Output 1 Workshop plan

Preparation:

1. At least two researchers present throughout
2. 2 X audio recorders (We will audio record the whole event)
3. 4 pairs (intergenerational, or intercultural) of participants

Space: everyone sitting around a large table/circle in pairs. Some activities are in pairs, some in small groups of 4 (2 pairs), and some whole group. The space layout needs to be suitable for this. Each pair needs enough space/a table (they'll work together with cards/A2 sheets & tablets).

Activity 1:

1. Put participants in 2 groups
2. Print 2 X A2 sheets, print 2 X activity cards
3. Print 1 observation sheet per researcher

Activity 2:

1. 5Xtablets (test the tablets in advice, they may need to be set up, test how the activities on the web browser of the tablet work)
2. Print 2 X A2 sheets
3. Print 2 X activity cards
4. Print 1 observation sheet per researcher

Activity 3:

1. 5X360 cameras,
2. 5Xtablets (1 per pair) - Youtube app installed and logged in to project trial account, 360 camera app installed, H5P project account logged in, video editing app installed on all tablets
3. 10XGoogle Cardboards
4. Print 1 observation sheet per researcher
5. Print 1 Instruction sheet for Activity 3.1 per participant
6. 5-10 mobile phones (Participants can use their own device or the researchers' phone. Phones need to have the Youtube app and the Google cardboard app. You scan the QR code on the Google Cardboard to download the app. If participants don't want to do this, or if it is taking too much time, use your own phones in Google cardboards for participants to try it in turns. Make sure your phone is ready (apps installed, and view the 360 video beforehand)

Task handouts for the participants may need to be translated, or partners may need a number of interpreters in the room.

Suggested program (total of 4 hours including lunch and a Coffee break)

- Introduction and handing out consent sheets 15 minutes
- Lunch 40 minutes
- Activity 1: Cultural activities 30 minutes
- Activity 2: Engaging with interactive media 45 minutes
- Coffee break 20 minutes
- Activity 3: Creating content 90 minutes

1-Understand the kind of cultural activities (30 minutes)

Group-based. Participants work in groups ideally of 4-5 each..
Material: Cards and the (difficulty - resources sheet sheet)
Each group of participants is given a set of cards including

- A number of cultural activities that are process based (e.g. knitting, playing cricket, dancing)
- A number of cultural events (e.g. wedding, engagement, birthday)
- A number of cultural sites and associated cultural activities (e.g. Pyramids - riding a camel, Bedwain tent - Arabic coffee making,)
- And a number of empty cards for participants to add to

And an A2 sheet of paper with two axes. Horizontal “ease of explaining the activity’, and number and availability of resources involved.

Activity 1.1 (10 minutes): The participants create new cards (drawing and/or text) and if appropriate state the culture that they associate it with (this bit can be optional). This must take no longer than 10 minutes so by 10 minutes, stop with whatever cards you have.

Note: Make clear that what we have provided are just examples to give a sense of what a cultural activity/even/site can be and that the goal of the activity is for them to propose what they think are the most important ones for them. They can provide as many as they want

Activity 1.2 (20 minutes): Card placement led Focus group
For each card, use the cards they created, and only the ones they found interesting from the pre-created ones.

1. First ask the participants to place it on the 2D axes in terms of what they think as a group as to how easy it is to explain/teach the activity on one hand and the number and availability of resources needed to carry out the activity (e.g. no resources for dancing, but very specific tools for Cricket)
2. Why do you think this is an important card to include
3. Discuss the cards the location of the card on the 2D plane (i.e., no of steps and resources)

Then in general (after all cards are discussed)

4. What activities would you like to learn (whether on the cards or not),
5. Which activities do you think tell you more about people from different cultures and their languages?

Feel free to ask any follow-up questions emerging from the discussion

Data collection
For both activities and the focus group

1. Each group should be audio recorded separately (we need this in the consent form). And for the focus group, place two audio recorders on two sides to ensure good audio quality.
2. Each group needs to be observed by a member of the research team and notes taken during the observation
3. Created cards are to be collected as data
4. Pictures taken of the outcome of Activity 2 as this will be treated as data
5. The audio of the focus group is very important as well as that of the discussions around Activity 2.

2-Engaging with interactive media (45 minutes).

Activity 2.1 (30 minutes) Ask participants to **work in pairs to** engage with the media on activities at www.enacteuropa.com
Which will engage them with the following type of interactive media

1- Interactive images
2- Interactive video
3- Image sequencing (image drag and drop)
4- Interactive 360 image
5- Interactive slides
6- watch a 360 VR video (Stonehenge example https://youtu.be/_RyqU1r1Fmk)

Activity 2.2 (15 minutes): Focus group and card placement
Ask participants to place the cards on the engagement-usefulness sheet while having the following discussion for each card while it is placed

1. Why did you think this type of media was (not engaging/engaging)?
2. Why did you think this type of media was (not helpful/very helpful) in learning about culture?
3. Ask more about the video interactivity, what did they think of it, useful, confusing, what type of interactivity they prefer?

