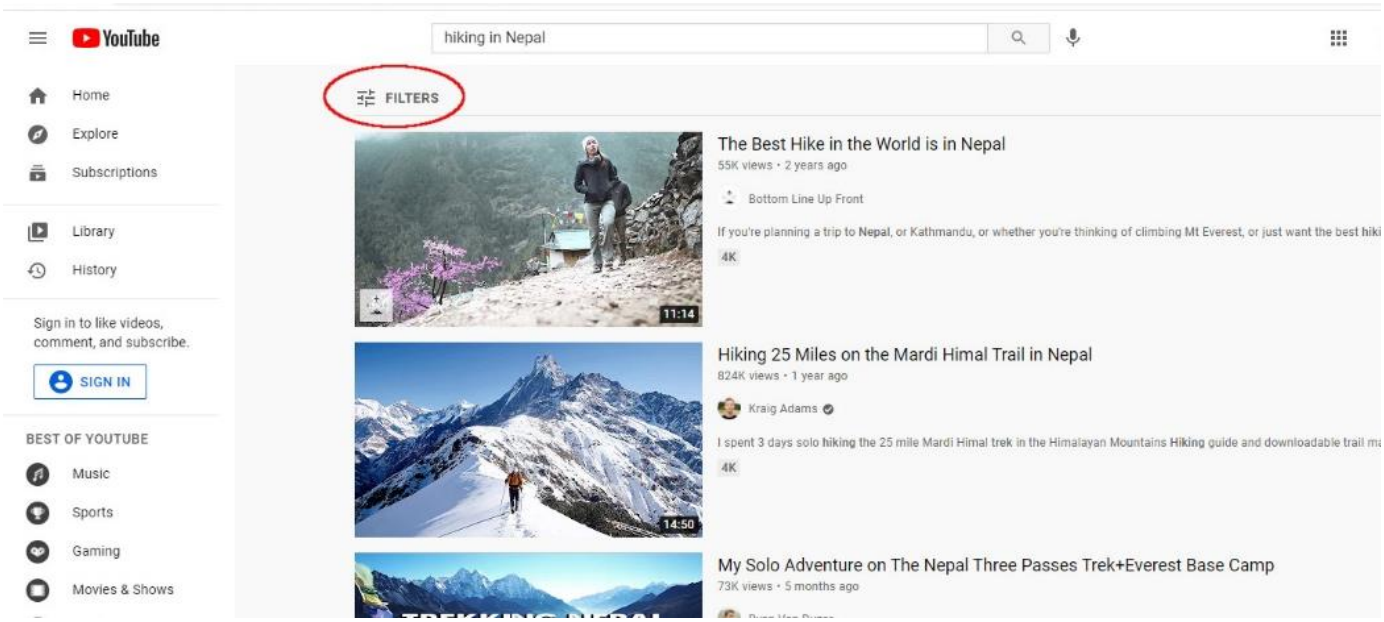
5. You can either upload an MP4 file or use a link to a YouTube video or a VimeoPro video. This link, however, will not work with Stream due to it being a proprietary format. You may want to consider downloading a short Stream video clip as an MP4 and uploading it to interactive video. With linked video there are no upload limit concerns.

The maximum upload for Moodle is 500 MB, so the direct upload of an MP4 will only work for short clips in most conditions, say at a max of perhaps 5 minutes depending on the video quality. Your mileage may vary according to video format and quality but keep this in mind.

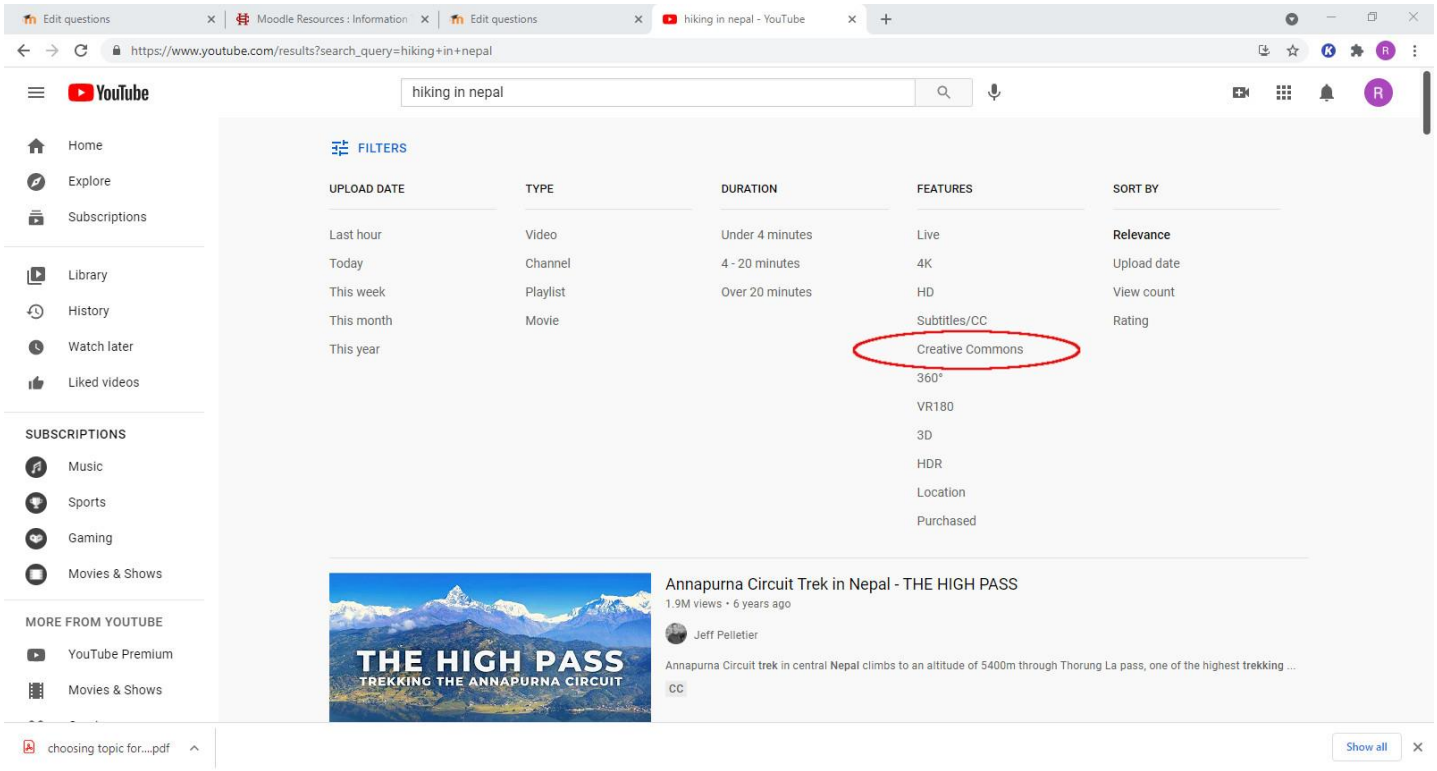
Here, we're going to link to a video from YouTube that will be much longer. Linking allows you to get around these upload limits. We'll open a tab in the browser and find a YouTube and paste its URL in the box.



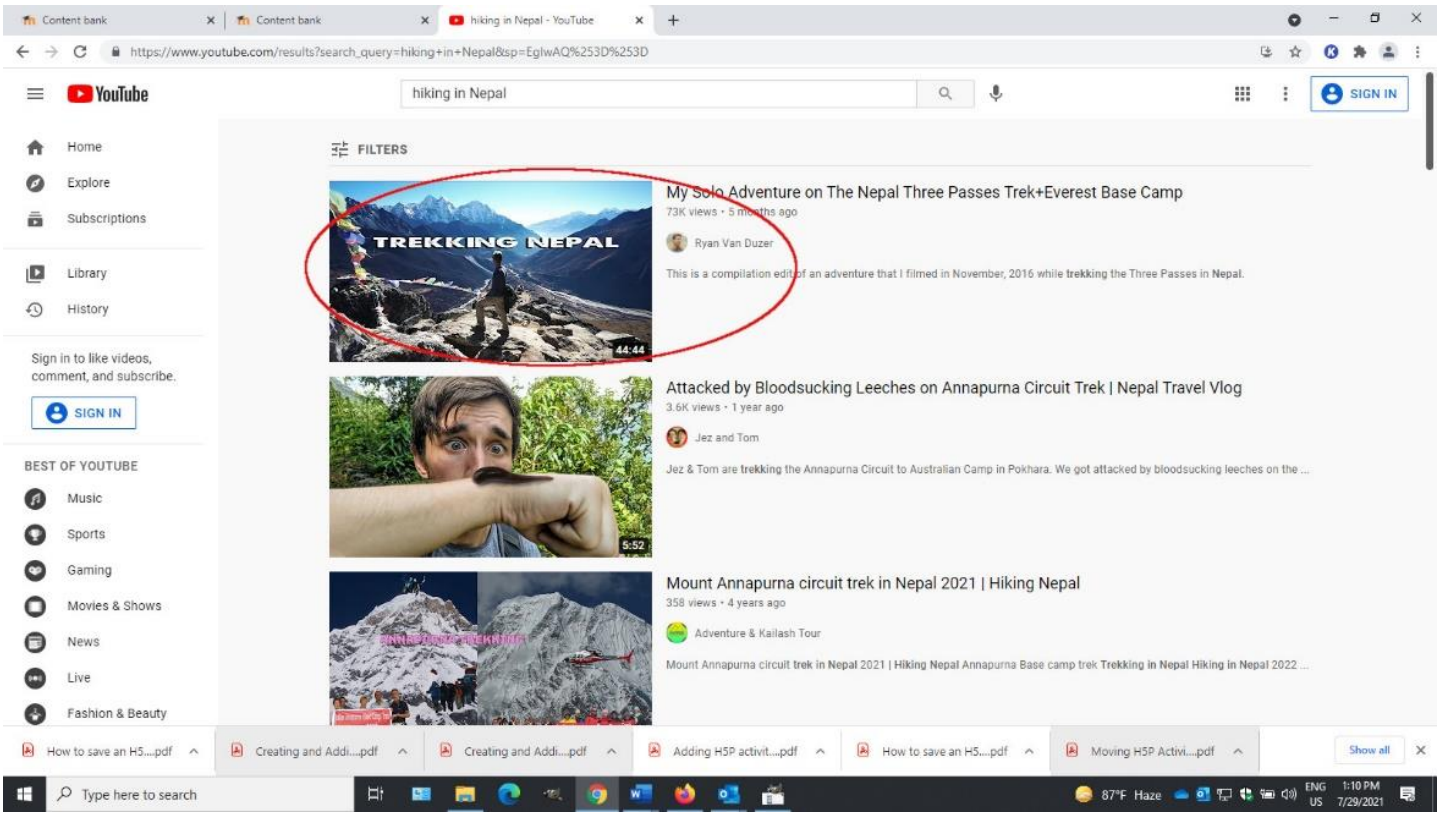
6. You can find openly licensed content on YouTube *by searching for something* – hiking in Nepal in this case – and **then clicking on Filters**.



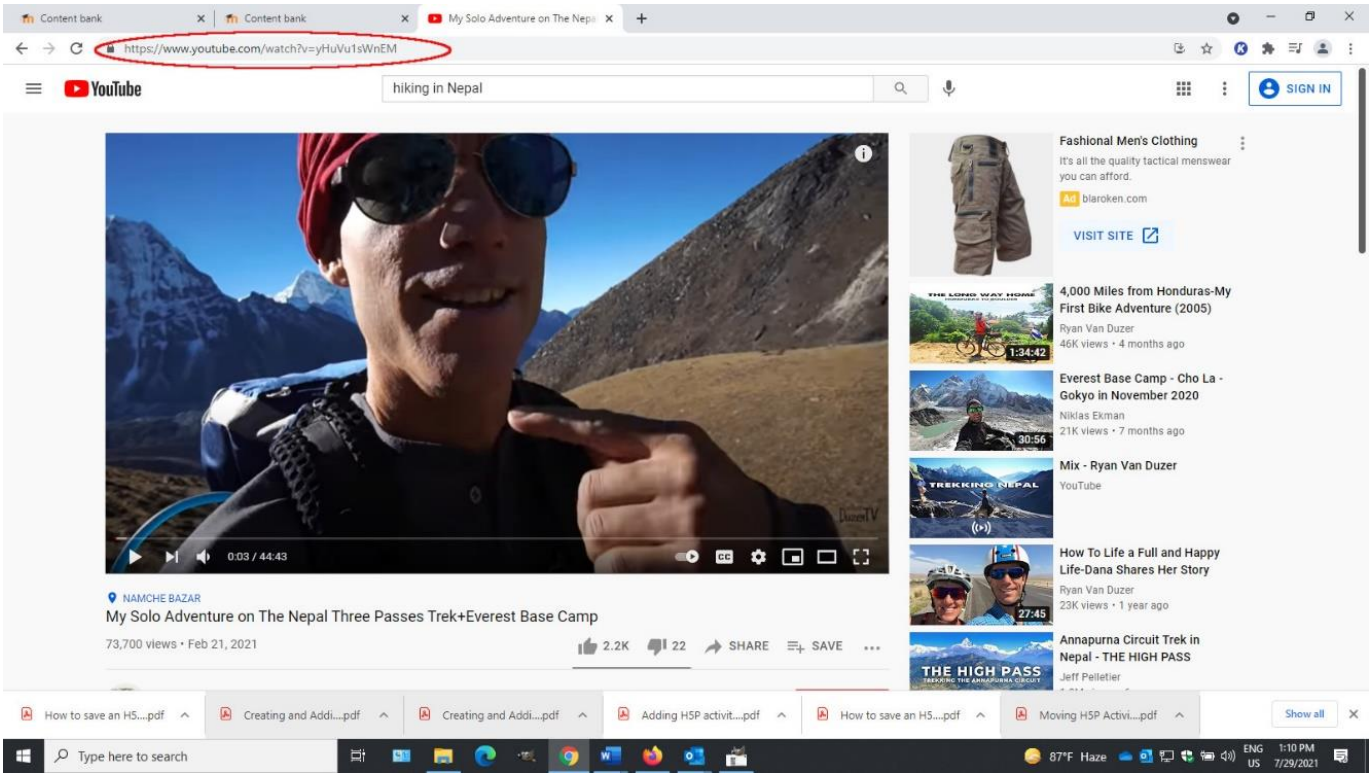
7. When the menu appears, click on Creative Commons.



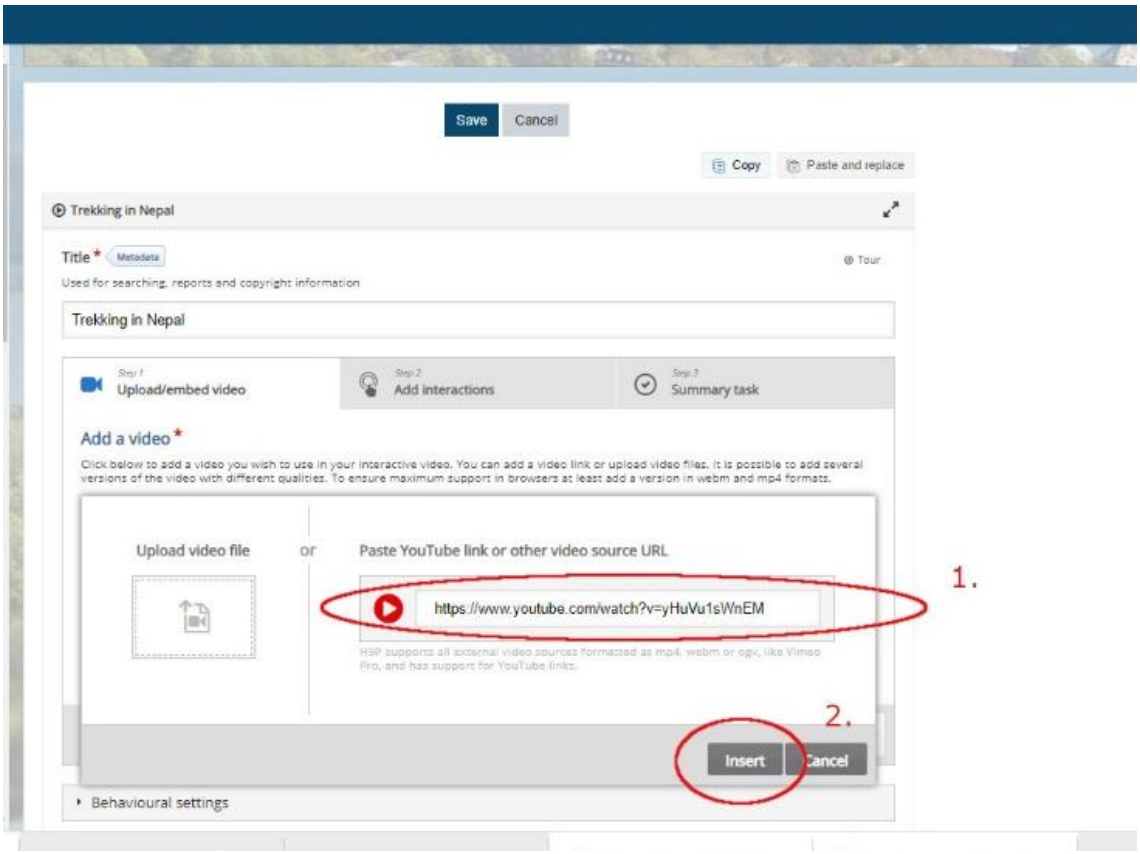
8. The filter now displays only those videos that are openly licensed. We'll click on the **Trekking in Nepal** video.



