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Instructional Applications of the Internet  
Web 2.0 Applications Review  
Fall 2013

For this paper, I chose to review Tiffany Kiphart's comic applications and Rick Thomas' video editing and creation applications.

To begin, I really like the idea of using comics for teaching. I recently started messing around with an application called [Bitstrips](#). Bitstrips is pretty much the same type of application as the [Toondoo](#) application that Tiffany talks about in her paper. The reason I started experimenting with Bitstrip comics was to create my own character that looks like me to add to the [Webquest](#) I created for this class. I felt that creating my own comic character to include in the Webquest, not only added my own personal touch, it also made the Webquest more engaging in that my character served as the guide throughout the pages. I plan to include my character on my own personal Website and to future instructional units and tutorials that I create. I look at this idea as sort of a branding technique for my own projects.

I have recently been working on taking this comic character of mine even further by working with another program called [CrazyTalk](#) in order to animate my character, which is why I found Rick's paper covering video interesting as well. I feel that the use of video is probably the best method of teaching a concept. However, I like that Rick pointed out that, "Making video is not just about pointing a camera and starting to record, even though you could do that it usually won't make the best videos. A person that is going to make really good videos has to learn to compose their shots, edit the material to correct any errors." I feel that making them as interesting as possible in order to engage the viewer is also an important aspect of video creation for instruction. That is where my comic character will come into play when I create particular instructional videos.

I have worked with video editing programs in the past, such as [Windows Movie Maker](#), which Rick mentions in his paper. I used that program to mess around with personal family video that I have recorded, but never got the chance to really go in depth with the features available until I worked collaboratively with my husband, Jeff and high school student, David Mouse on the production the commercial we created for the [Rising Hope Equine Center](#). I have [Sony Vegas](#), which is another video editing program that Rick mentions in his paper. I have not had the chance to work with this particular program yet, but I have heard many great reviews about it and I do plan to use in the near future. I like weaving throw rugs on the weaving looms that my husband built for me and have been asked by many if he builds and sells the looms. We have been talking lately about doing just that and I thought it would be a great idea to include a rug weaving instructional video with the purchase of a loom. Of course my plans are to use my digital video recorder with my tripod to record myself showing how to cut the material, as well as how to weave the rug. Programs like Windows Movie Maker and Sony Vegas will enable me to add title screens and transitions to the video I record.

As for my comic character, I plan to use her in motion video. The CrazyTalk program that I am learning is used for 2D animation. It not only enables you to import a photo of yourself to create an animated

character, it enables you to create videos with those animated characters you create within the program. I haven't got that far yet. I had to create a blank scene with my character on it in the Bitstrip application online and then use the "print screen" feature on my keyboard in order to save my character as a jpeg image on my computer. I then used my [GIMP](#) program to clean up the image and make it a larger file that would work with CrazyTalk. So far, after importing that image into CrazyTalk, I have her facial features configured perfectly in order for her to talk, as well as move her eyes and head. She even makes many different animated facial expressions. I am now trying to perfect her body parts in order for her to walk, jump, dance, or anything else I want her to do. Once I get that done, I plan to create videos of her explaining concepts and so on. I think this is a perfect idea for engaging viewers. For example, I have imagined her pointing to different parts of a website layout while explaining the purpose of each part. I'm hoping that what I create in CrazyTalk with my comic character can be imported into Sony Vegas and polished even further. You can see what I am working on with my comic character using CrazyTalk by [clicking here](#) to see an example I created using [Camtasia](#) screen recording software. Once I finish learning how to use CrazyTalk, I plan to move on to learning [Poser](#), which is a program for creating characters based on 3D animation.

I think there is so much one could do with video for instruction, whether it is by using a digital video recorder to show others how to do things in real time, or to customize instruction with the use of a personalized character. Those are just a couple of my ideas. The possibilities are endless!!!!