Then overall,

4. Which of these would you rather use to learn about a certain activity/culture?
5. Imagine you will do one of these activities yourself. Which one can you do?
6. Ask about preferences for subtitles, navigation (moving between different steps in puppet video, branching option in Chinese lantern video), and text/video pop-ups for vocabulary materials.

Data collection

- Observe their interaction with media (user observation sheet) and particularly
    - Where they able to engage with all media without problems?
    - If at all, at what points exactly did they find difficulty, struggle or ask for help? If you observe such cases, do ask them about the reason they found difficulty at that activity.
    - How comfortable were they in using the hardware(e.g. Tablets and VR)
- Audio recording of the discussion
- Pictures of the prioritized cards

BREAK (20 minutes)

3- Create media and H5P content (working in pairs)

At the beginning tell participants that they can ask for support if they struggle with any of the activities.

Activity 3.1 (10 minutes - pair activity) Media capture and edit.
Pictures (taking and editing)

- Take a picture using the tablet camera tool of a side of the room without people, then take close up pictures of one objects from that area.
- Crop the objects pictures to keep only the object of interest and save it
- Rotate the close up picture first in 90 degrees clockwise and save it, and second by 45 degrees and save it.

Activity 3.2 (30 minutes - pair activity) using H5P
As the participants to follow the instruction sheet for the following activity
Create an image with hotspots

- Upload the picture of the room that you've taken
- Add hotspots that show the name of the object and the picture of the close up object that you've photographed

Optional (10 minutes if there is time) For the groups that finish on time, give them 10 minutes to either do the video activity, or record a 360 video

- Record a short video (1-3 minutes) of someone writing at least 8 letters of their language's alphabet
- Crop the video to keep to remove the first and last letter keeping only 6 letters
- Upload it to YouTube

Focus group (40 minutes)
Technical aspects: Take one card at a time. And ask

1. What did you think of this activity?
2. Please place on this sheet based on how easy/difficult you thought it was and whether you needed help with that or not. Why did you place it here?

Then in general, ask them about what they thought about the activities they have carried out and ask

3. Which one you liked the most and why?
4. Which one you found most challenging and why?

Social media use:
Now move to a different topic and that is social media use.

1. In your everyday activities, what type of social
2. media do you use (explain what social media is: Facebook, Twitter, Instagram, snapchat and communication tools such as WhatsApp and Messenger).
3. How often do you use social media?
4. Ask about the nature of their participation in such networks
    a. Do you normally just 'like' content or do you comment as well?
    b. Do you like taking part in discussions in comments?
    c. Do you create your own content, share content, or just read?

d. If you share content, when do you share content? Why do you share contents? Do you share with public or just friends? Who normally creates the content that you share?
e. If you create content, do you just use text, or pictures, or video?

Any other questions based on the discussion?

Data collection

- Observe or video record the pairs particularly focusing on moments of struggle in using the technology (use observation sheet). Feel free to ask them about their points of difficulty while working. Particularly look at
    - Where they able to engage with all media without problems?
    - If at all, at what points exactly did they find difficulty, struggle or ask for help? If you observe such cases, do ask them about the reason they found difficulty at that activity.
    - Ask if they felt dizzy using VR or not?
- Audio record the focus group and take pictures of sorted activities

1-Understand the kind of cultural activities participants would like to create on the web app

Instances of interest	What to observe
Creating a new card	Any interesting discussions around the content of the card
Debate/ discussion/ disagreement	• What is the card/activity being discussed? • What are they discussing? • Are they discussing the activity itself or its placement on the 2D axes? • Did they reach an agreement or agreed to disagree?

Activity 2.1 observation sheet

Instances of interest	What to observe
Cases where the participant fails or struggles to do something	What exactly where they doing? How are they trying to overcome this? (trying different things, asking their partner, asking the researcher, Googling, or just giving up and skipping this step?)
When participants show frustration in any way	Same as above
When technology breaks	Same as above
When participants comment on something being too easy/straightforward/boring	What exactly are they doing?
When their focus shifts from content to technology	What exactly are they doing?
In short, any breakdown moment is interesting as it shows moments of struggle	
General things to observe	How comfortable are they in using the tablets, touch screens, camera, the software itself. Are their problems with the technology, or the language (not understanding the instructions)?

Instructions for Activity 3.1: Media capture and edit

Section A - Pictures (taking and editing)

Taking pictures

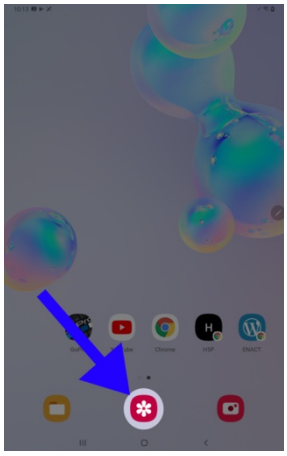
1- Open the camera app on the tablet

2- Using the tablet take a picture of a side of the room without people

3- Take a close-up picture of one object that was in the first picture.