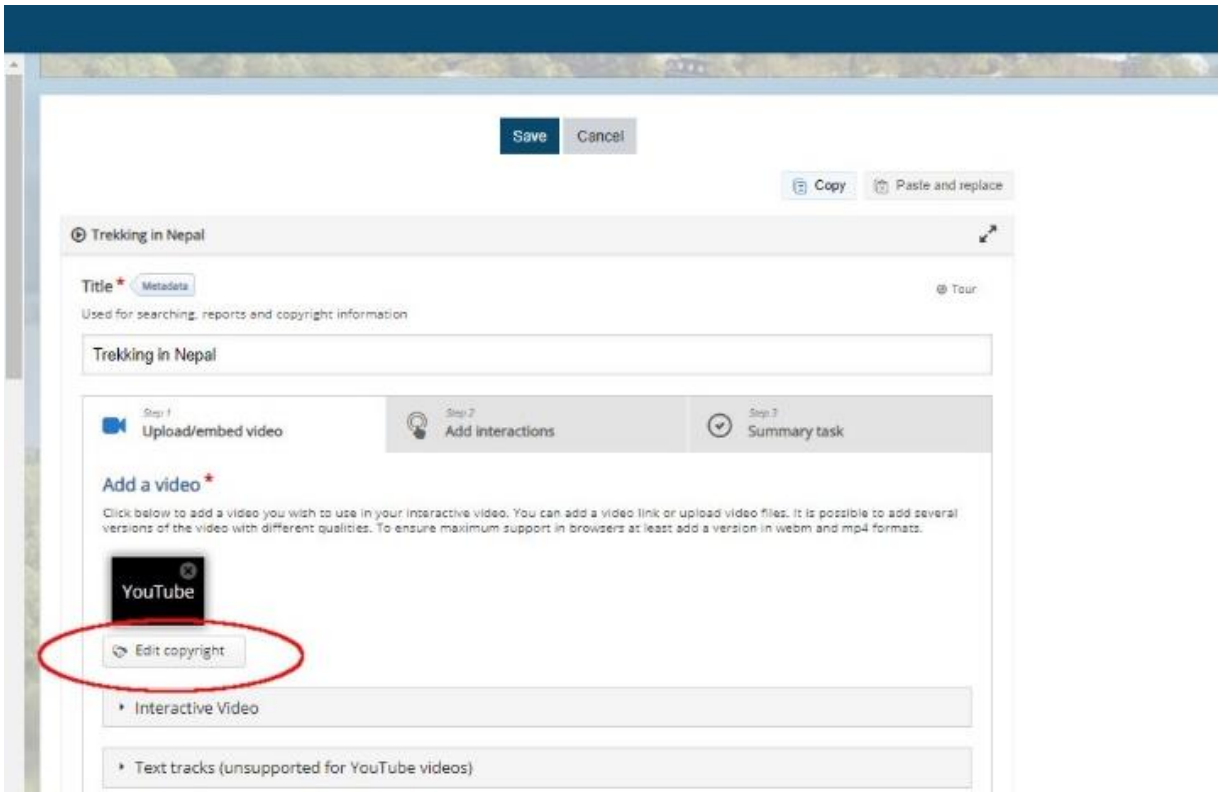
9. You can preview the film. If you decide that it works, just copy the URL



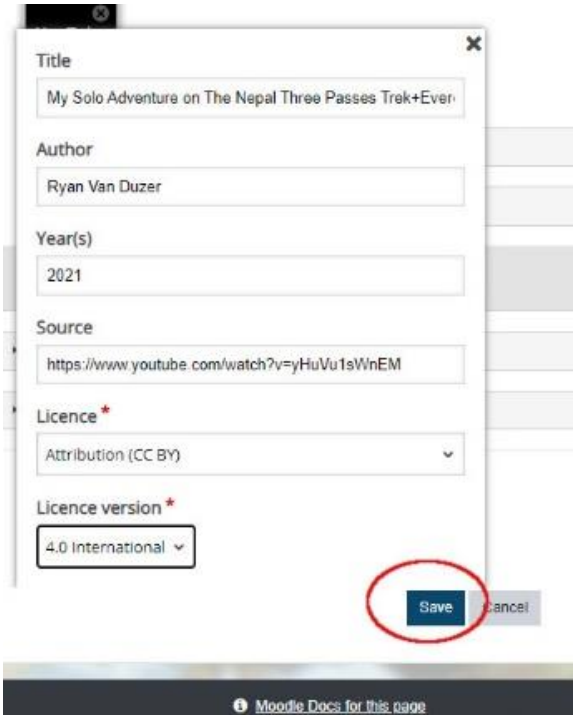
10. …. And **paste it into the link area** of the Interactive Video settings and **click Save**.



11. You'll want to click **on Edit Copyright** and add some details from the video. You can glean this information from the area below the video.

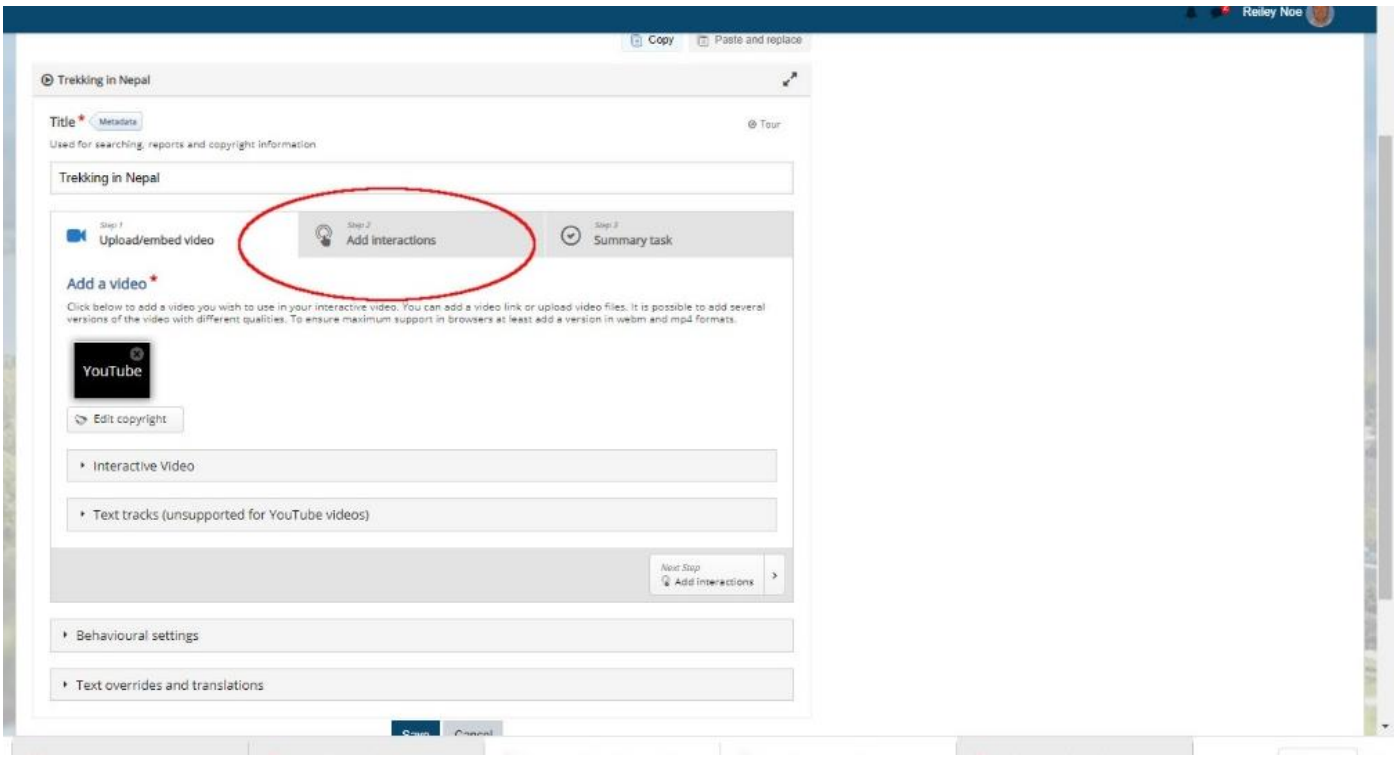


12. This is what it looks like when it has been filled out. Click Save.

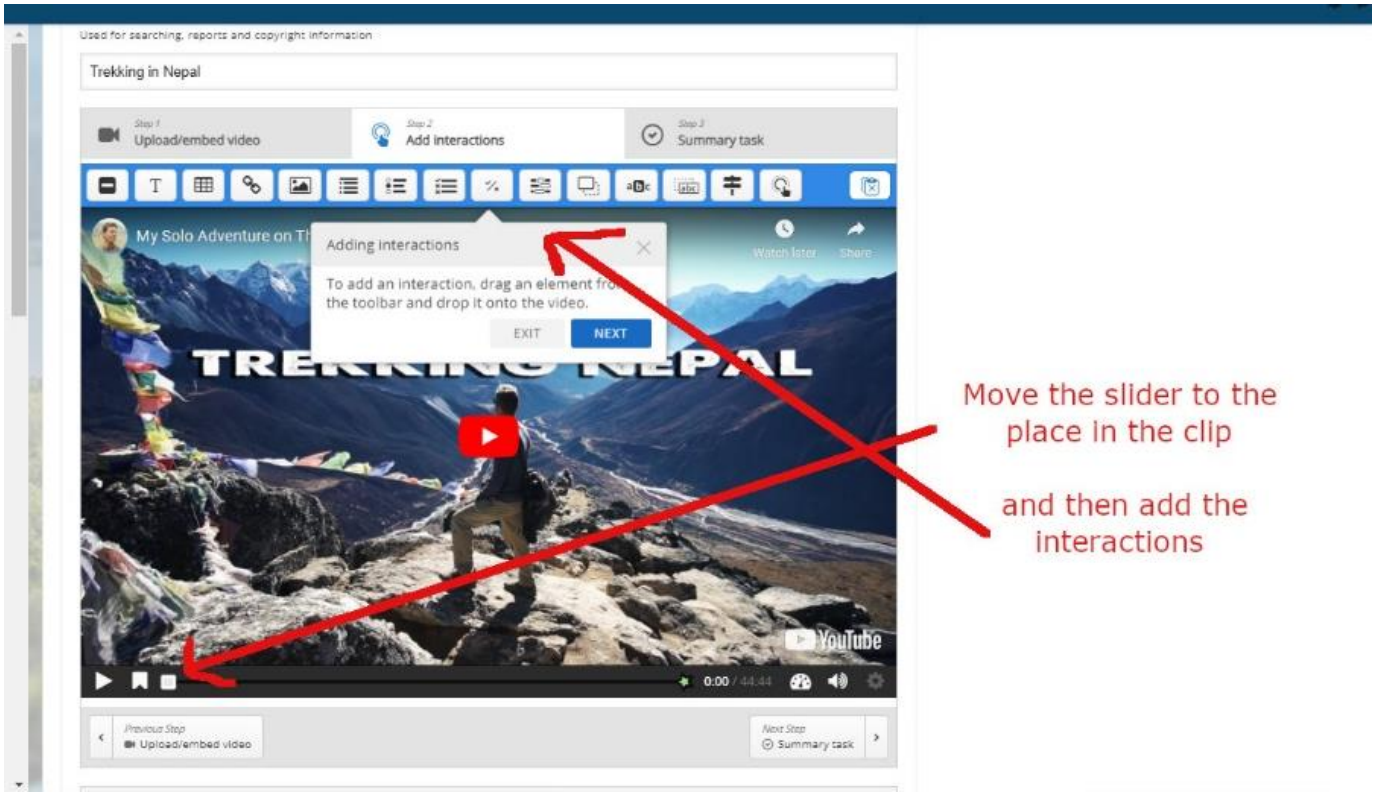


13. After you hit **save**, you see the video. Click **Edit** to go back to the settings and add interactions to the video.

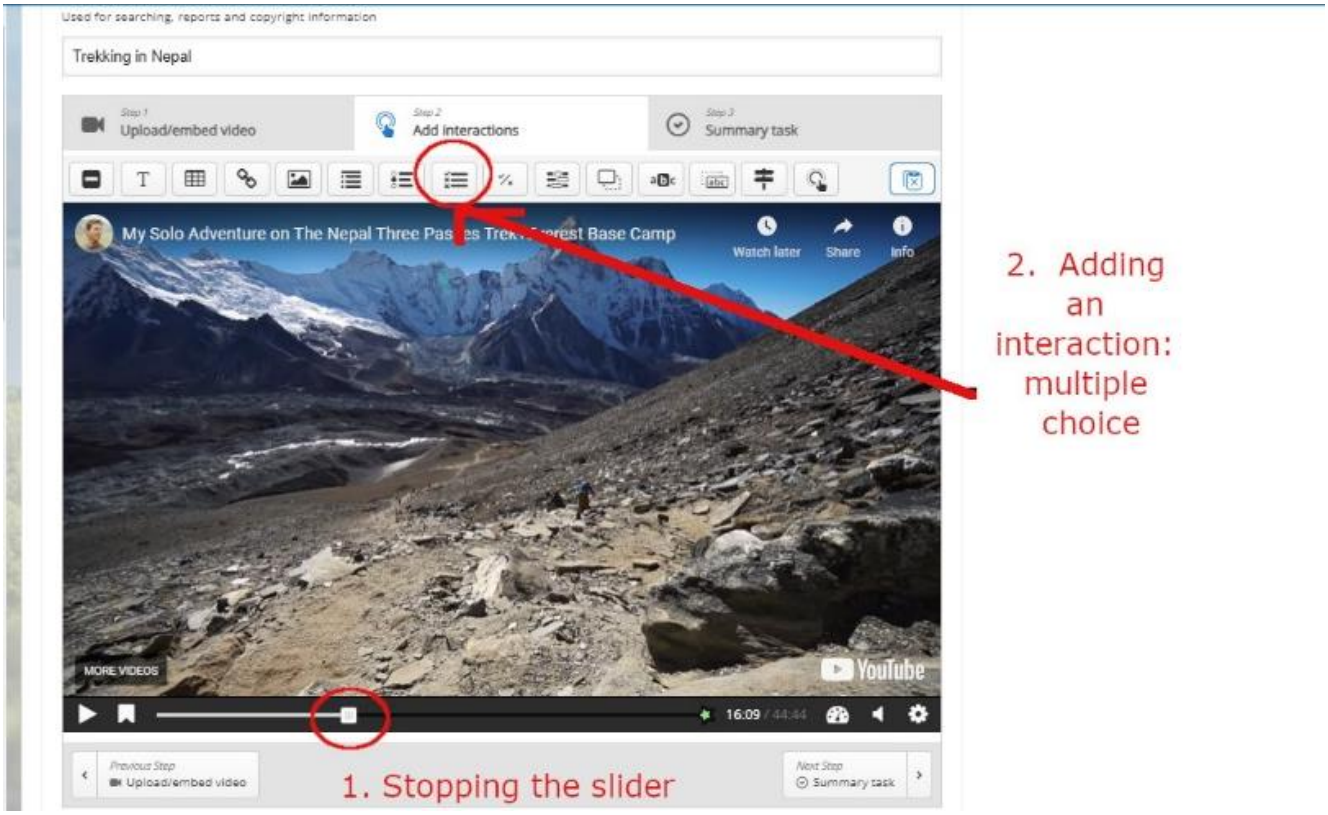
14. Click on the **Add Interactions** tab.