Accessing the gallery

4- Open the picture gallery and make sure you can find the two picture that you've taken



This icon opens the gallery

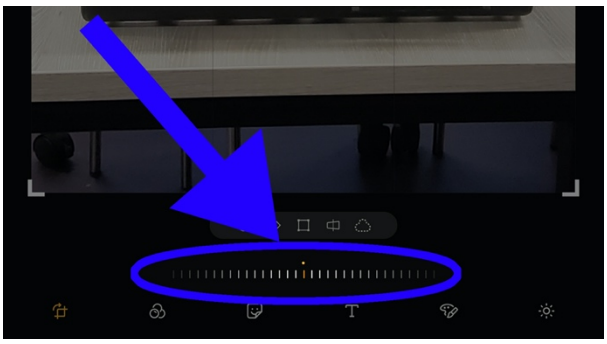
Using the editing tools tool (cropping and rotating)

5- Open the close-up picture of the object and crop it (remove extra content from the edges) to keep only the object of interest.

6- Flip (mirror) the cropped picture horizontally and save it

7- Rotate the cropped picture by 90 degrees clockwise and save it.

8- Rotate the cropped picture by around 45 degrees and save it.



Click and drag here to rotate incrementally

Section B - Video (taking, editing, and uploading)

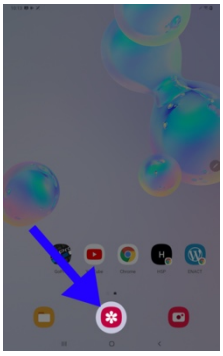
Recording a video

1- Open the camera app on the tablet and switch to video mode

2- Record a short video (around 1-2 minutes) of someone writing at least 8 letters of their language's alphabet (e.g., A B C D E F G H)

Editing a video

3- Open the video in the gallery and check your video

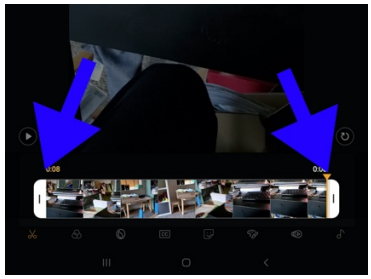


This icon opens the gallery

This button enables video editing

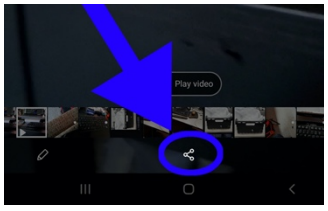
4- Crop the video to remove the first and last letters keeping only 6 letters and save it

Uploading videos to YouTube

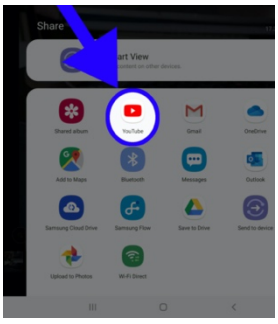


Drag these handles to crop (trim)

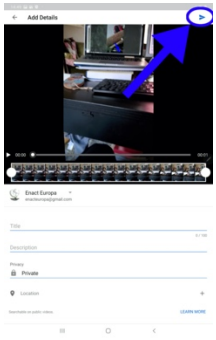
5- Use the galleries 'share' facility to upload the video to YouTube, giving it a name you will remember



a. The share button



b. *YouTube icon*

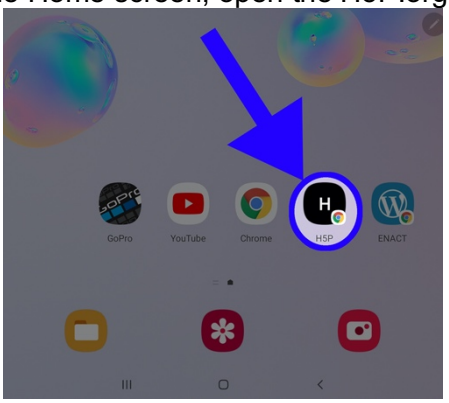


c. *Add details then use this button*

Section C - Using H5P

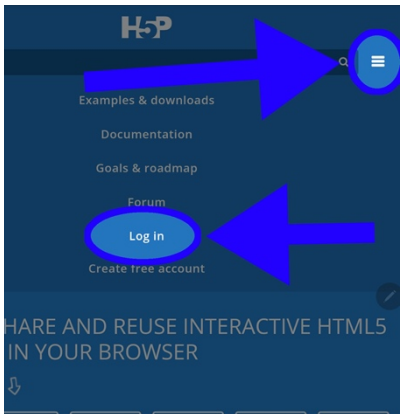
Opening H5P

1- Using the shortcut on the Home screen, open the H5P.org website

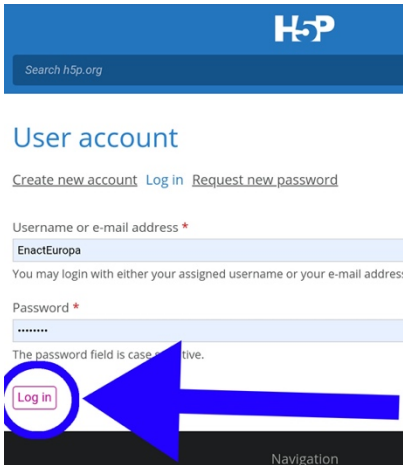


H5P.org shortcut

2- Expand the menu and select Log In. Note: name/password should have been automatically filled on the following page

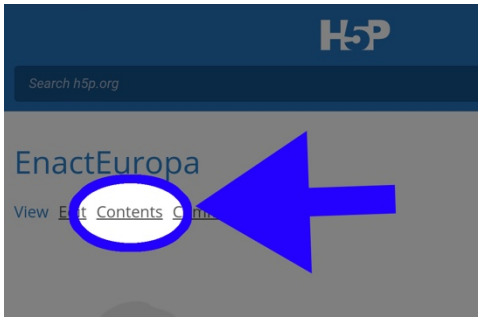


a. Menu expand and Log In buttons



b. *The Log In page and button*

3- Find and tap on the 'Contents' link



Contents link

4- Select the 'Create New Content' link

5- Select ‘Image Hotspots’

6- Under ‘Title’, type in a title for your content

7- Now under the ‘Background Image’ section, select the ‘+ Add’ button

8- Select the first picture you took of a side of the room

9- Scroll down to find the ‘Hotspot position’ section

10- Tap on the image to select the position of the object you have taken a close-up for

11- Scroll down to find the ‘Popup content’ section, and select ‘Image’ in the ‘Content Item’ Drop Box

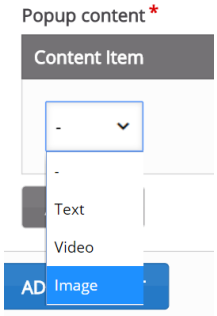


Image item selection

12- Select the ‘+ Add’ button

13- Upload the second picture you took (the close-up of the object)

14- Select ‘Add Item’

15- Open the drop-down list under ‘Content Item’ and select ‘Text’

16- Type in a name for the object in the ‘Text’ field

17- Scroll down to the button and select ‘Save’

18- Now test your content by tapping on the ‘+’ icon. You should see the close-up picture with the text you’ve entered

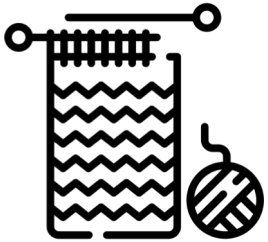
19- If it worked, congratulations! You have just created interactive content using H5P

20- If there are problems or things you need to fix, select the ‘Edit’ link above your picture and make any changes you want, then save and test again

Dancing

Playing cricket

Knitting

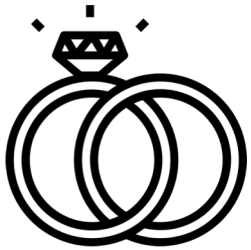


Playing Oud

Birthday party

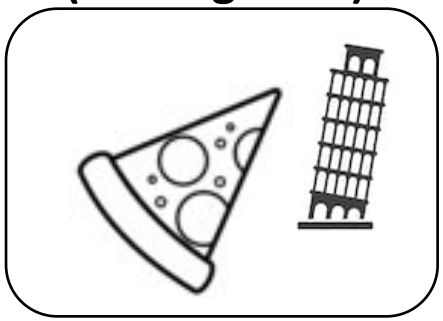
Wedding Party

Engagement

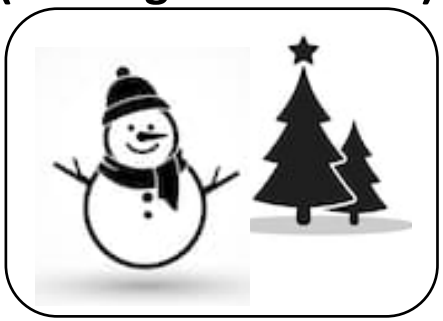


Festival

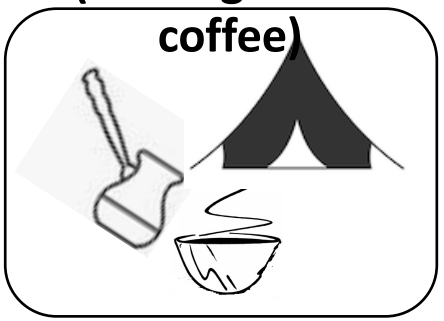
Pisa tower
(Making Pizza)