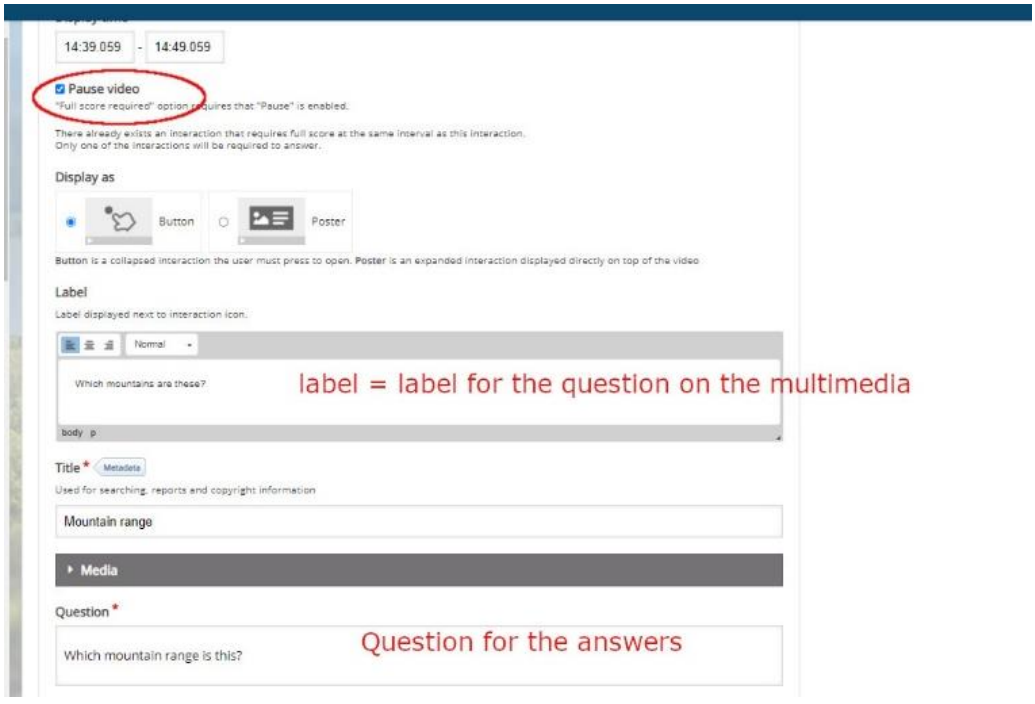
15. From this screen you'll see the icons for different types of interactions that you can add to the video on top. You can play the video and use the slider to find the exact point that you want to add the interaction for the students to view and complete.



16. We'll stop the slider on the area where we want to put the interaction in. Then we click on the interaction – in this case the multiple-choice question. You can drag and drop the interactions onto the video.

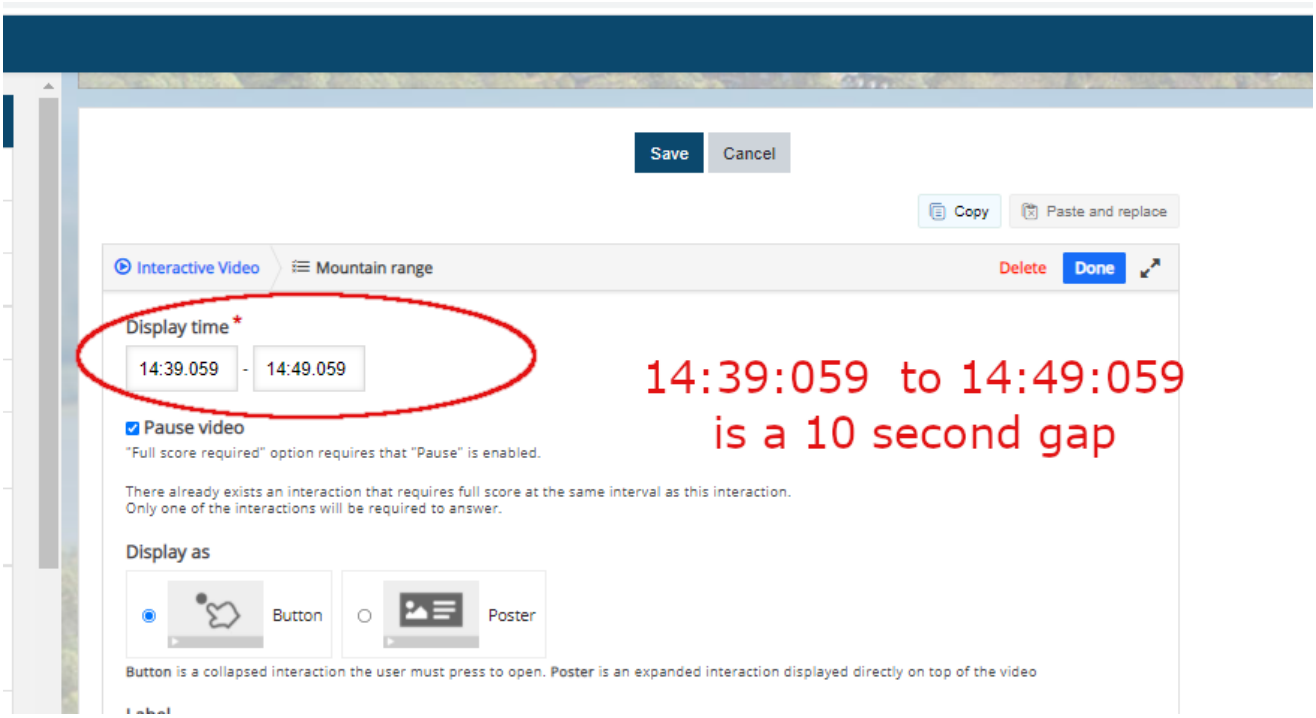


17. Maybe the most important setting is the first one – **tick the box to Pause the video** when the interaction appears and force students to complete the task before the video continues. If you do not do this, the interaction will continue as the video plays out. **Add a label** – which is what will appear on the screen – and a question for our multiple-choice question.

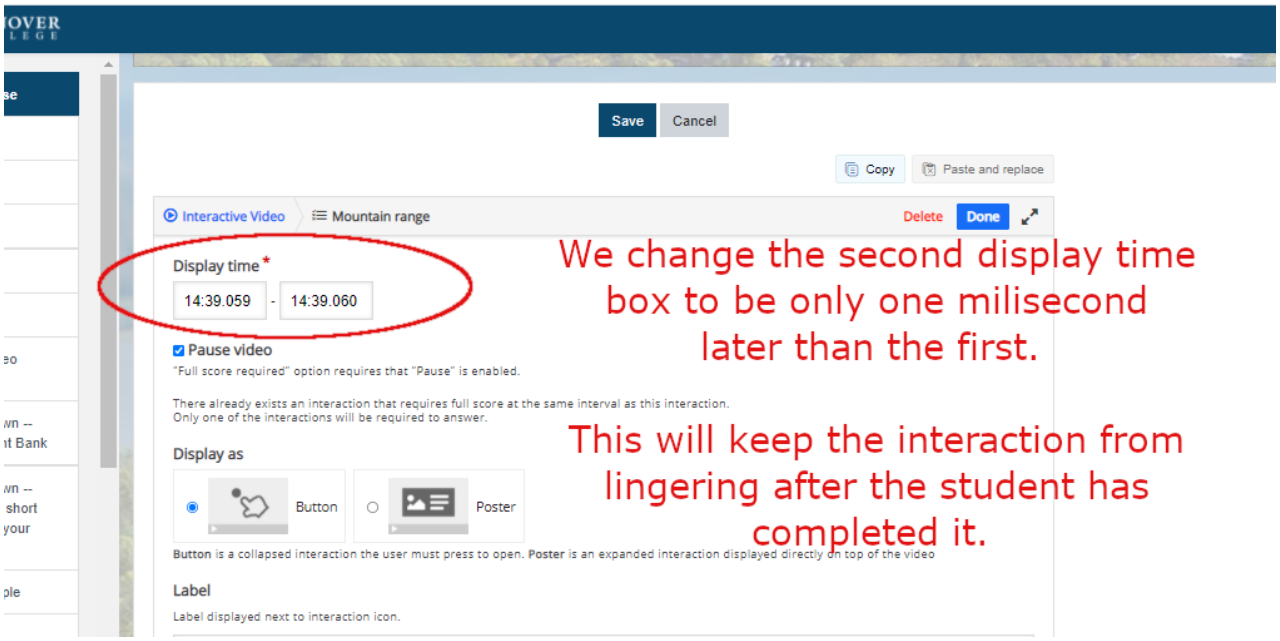


18. Look at the display time. By default any interaction will linger on for 10 seconds. If you pause the video, you won't need it to stay on the screen – students will complete the interaction while the video is stopped.

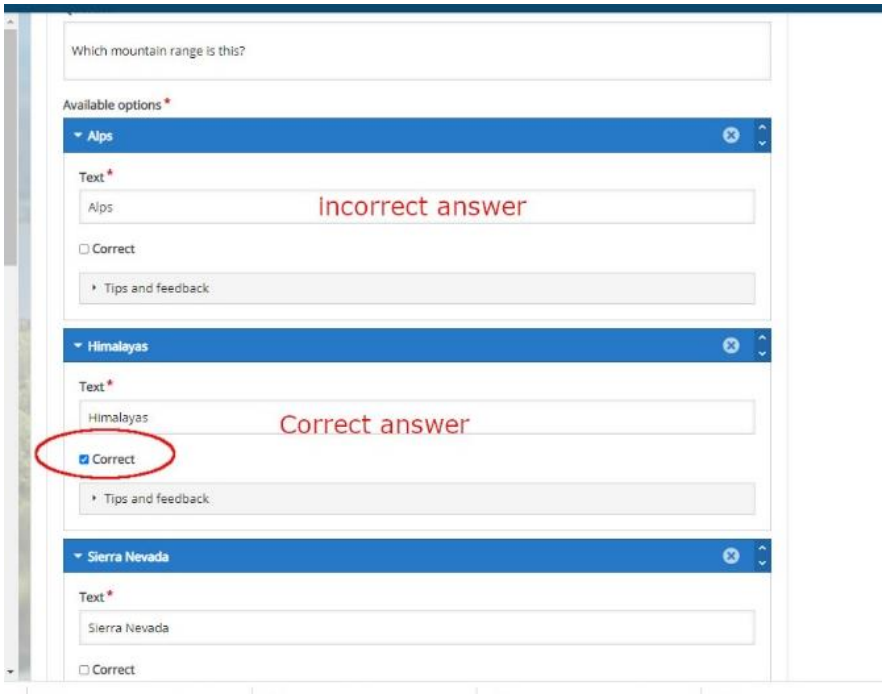
    You can configure the interaction to end when the student pays the video again. You'll change the second box – the one that is 14:49:50 to one milisecond longer than the first box. This will let the video pick up right where it paused, only without the interaction lingering on the screen.



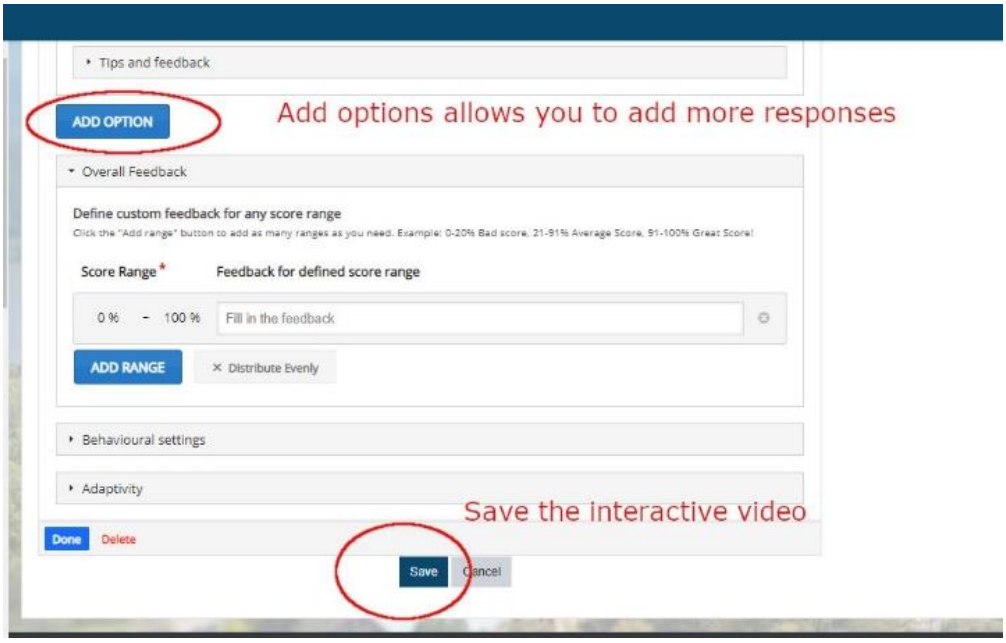
19. See below. The second box so that it begins at the next millisecond after the first. The video goes from 14:39:059 (the first box) to 14:39:060 (the second box). Now when the interaction is finished and the video is restarted, the interaction immediately drops right off the screen.



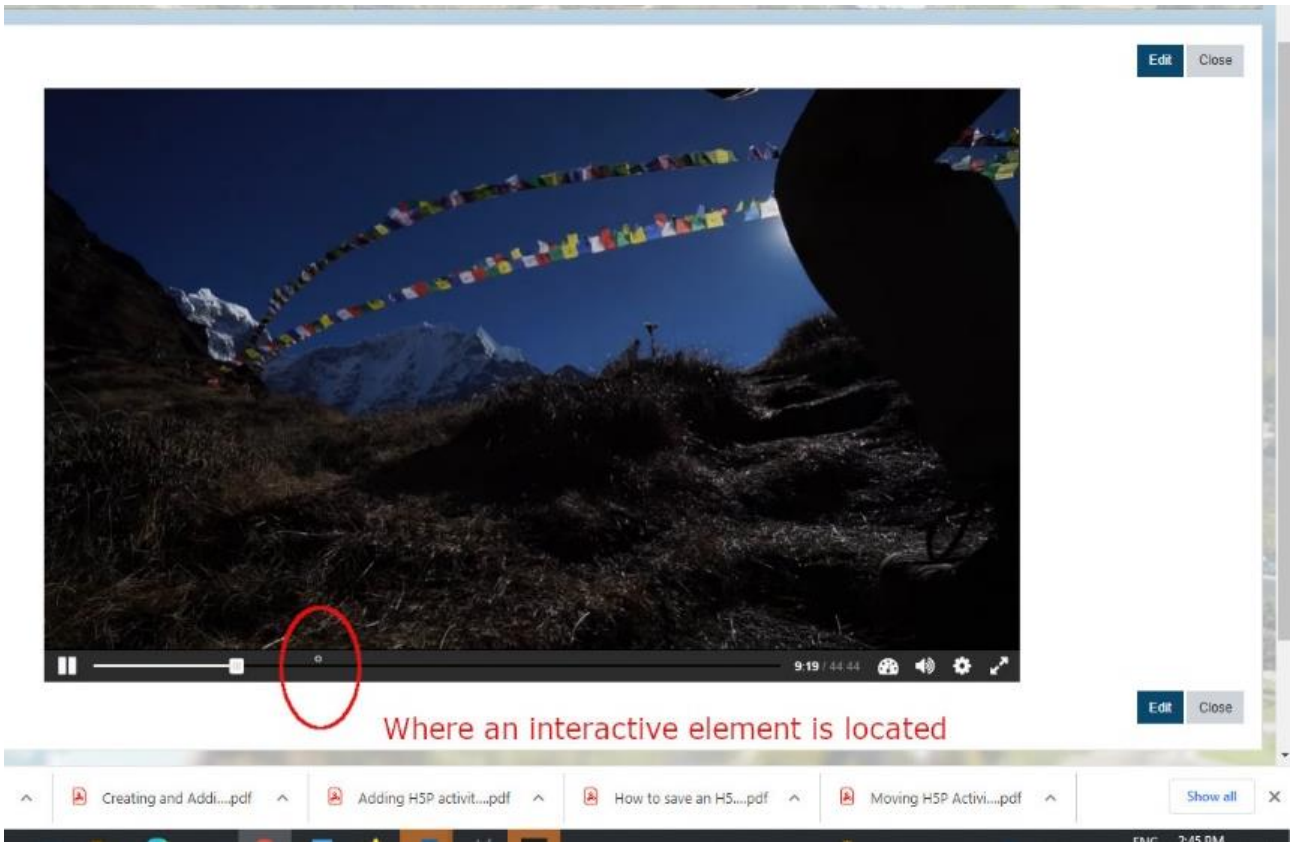
20. We'll add our answers and tick the box for Correct.