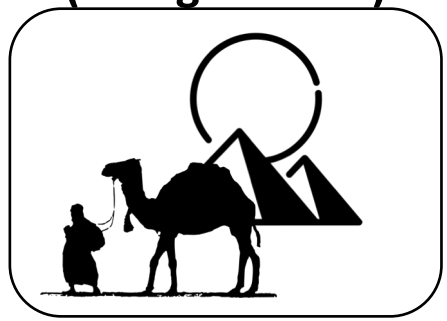
Winter
(Making a snowman)

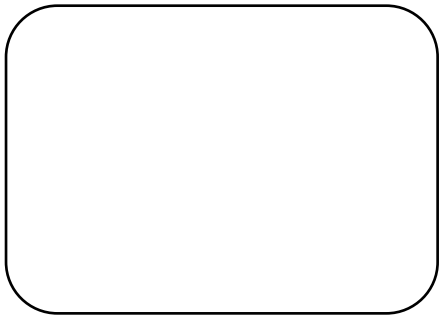


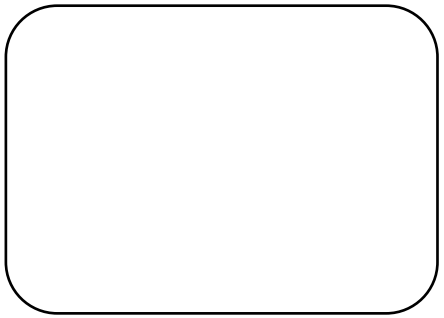
Desert
(Making Arabic coffee)

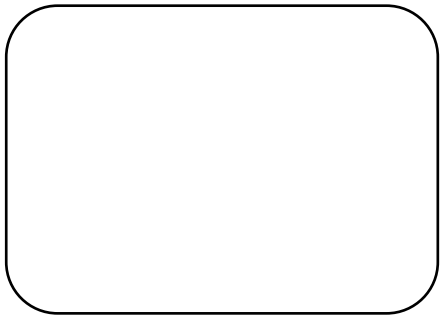


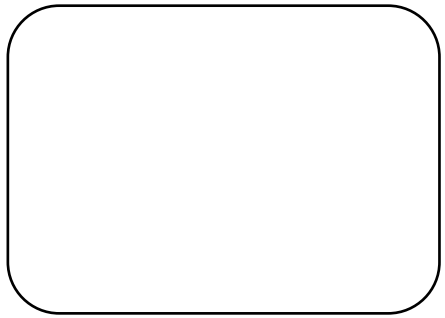
Pyramids
(riding a camel)