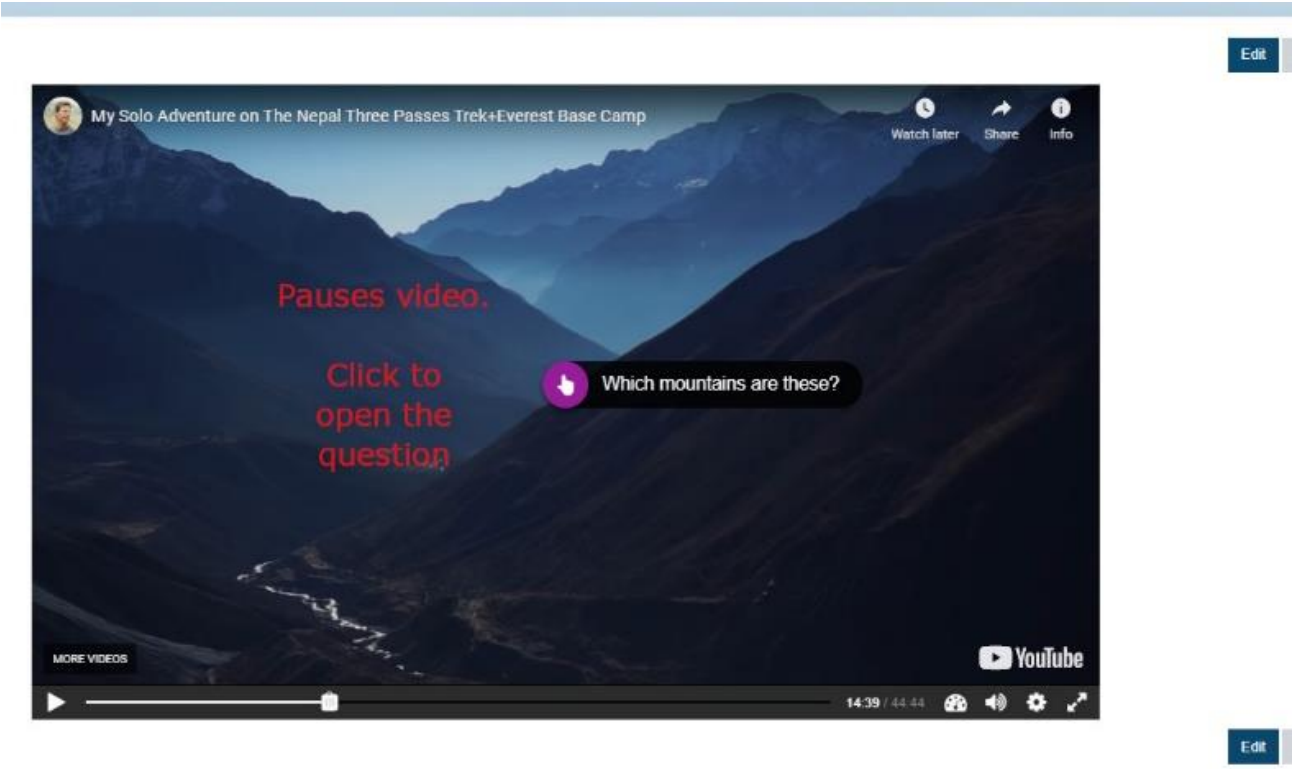
21. Add options will let you add more answer choices for the multiple-choice interaction. Once you are finished**, click Save**, not Done.



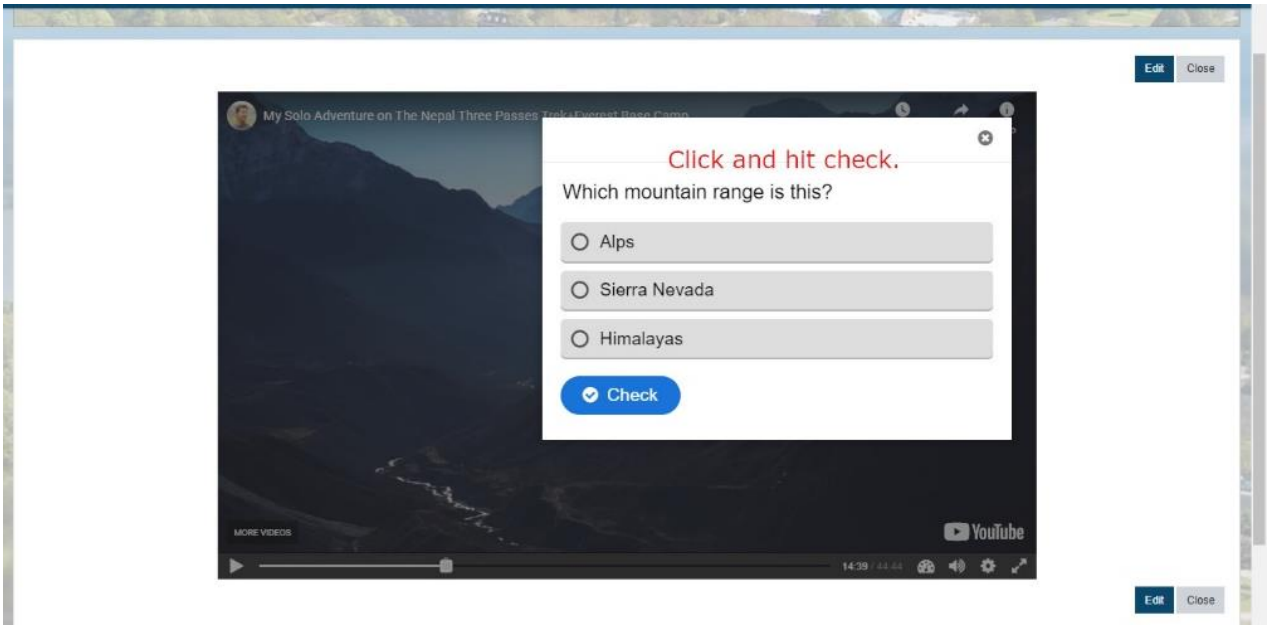
22. Once you are on the video page, you'll notice a white dot on the timeline where the interaction will take place. As you add more interactions, you'll see more dots across that video timeline.



23. If you were to play it to the point where the white dot is – where you've added the interaction – you'll see this. Your label is the text next to the icon in the bubble on the screen.

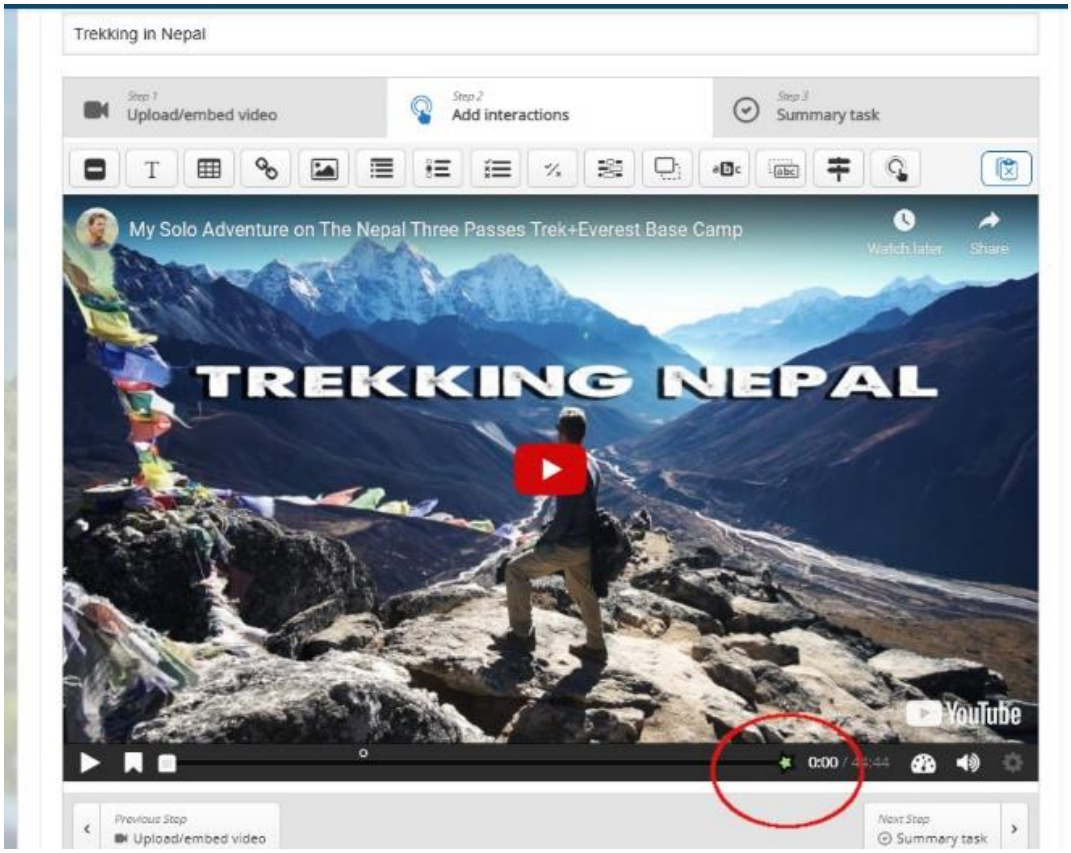


24. This is what the question would look like.

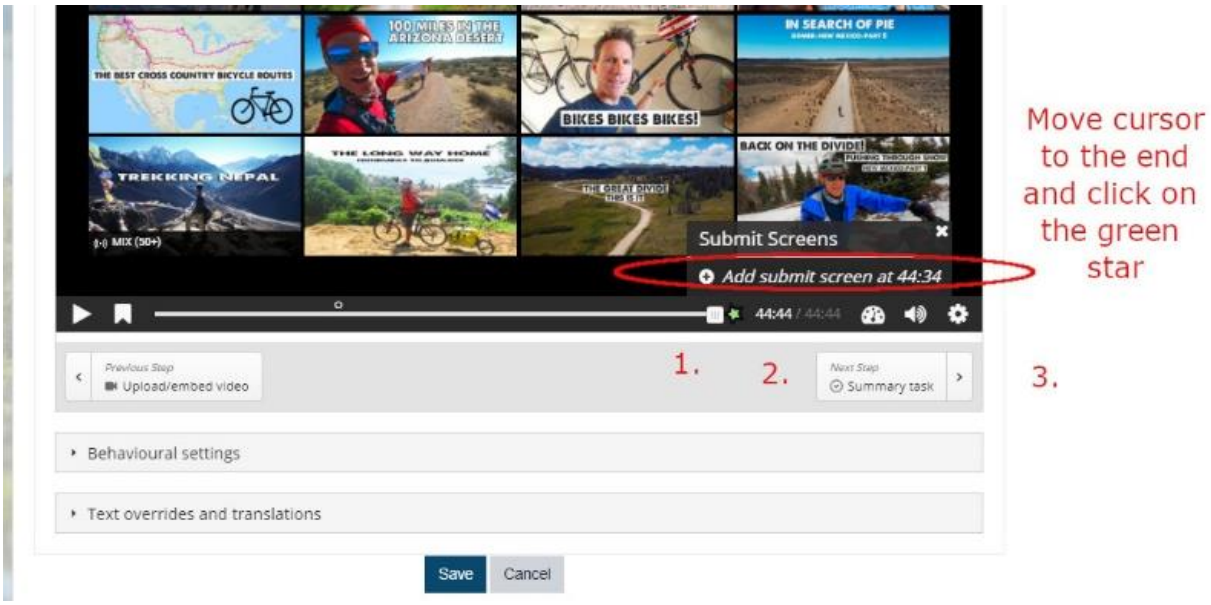


25. If you are giving points for interactions within interactive video, you'll also want to add a **Submit Screen** so that any points that you are giving for an interaction in a video will be counted in the gradebook. The Submit Screen basically lets students send their scores to the gradebook.

Look at the video and notice the **green star** at the end. Click here to create the submit screen.

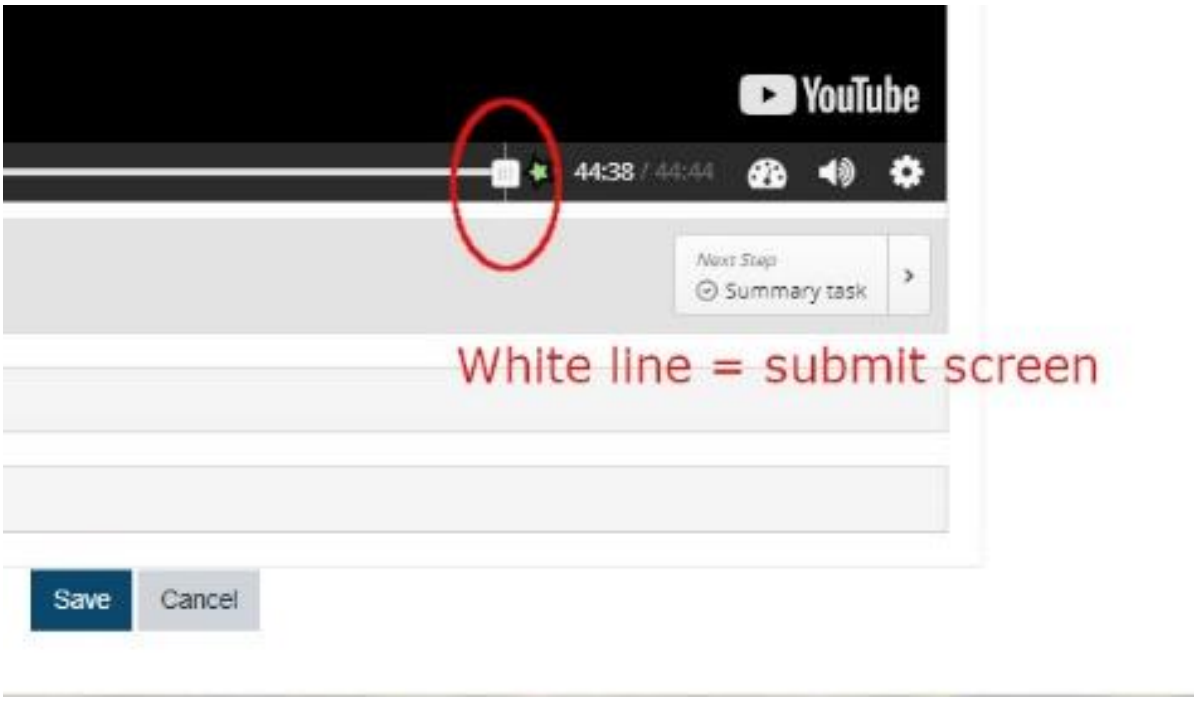


26. The next steps are this: 1) **move the slider** to the point in the video where you want the submit screen to be; near the end might be good 2) **Click on the green star** to set the submit screen. 3) on the popup, click on the **Add Submit** screen at the time that you have chosen – and then **click Save**.

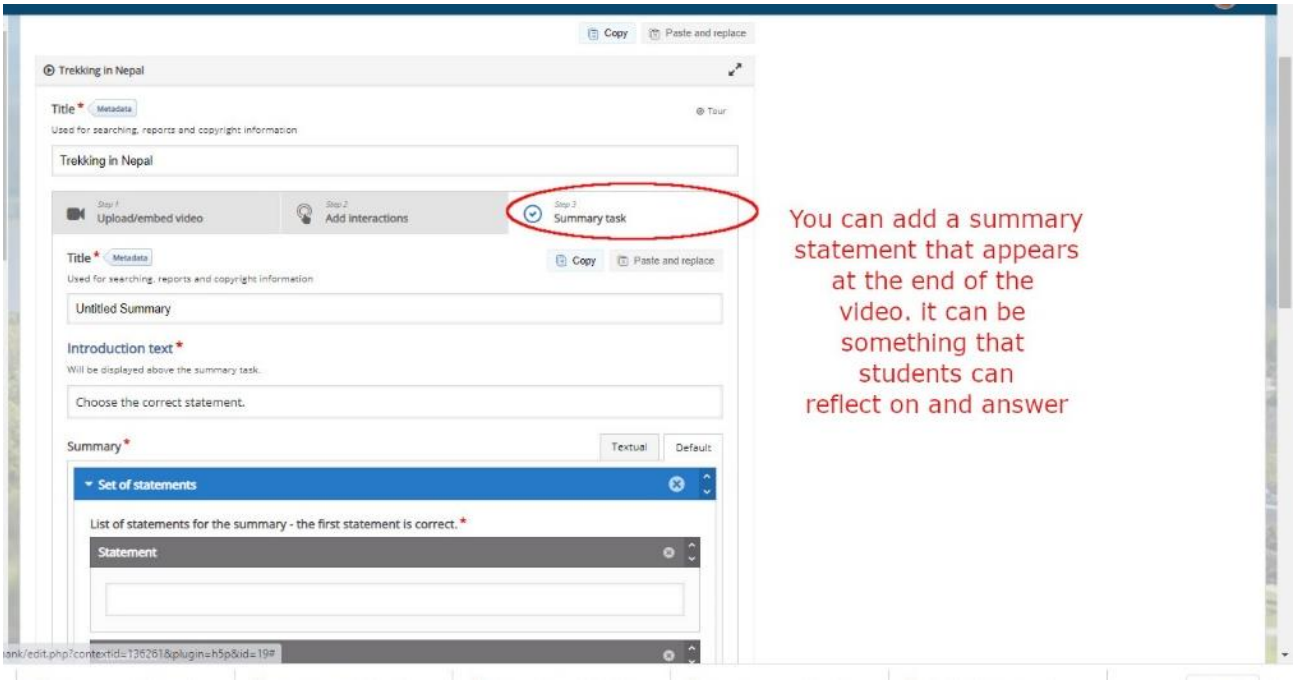


27. Just as the interactions appear as a white circle on the video timeline, the submit screen appears as a white vertical bar at the time you have chosen in the timeline.

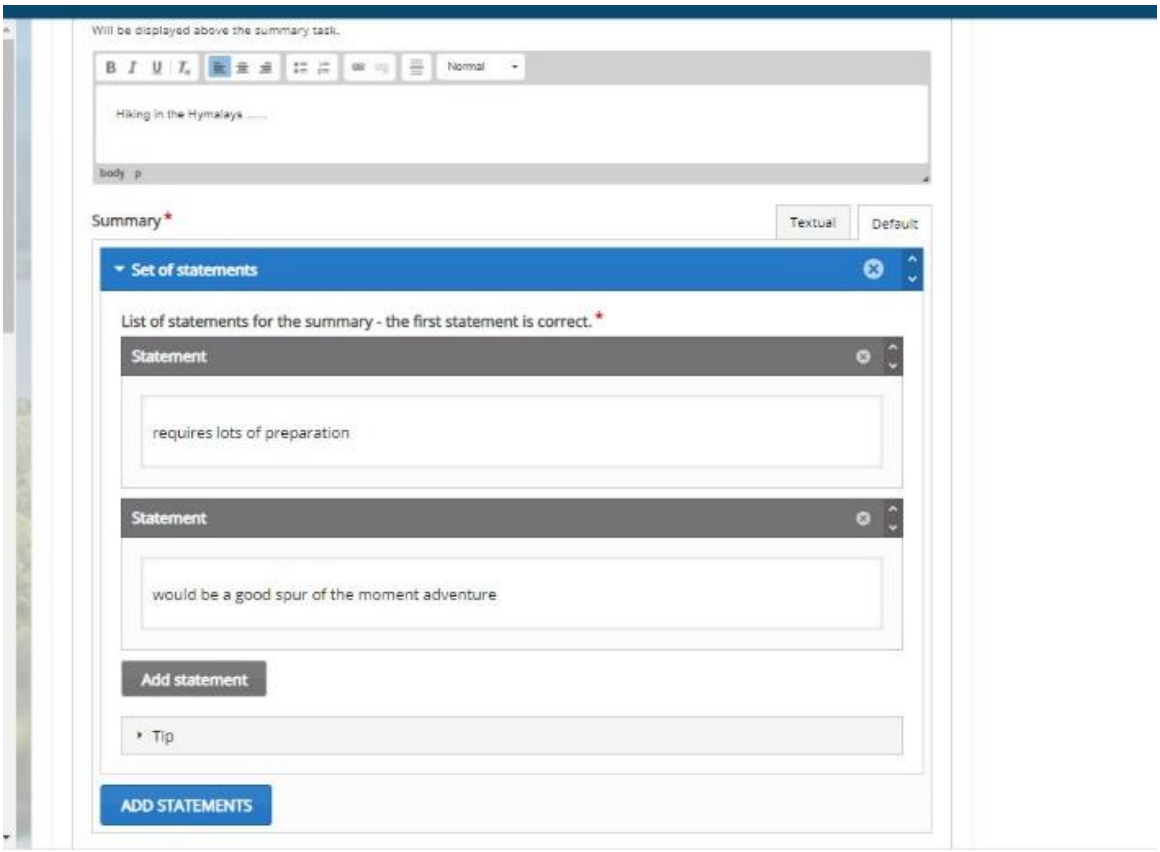
It is easy to mess up and add a submit screen at a time that you don't want. To delete an erroneous submit screen, [follow the instructions in this video](). When everything looks OK click Save.



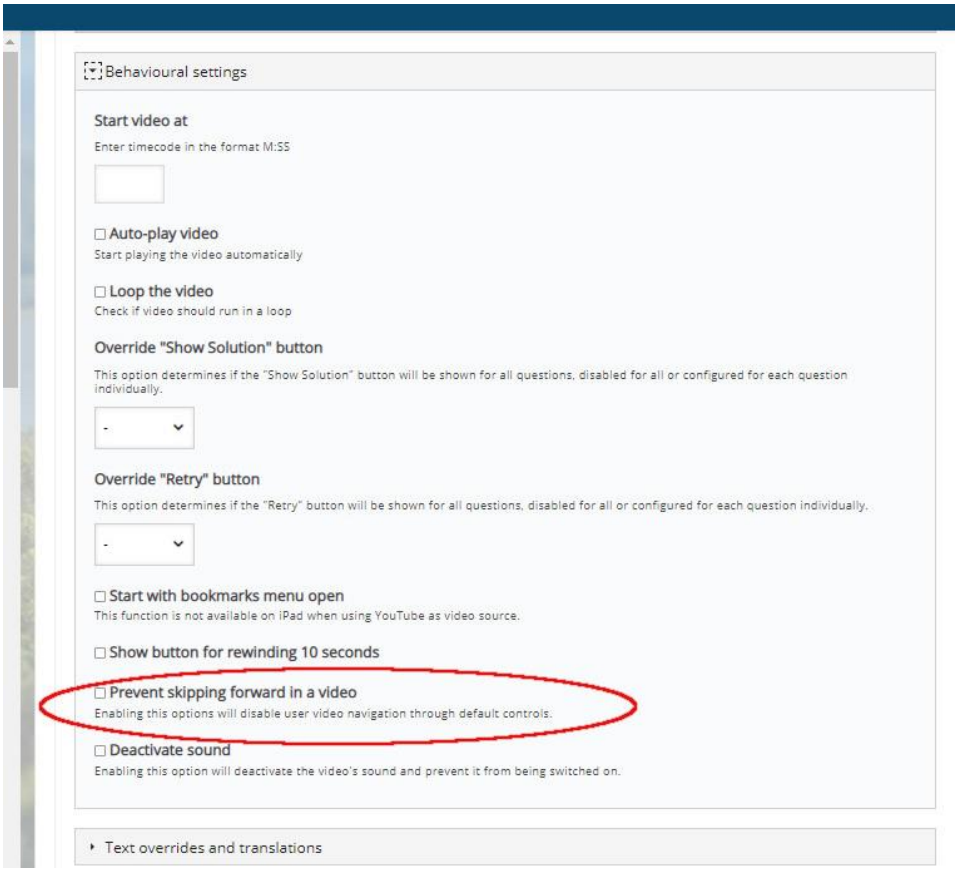
28. **Click Edit** to leave the video and add more interactions, if you'd like. Once you've finished, you can ask students to click on pre-selected summary statements that they can use to reflect on what they learned. **Click on the tab for Summary**. These aren't graded but can be viewed and tracked.



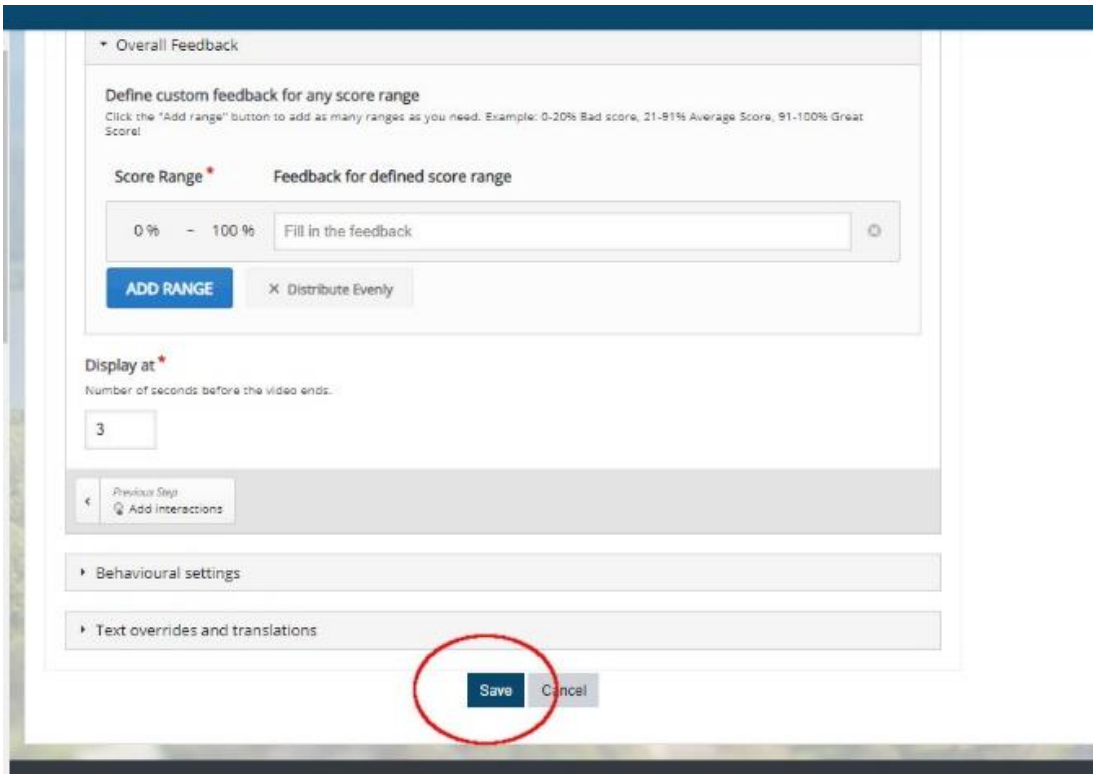
29. Type in the statement or question that you'd like the summary statement to address. Then add several statements that they can choose from.



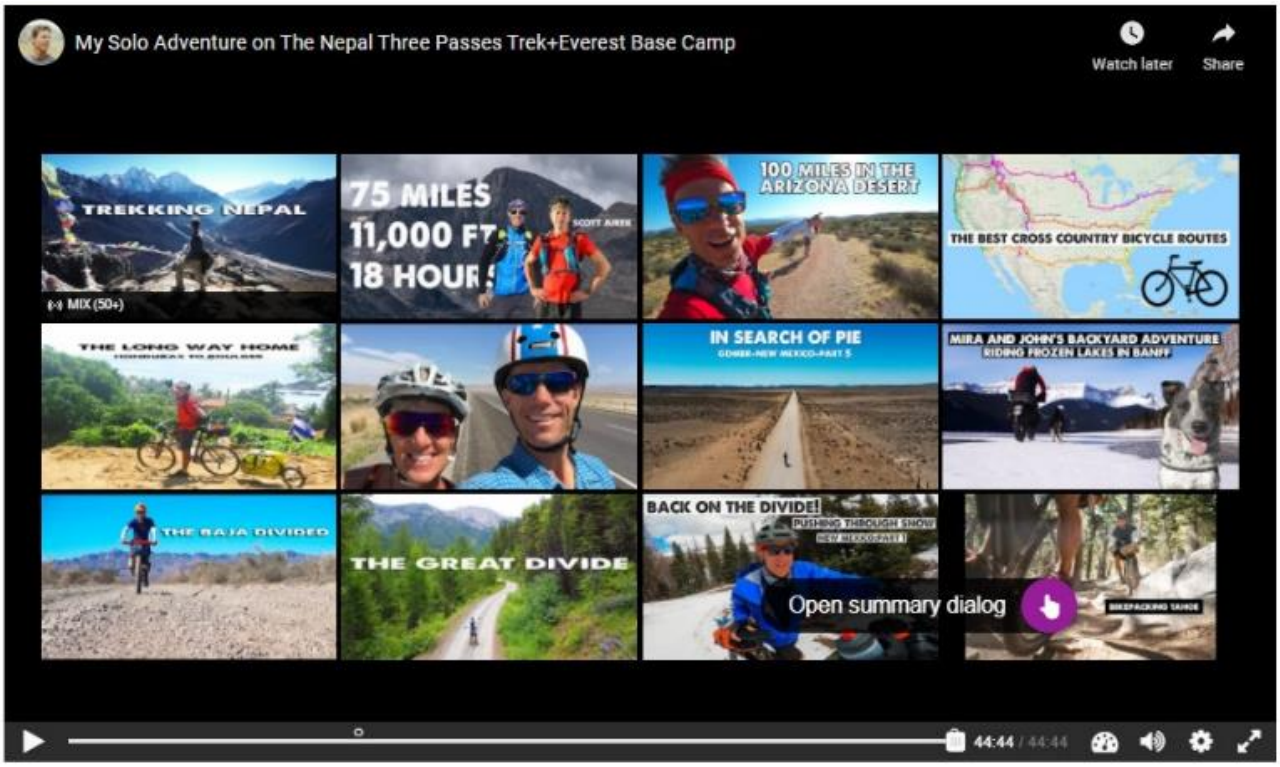
30. Finally, look at the Behavioral settings – these allow you to edit some of the functionality in the video. You may want to consider **preventing people from fast forwarding** through the video to the questions. You can override 'retry' options or not make solutions visible, if you want.



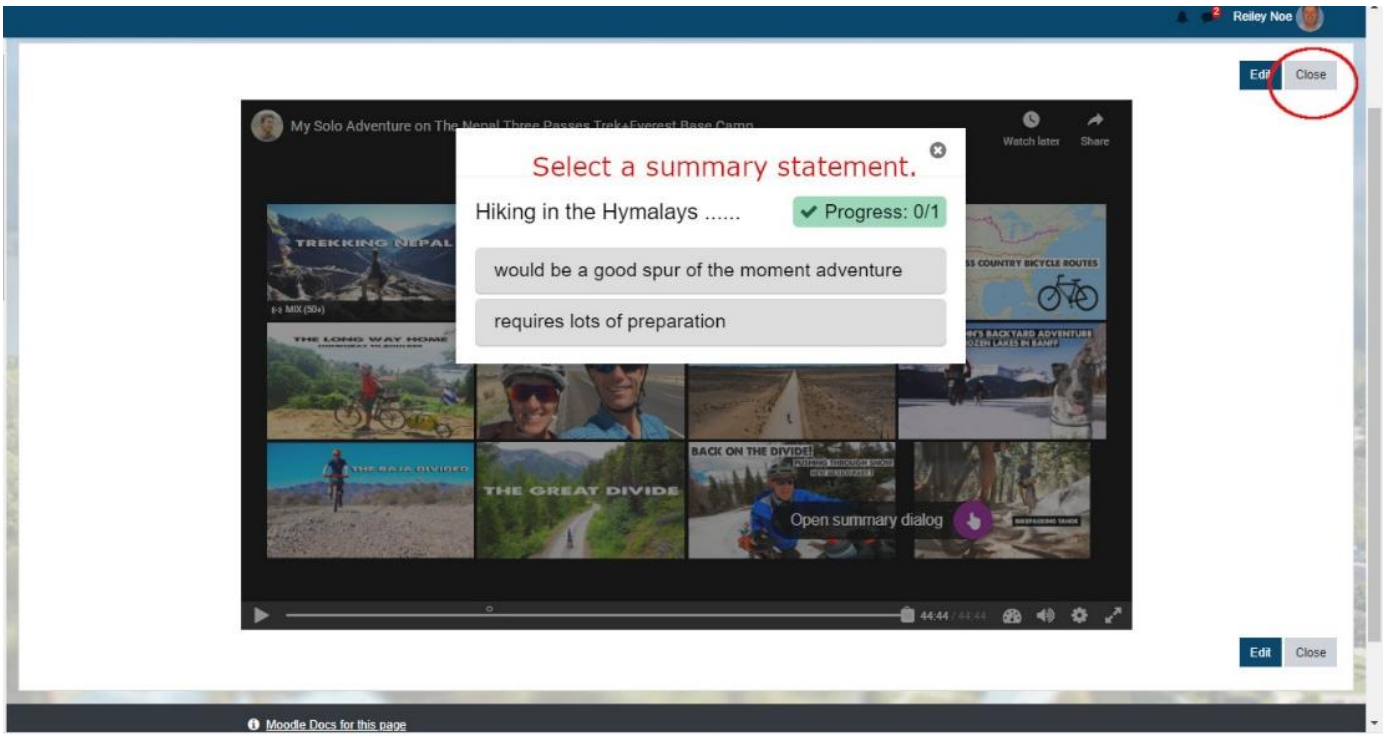
31. Fill out the remaining settings, including feedback, and click Save.