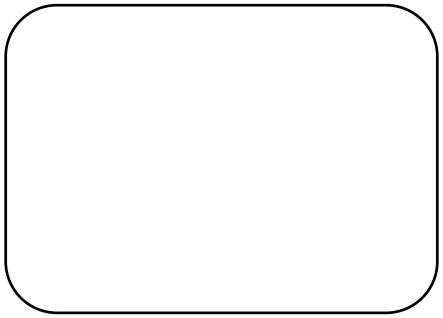


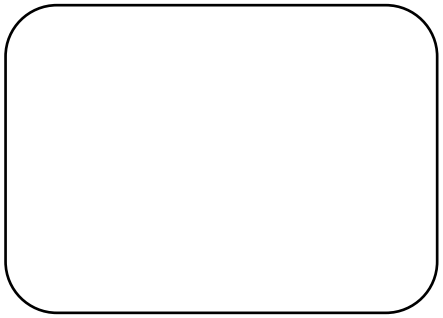


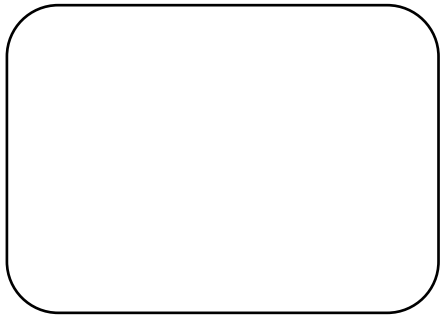


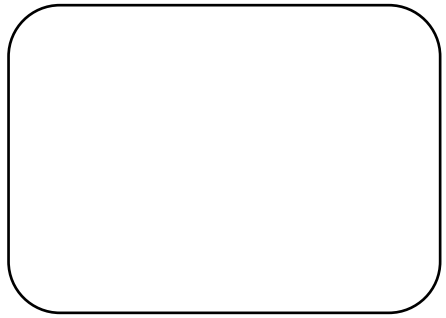


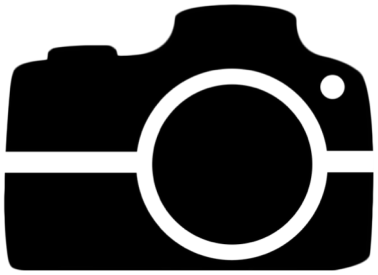
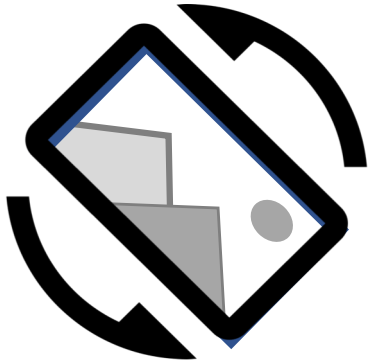
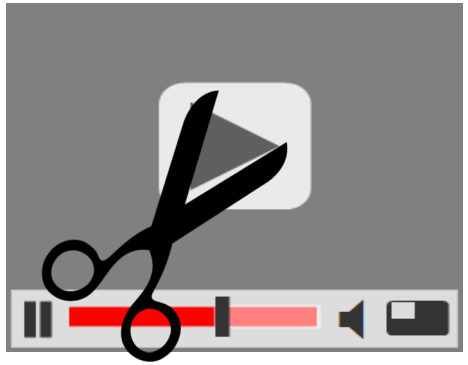


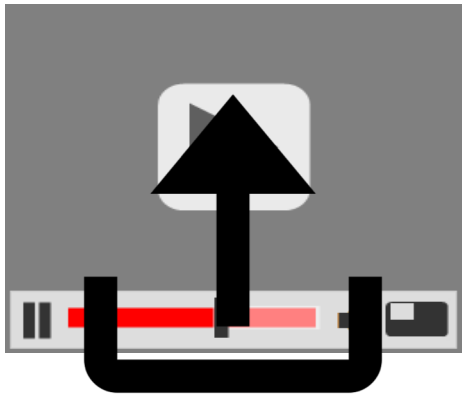






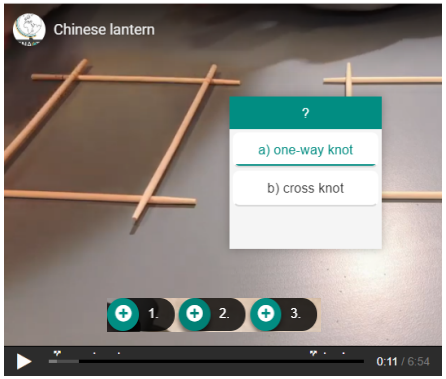


			
Taking a picture	**Editing a picture**	**Taking a video**	**Editing a video**
_ _ _ _ _ _ _ _ _.	_ _ _ _ _ _ _ _ _.	_ _ _ _ _ _ _ _ _.	_ _ _ _ _ _ _ _ _.

		
Uploading video to YouTube	**Using H5P**	**Taking a 360 video**
_ _ _ _ _ _ _ _ _.	_ _ _ _ _ _ _ _ _.	_ _ _ _ _ _ _ _ _.