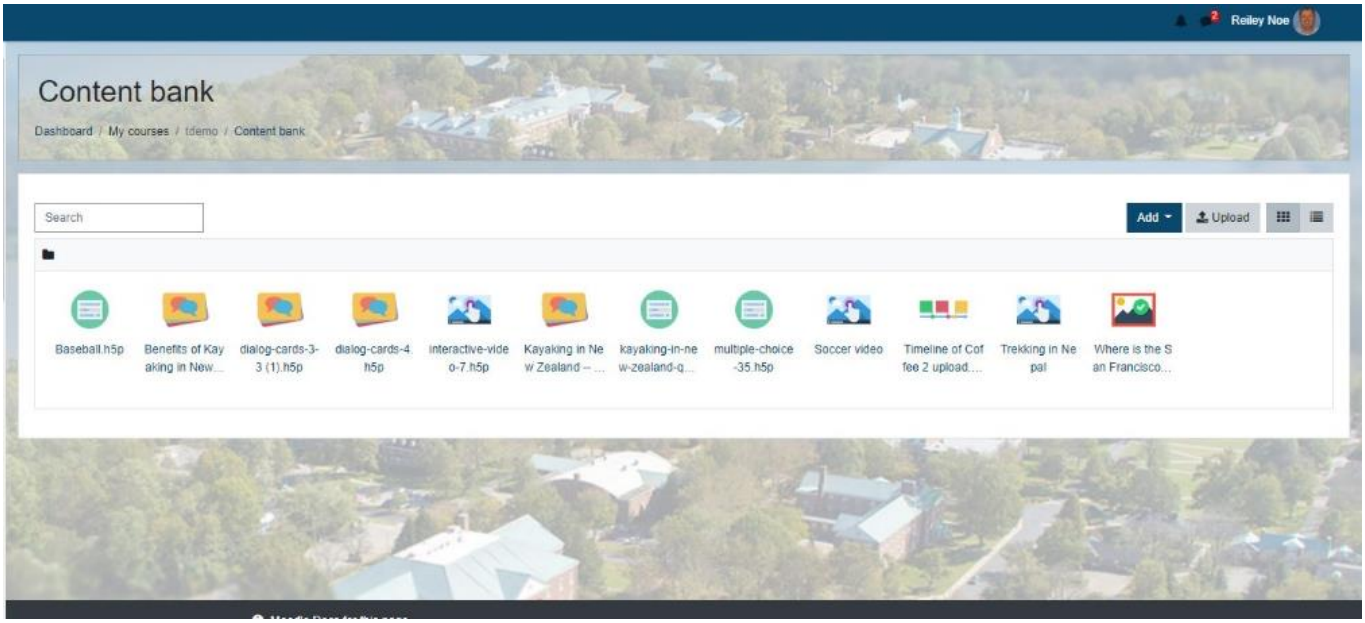
32. At the end of the video, you'll see the summary statement. See Open Summary dialog popup in the lower right corner?



33. Here is an example of a summary statement. The student picks the correct answer. You can add many of these as you like. When finished click Edit but in our case click Close.

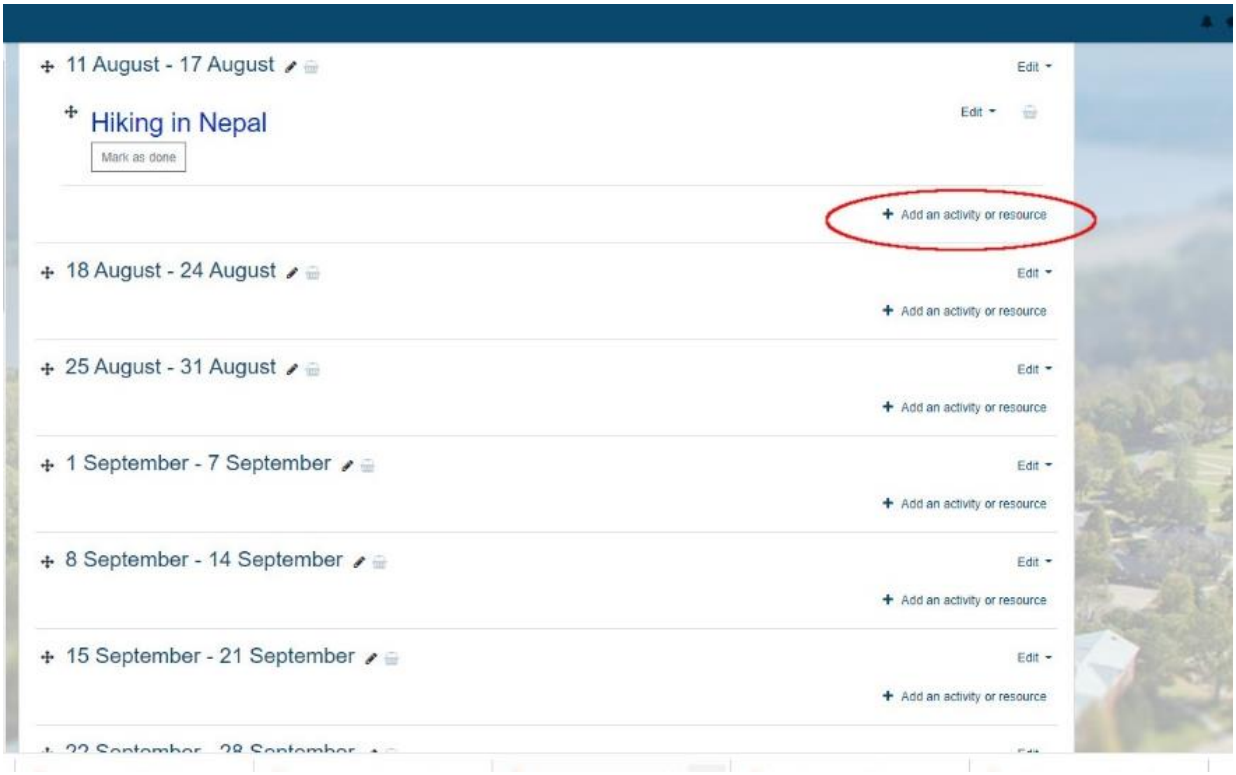


34. This takes you to the Content Bank with the other items that you've created. To add it to a page, you'll need to navigate to your course page.

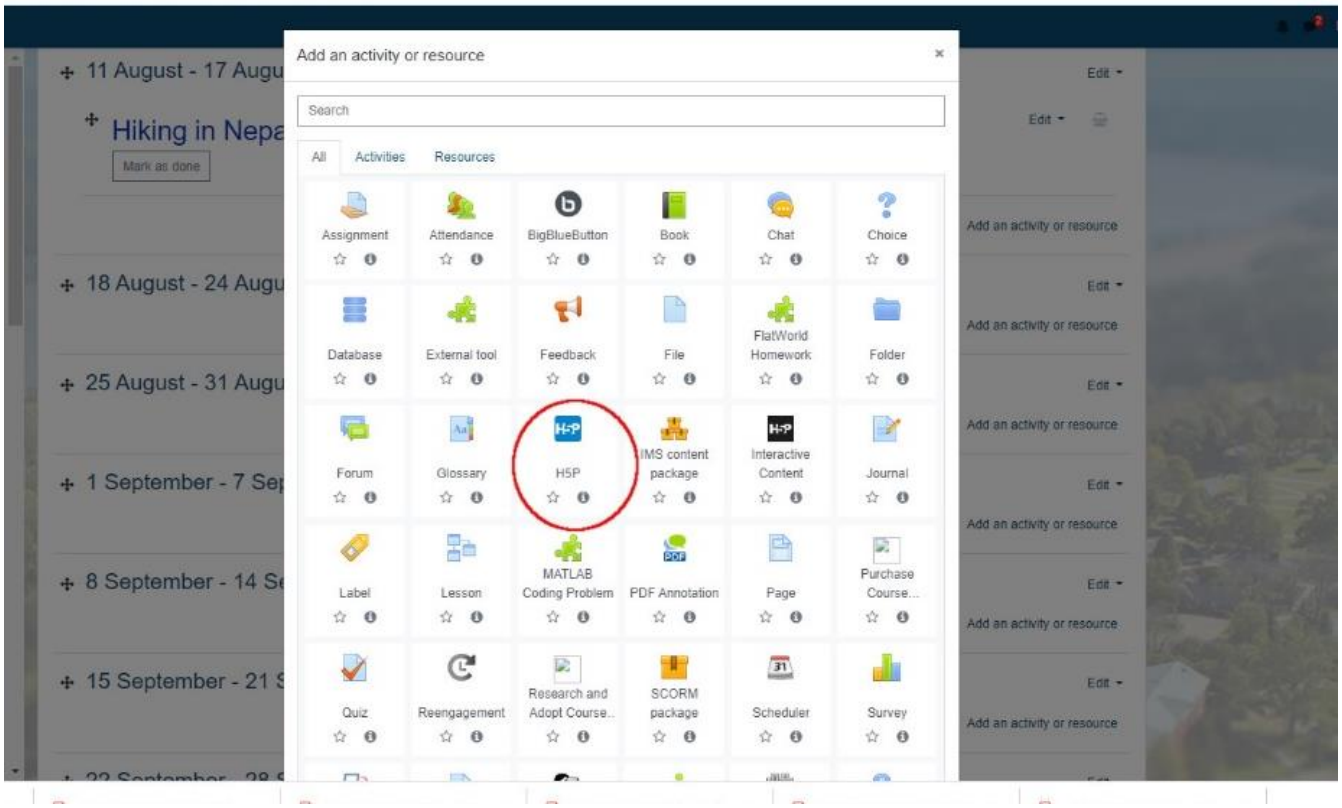


Adding the Interactive Video to your Course Page

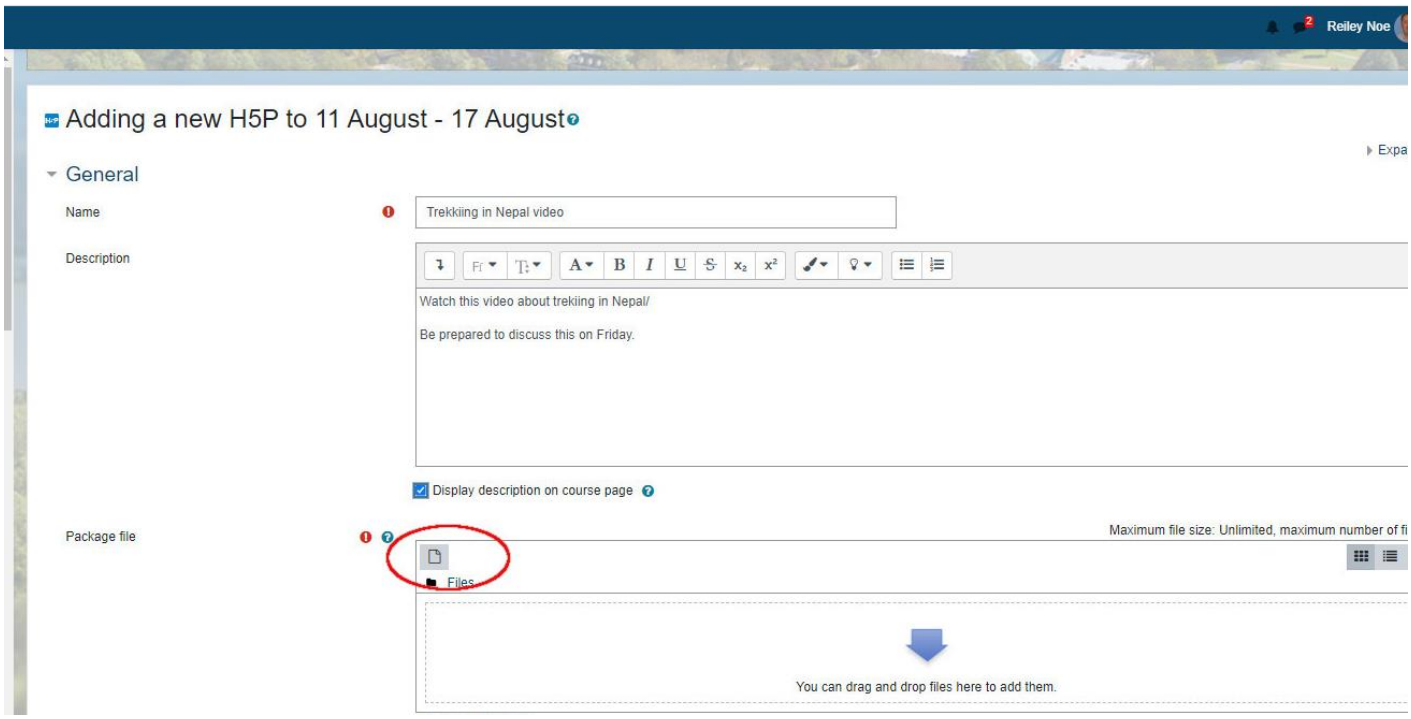
35. Click Add an Activity or Resource.



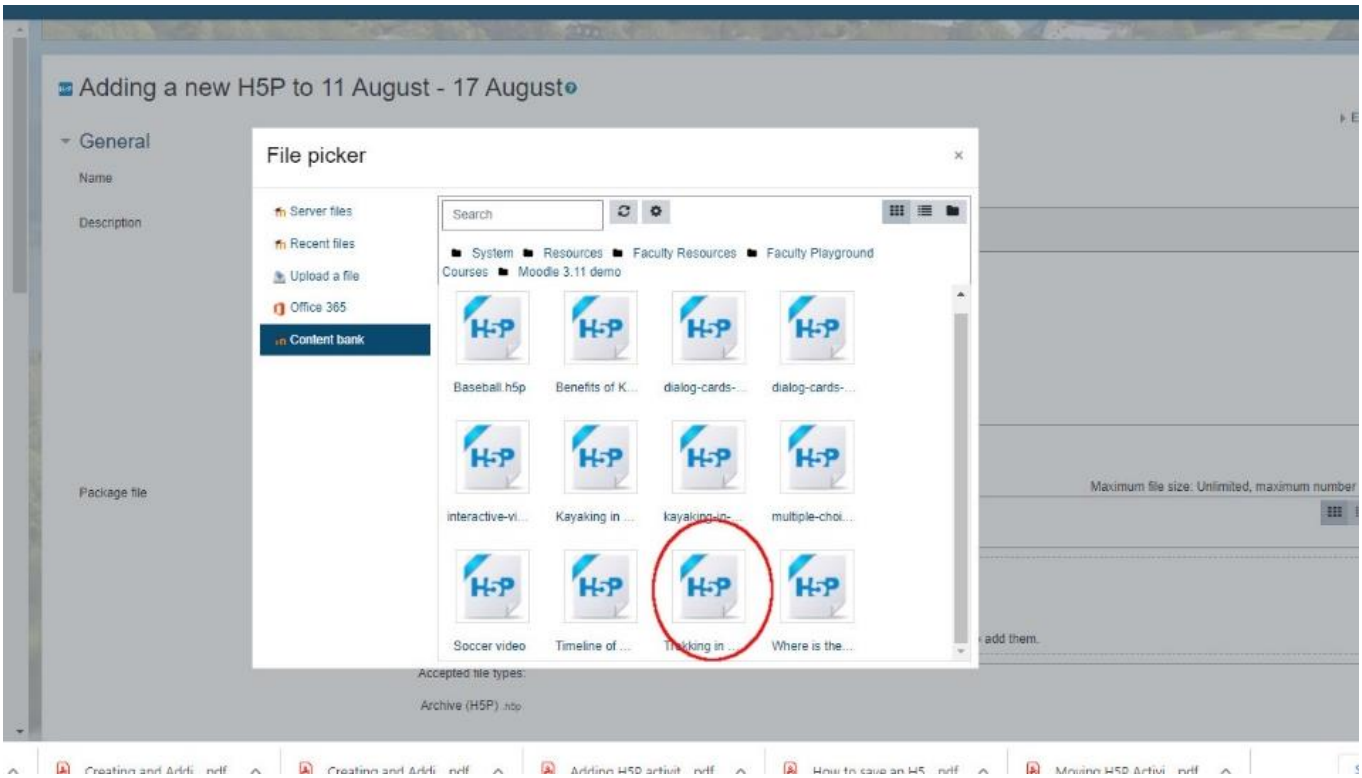
36. Pick the H5P icon in the activity chooser.



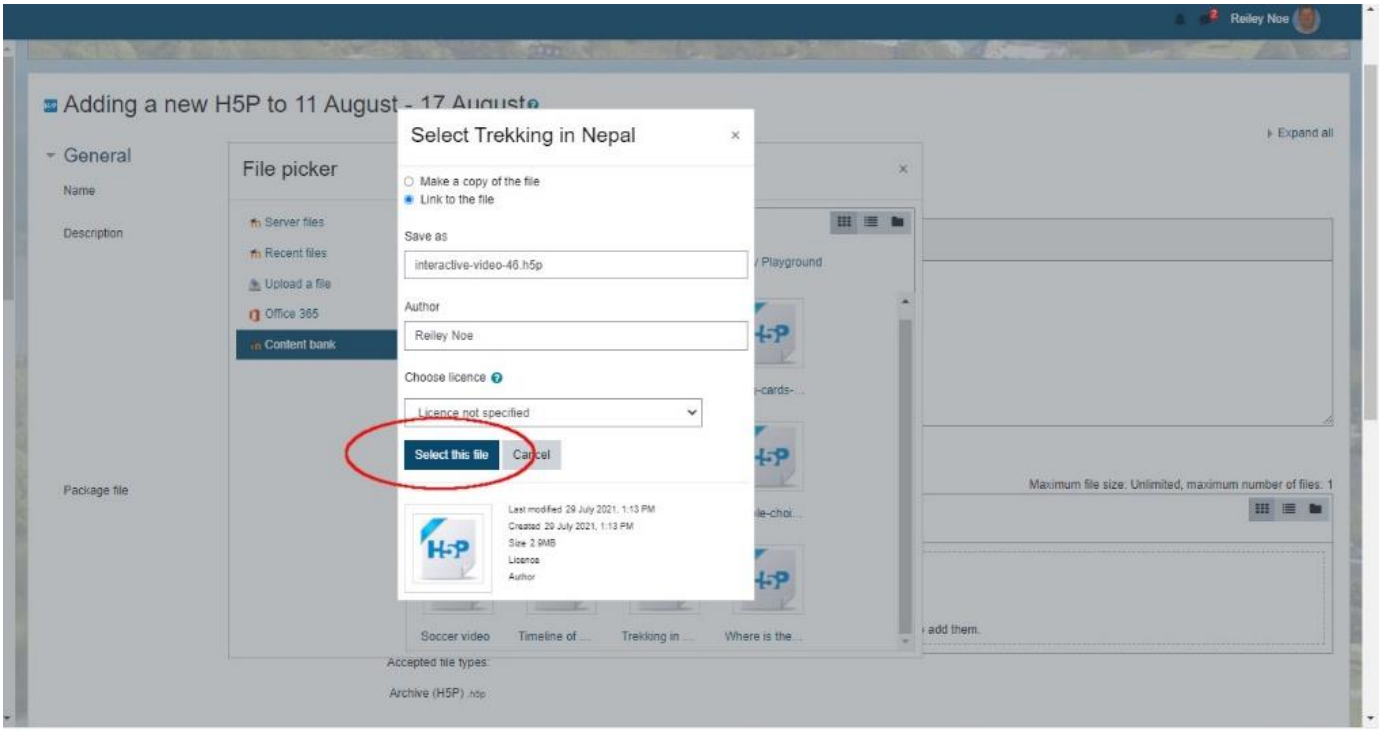
37. Add a title and a description if you'd like. Tick the box if you want that text on the course page. **Click on the dog-eared paper to upload the file**.



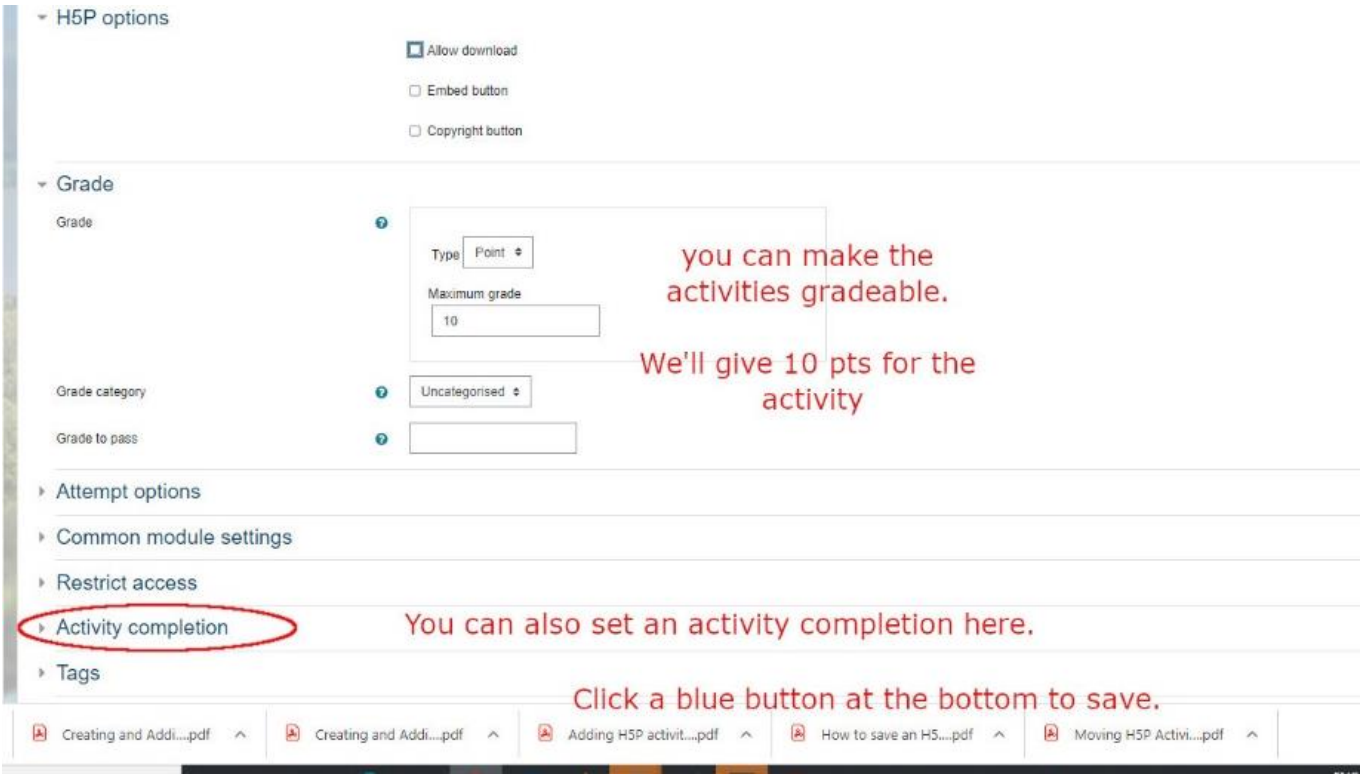
38. Pick the Interactive video out of the H5P content listed in the content bank.



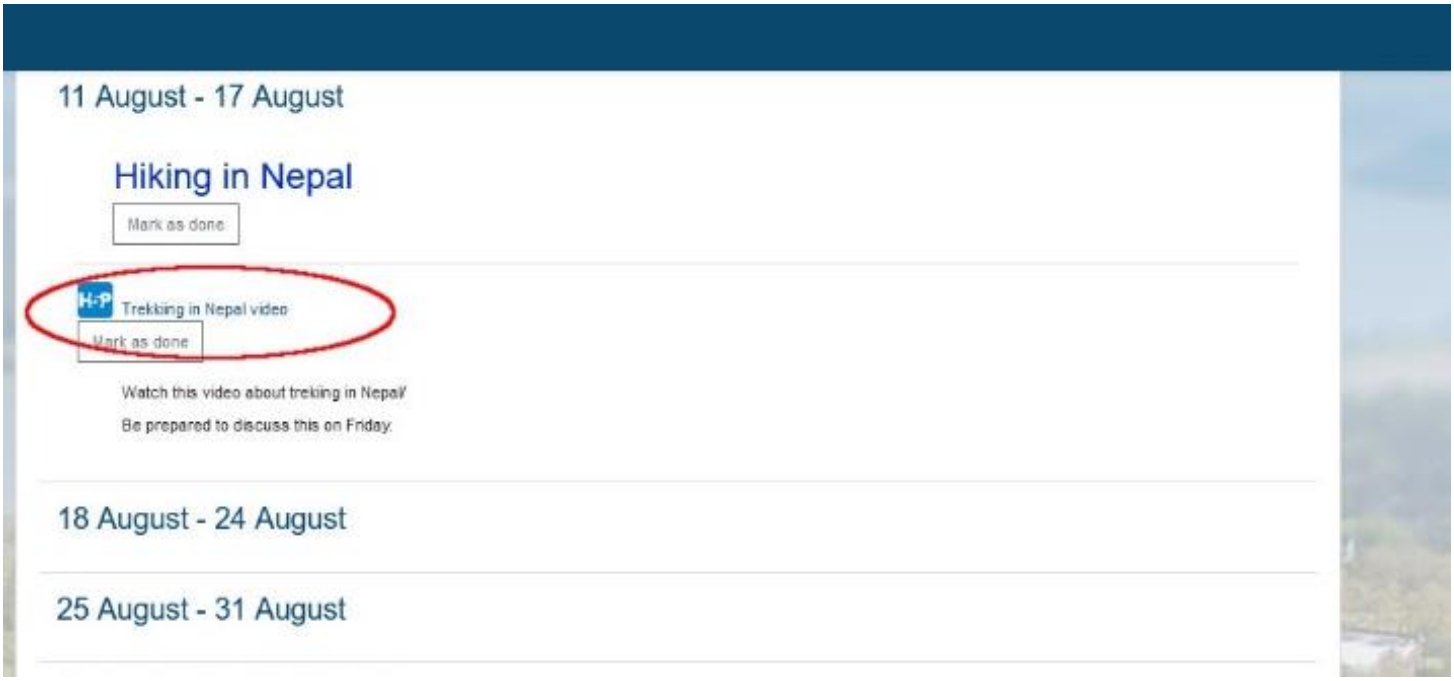
39. Click on **Select this File**.



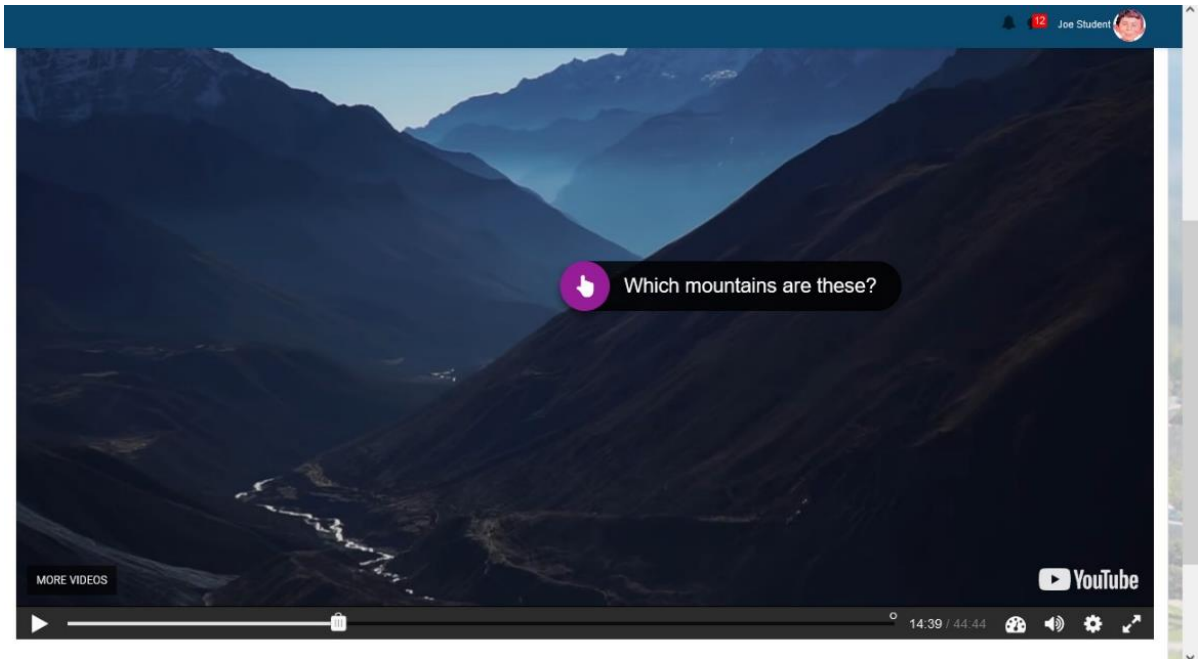
40. You can make the video gradable and determine the number of points here. You can also set up the activity completion here. Finally, as always, click on the Save button to save the settings.



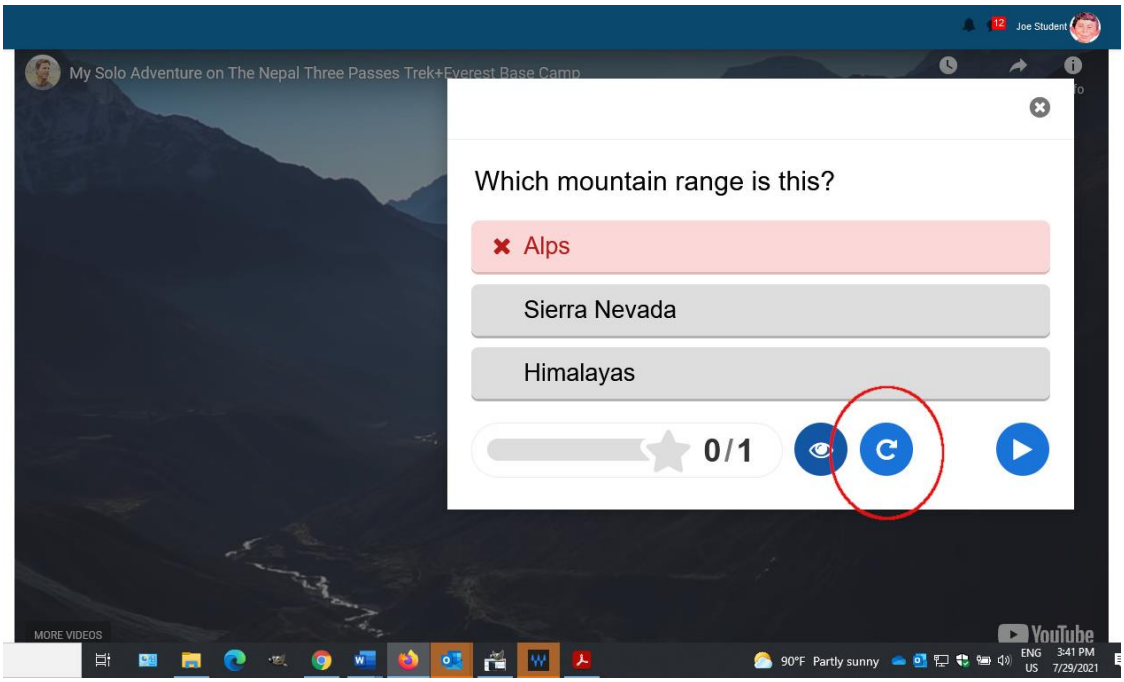
41. It appears on the page and students click to view it.