Interactive image

Interactive video



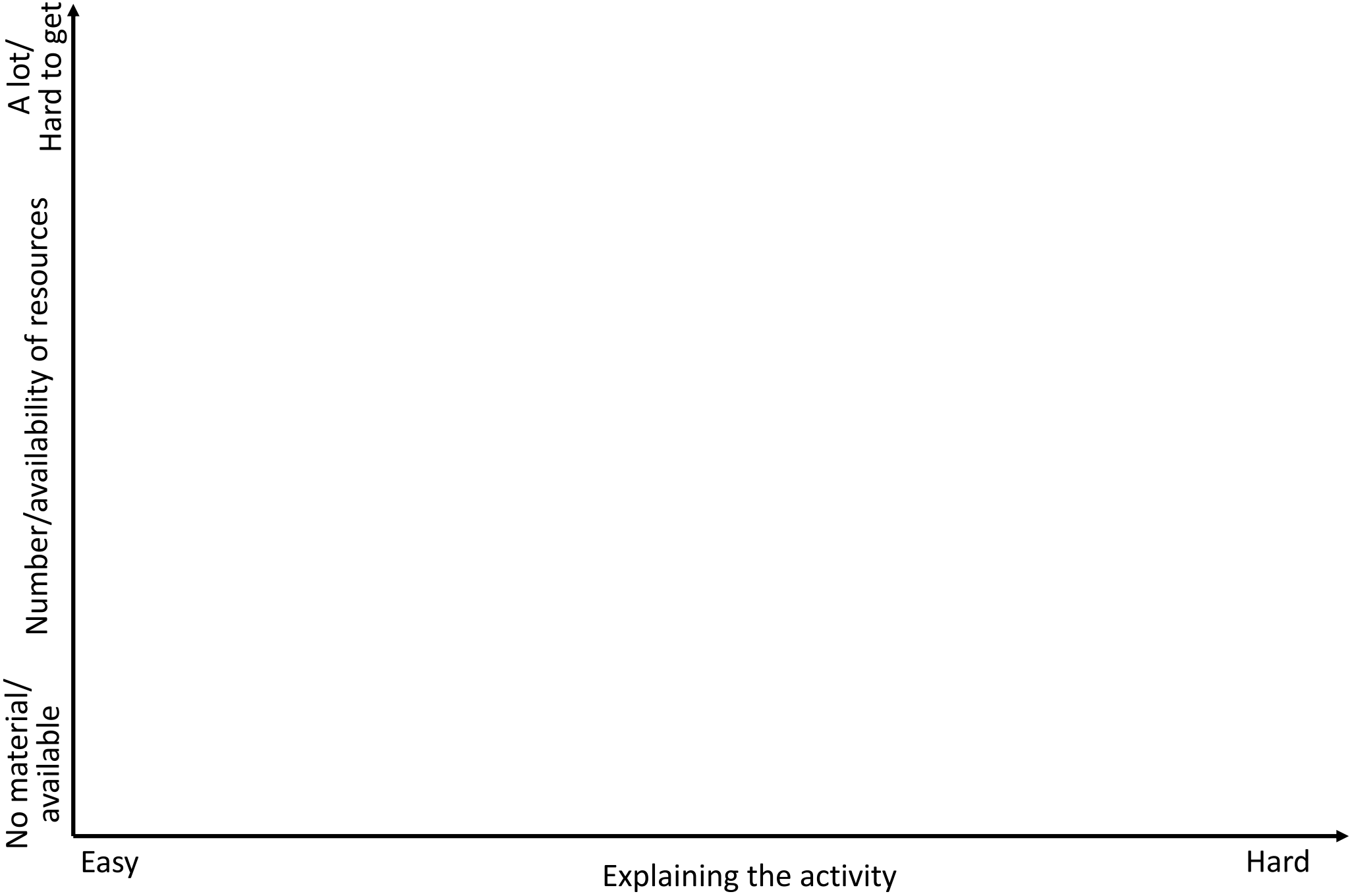
Normal video

360/VR video

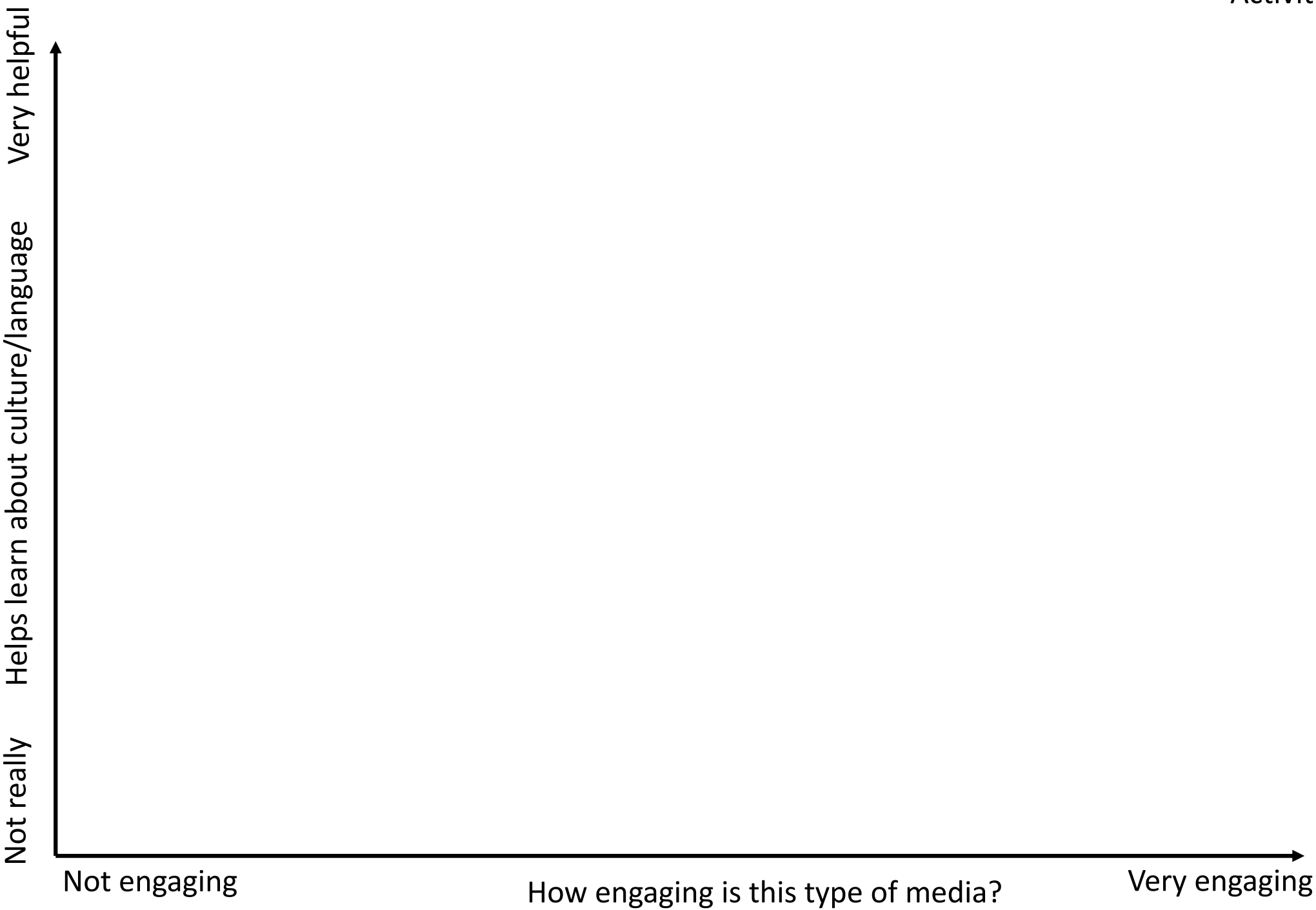
360 picture

Interactive slides

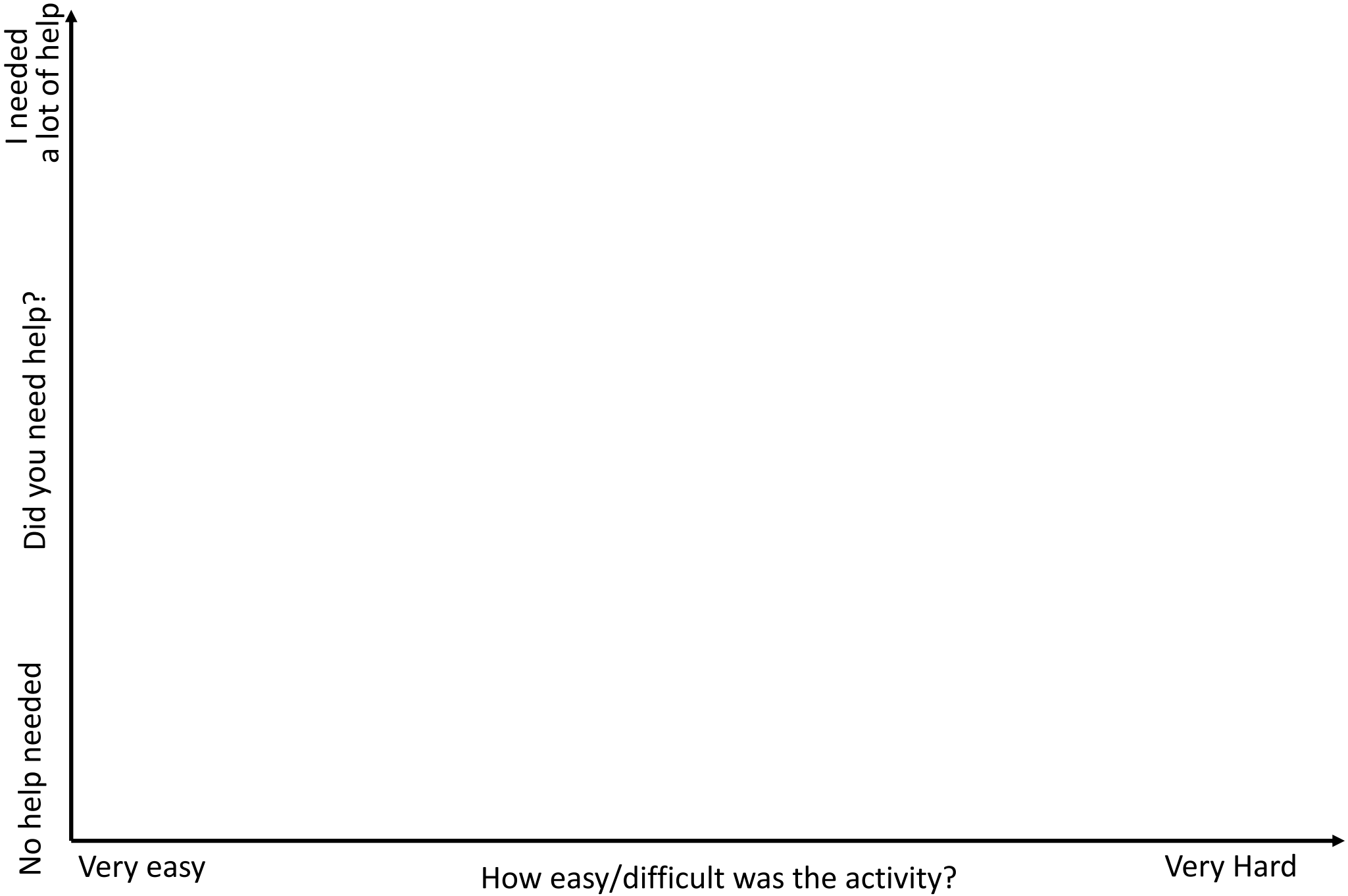
Activity 1


A lot/
Hard to get
Number/availability of resources
No material/
available
Easy
Explaining the activity
Hard

Activity 2


Very helpful
Helps learn about culture/language
Not really
Not engaging
How engaging is this type of media?
Very engaging

Activity 3


I needed a lot of help
Did you need help?
No help needed
Very easy
How easy/difficult was the activity?
Very Hard