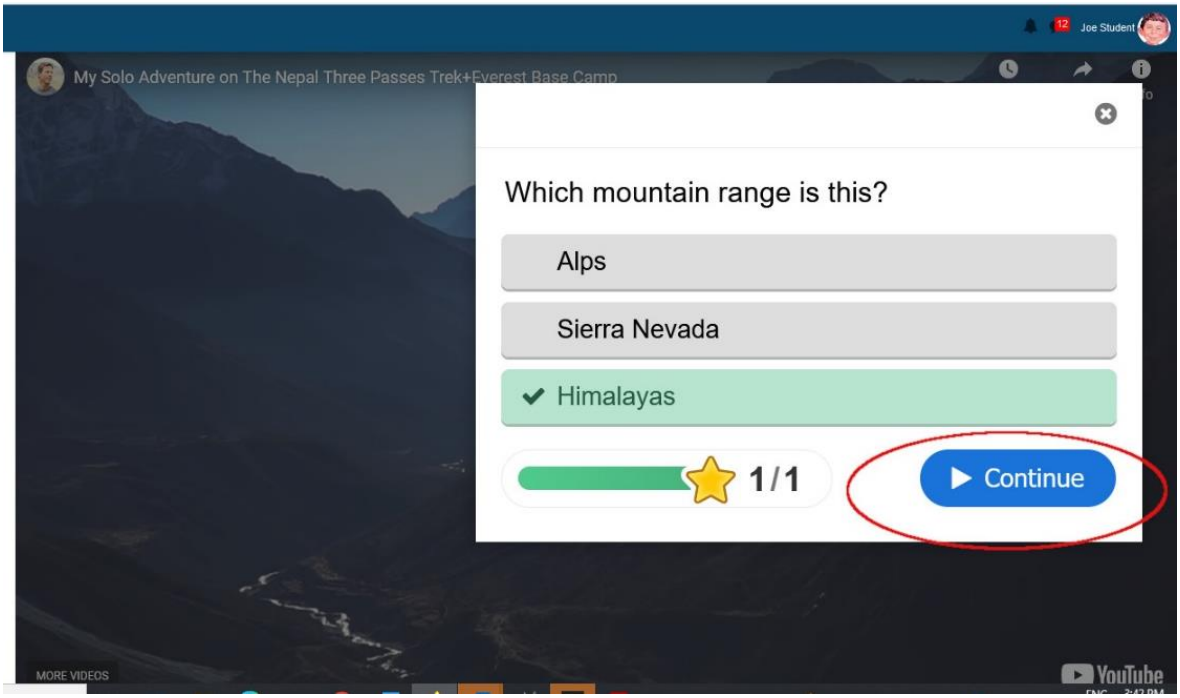
42. They play the video. This is what an interaction looks like – our multiple-choice question about the mountain range. If' you've enabled it to pause with the question, the video stops until the question is answered. If you haven't the video continues while the question remains on the screen.



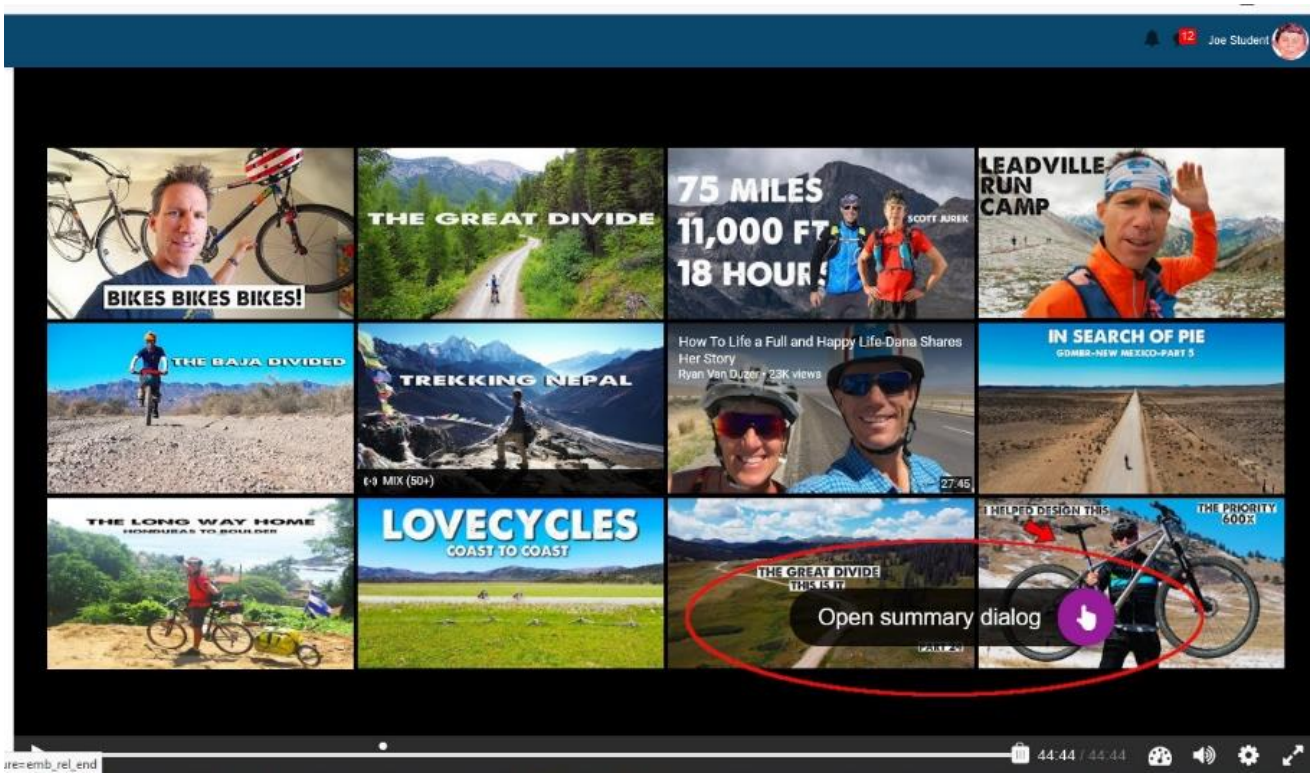
43. Here is what the questions and answers look like. Unless you've changed the settings in the interactive video, the student can re-do his or her answer.



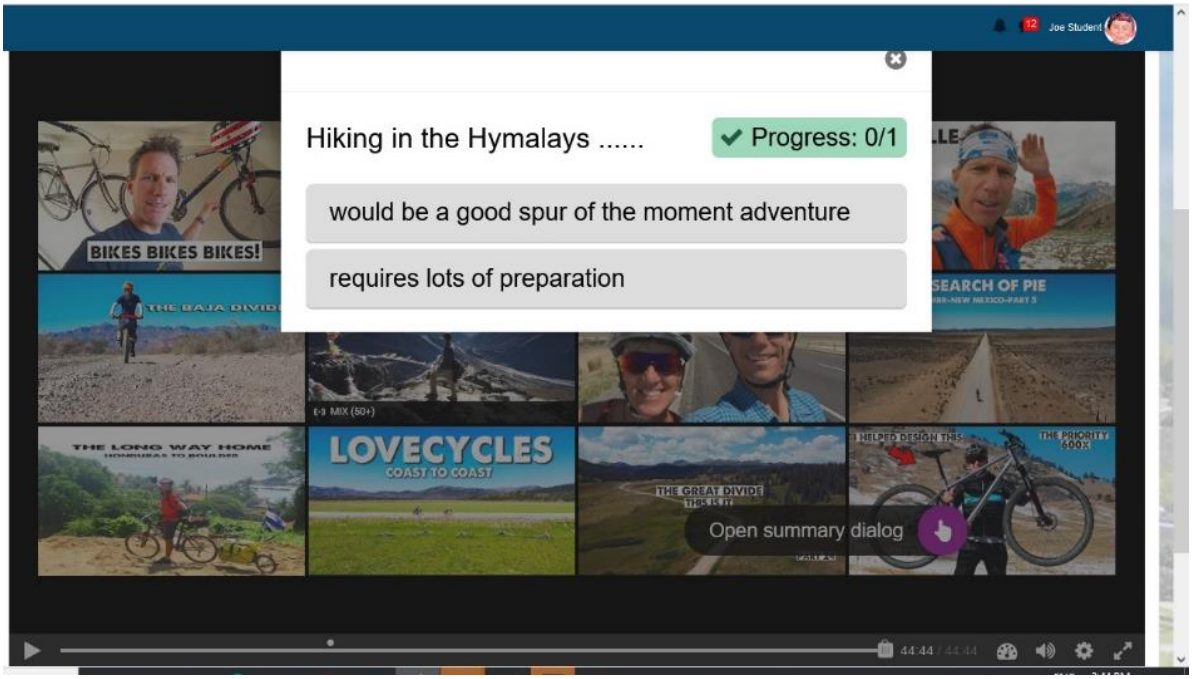
44. what a correct answer looks like.



45. The summary dialog – if you choose to enact one – appear at the end. It looks like this:

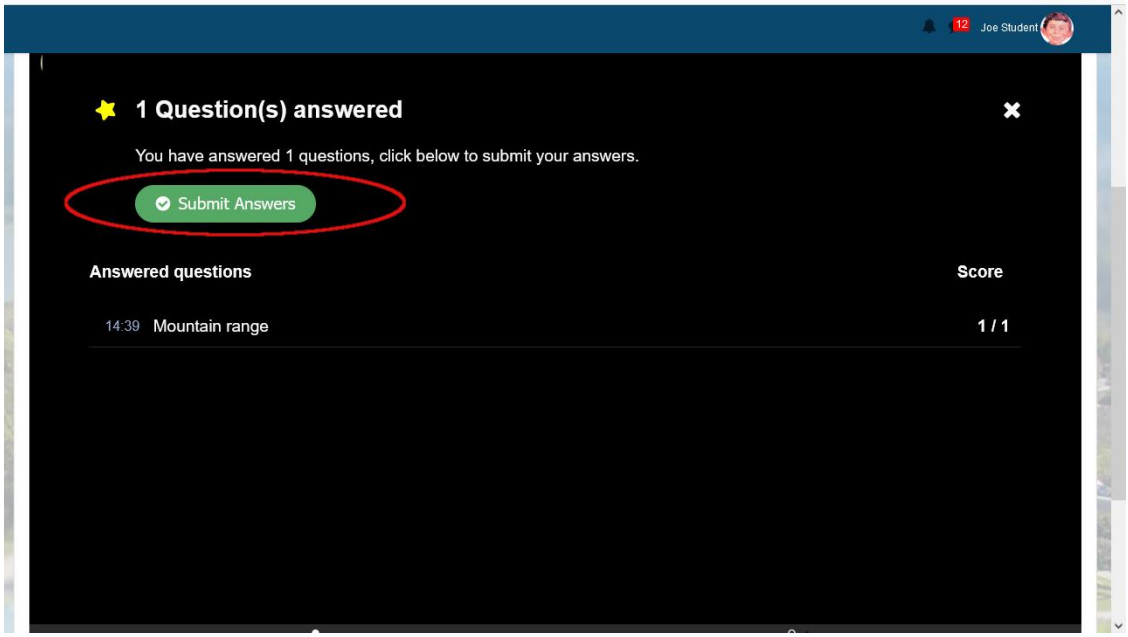


46. Here's a quick example of a summary statement. The student picks out one that summarizes the video.

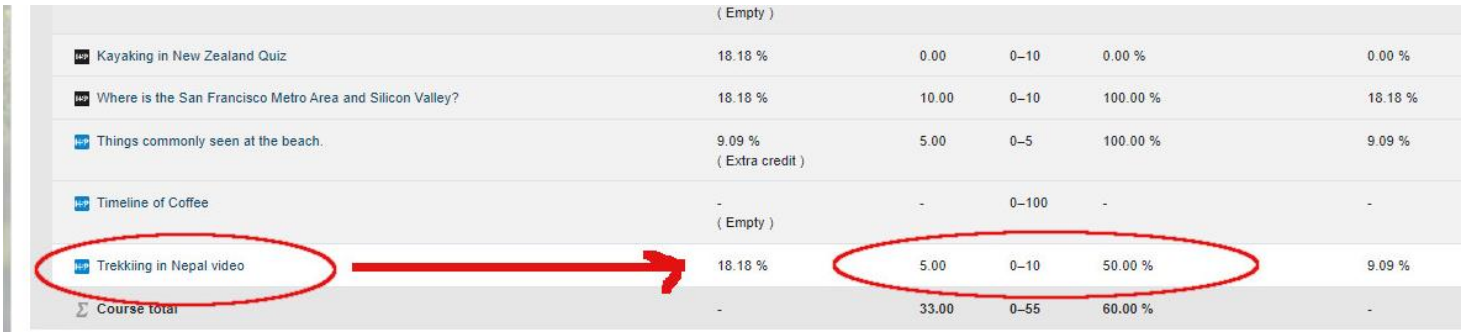


47. And here is what a submit screen looks like. This is what you add to the video to enable grades to be counted for the questions within the video.

    A student clicks the green button to submit his or her scores from the interactions that you have set up in the video. You've defined the points in the settings for the activity when you add this content from the content bank into your course page.

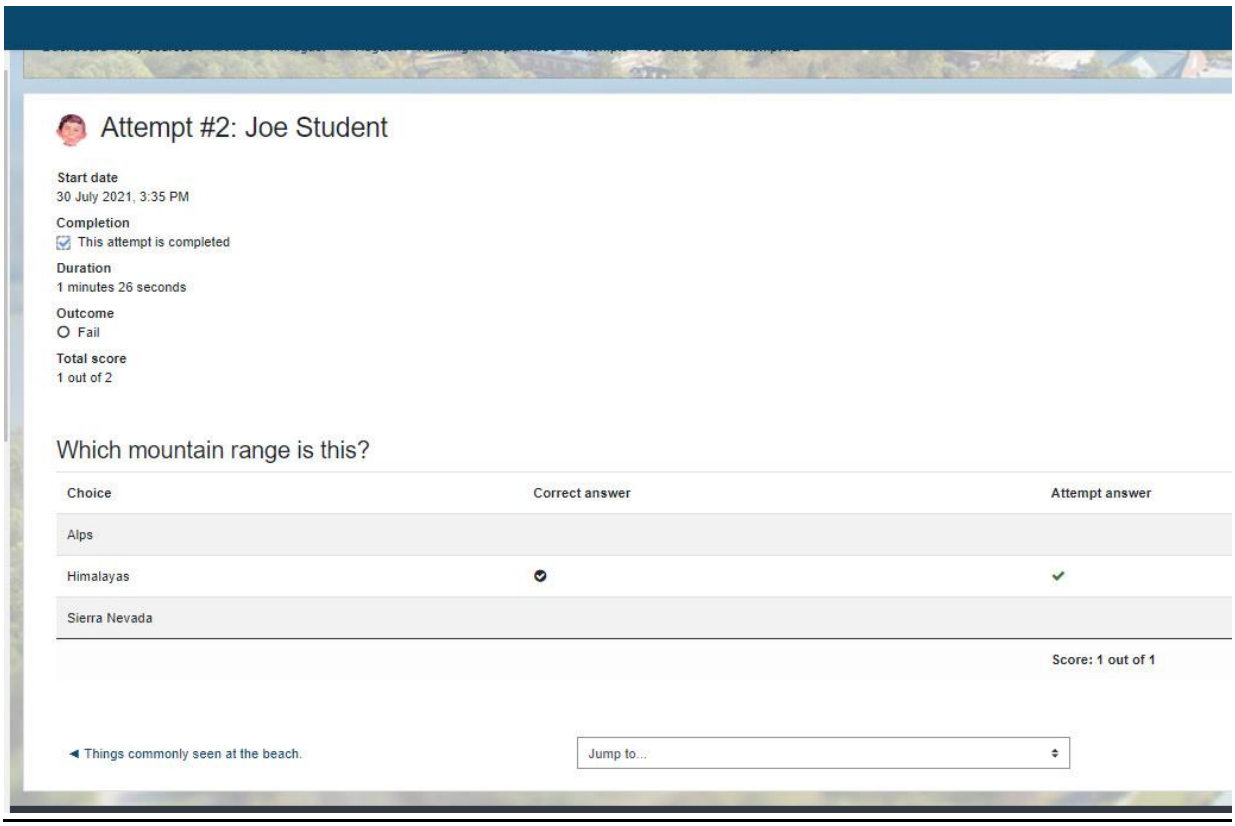


48. Here is where it appears in the gradebook. Joe got 5 points – it is worth 10 and he made 2 attempts at the answer – he initially thought it was the Alps and not the Himalayas. Both the teacher and the student can click on the hyperlink next to the H5P icon for more details about the attempts.



	(Empty)				
Kayaking in New Zealand Quiz	18.18 %	0.00	0–10	0.00 %	0.00 %
Where is the San Francisco Metro Area and Silicon Valley?	18.18 %	10.00	0–10	100.00 %	18.18 %
Things commonly seen at the beach.	9.09 % (Extra credit)	5.00	0–5	100.00 %	9.09 %
Timeline of Coffee	- (Empty)	-	0–100	-	-
Trekkiing in Nepal video	18.18 %	5.00	0–10	50.00 %	9.09 %
Course total	-	33.00	0–55	60.00 %	-

49. This screen details the second attempt that Joe made.



Further Information

Getting the most out of interactive video from the University of Arizona

H5P Interactive Video from H5P website.

H5P Moodle Activity: Interactive Video (Faculty) From Augsburg College

Adding Interactivity to your Instructional Videos with H5P by Mark Keyes, from TU Dublin. From *Technology Tools for Teaching in Higher Education, the Practical Handbook*.