

# AMICAL 2020 Kuwait

American University of Central Asia



Implementing Student Project via  
Digital Apps: MovieMaker,  
Simpleshow, VoxVote, and izi.travel

my simpleshow



izi. TRAVEL  
the storytelling platform



VOXvote

By Ekaterina V. Galimova, PhD

# OUTLINE:

**Introduction:** What is Student Project and its types?

I. **Apps** and their technical advantages and disadvantages

a. **MovieMaker**

b. **SimpleShow**

c. **VoxVote**

d. **izi.travel**

II. **Samples** of student projects: (Introduce your group, South Korea, USA)

**Conclusion**

# Introduction

## Definitions of project teaching:

“A project is a whole-hearted purposeful activity proceeding in a social environment.”

– W.H. Kilpatrick

“A problem is a problematic act carried to completion in its natural setting.”

– R.L. Stevenson

“Project is a voluntarily undertaking which involves constructive effort or thought and eventuates into objective results.”

– Thomas and Lang



# Apps used in student projects:

## (a) MovieMaker



### ADVANTAGES

- + a very user-friendly digital tool that allows Ss to shoot and edit videos off-line;
- + records audio off-line;
- + can be used at any stage of teaching and learning: ice-breakers, reading and listening comprehension, text/data analysis, interviewing
- + improve Ss speaking skills,
- + acquire courage in front of the camera,
- + boost their self confidence,



### DISADVANTAGES

- very slow, crashes frequently → save often;
- no complex videos;
- has no unlimited video or audio tracks;
- no audio effects → use audacity;
- no all the amount of editing tools;
- too many versions because of Window updates;
- cell phone type: Smart or iPhone should have sufficient amount of memory
- poor quality of sound;
- poor quality of picture;

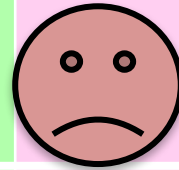
# Apps used in student projects:

## (b) SimpleShow



### ADVANTAGES

- free to create professional and personal animations;
- offers a broad range of animated images;
- one of the easiest to use video makers;
- free to share the link with a completed project;
- can be used from anywhere around the world;
- no need of any software installation, your web browser just support basic requirements;
- beginner friendly tutorials and knowledgebase;
- doesn't require extensive graphical skills



### DISADVANTAGES

- the free version is limited to few features;
- free users cannot either download videos nor make them private

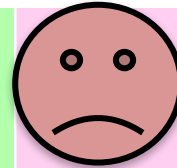
# Apps used in student projects:

## (c) VoxVote



### ADVANTAGES

- a free, user-friendly tool with lots of functions (types of questions, colors, pictures, slides);
- can be anonymous and identified; can be timed or non timed modes
- provides interactivity, live results; creates motivating study environment in the classroom;
- less time is needed to write the answers down;
- less time is needed to check the answers;
- speeds up the process of assessing students' knowledge of the material allowing the teacher to rearrange his/her lesson plan based on the students test results;
- interactively analyze student mistakes;
- motivates students to be prepared for every class (nobody wants to see themselves among the worst students in class)
- decreases anxiety level of students that they have when taking paper based exams;
- encourages students to create their own quizzes based on the covered material
- stimulates students to make up deep questions evolving student critical, analytical, and creative thinking skills;
- reduces paper feedback forms;
- assignments could be fulfilled both at home and in class.



### DISADVANTAGES

- limited number of projects per one affiliated account (30) non-affiliated (5);
- limited types of questions (one image per question, no video, audio questions);
- lack of digital gadgets;
- slow internet connection;
- poor quality of over-head projectors;
- if there is no timer, students can see each other's answers;
- not all students might keep up answering the questions.

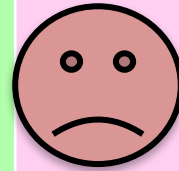
# Apps used in student projects:

## (d) izi.travel



### ADVANTAGES

- user-friendly;
- allows Ss to upload both video and audio files;
- along with video and audio, ss can include interactive maps, images, quizzes;
- encourages Ss to read deeply;
- improves ss' eloquence;
- stimulates critical and creative thinking.



### DISADVANTAGES

- there is a high risk of copy paste;
- ss might not be willing to record their own voices but use bot's one instead;





# General Advantages of Digital Apps use

- Student Projects created with the help of apps is one of the teaching techniques that highly **develops cognitive abilities** of students who study English as a Foreign Language. It **motivates them to read**, analyze, write the interpretation of the material, and create their own vision of scientific, philosophical, psychological texts with the help of gadgets. In addition, this method encourages students to look for and acquire **supplementary** material. Despite it is time-consuming, ss adore project-based learning as it evolves their skills of **teamwork**, foster their **responsibility**, and exercise **discipline**.



# General Disadvantages of digital apps use are as follows:

- it is hard for the teacher to control if Ss follow their roles; (a) they ignore each other OR (b) “one for all and all for one”.
- sometimes students cannot come to a consensus because of psychological incompatibility
- ss are afraid of asking questions relying on each other;
- ss need to acquire basic knowledge on how to use the technology, tools, and apps;
- internet access;
- digital devices: Smart phones or iPhones;
- time-consuming;

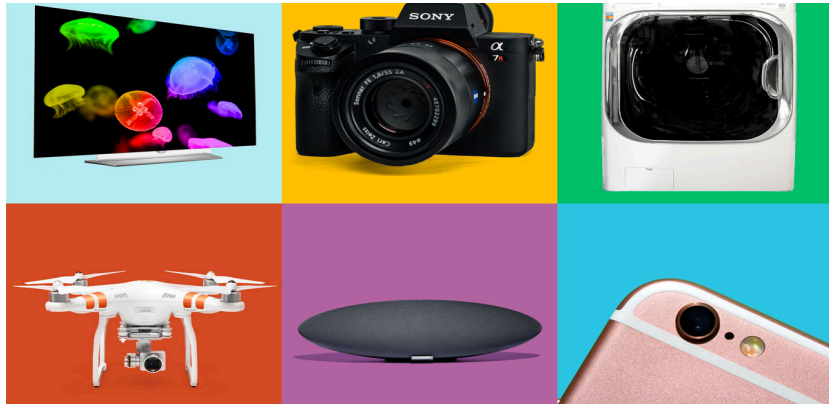
# Disadvantages of Student Projects



Group projects don't have to be scary or cause you angst. (Image from Thinkstock)



Project Smart ~ Exploring trends and developments in project management today



Project Smart ~ Exploring trends and developments in project management today

# References:

Green, T. L. (1965) *The Teaching Biology in Tropical Secondary Schools*, Oxford University Press, London, p. 35-62.

Kilpatrick, W. H. (1918) *The Project Method, Teachers*, College Record, Columbia, p. 319-335.

Sood, J. K. (1989) *New Directions in Science Teaching*, Kohli Publishers, Chandigarh, pp. 146-149.

# Contact Information

Ekaterina Galimova

American University of Central Asia

galimova\_e@auca.kg

# Handouts



App on any Android cell phone, for iPhone



<https://mysimpleshow.com/>



[https://cms.izi.travel/users/sign\\_in](https://cms.izi.travel/users/sign_in)



<https://www.voxvote.com/>

*Thank  
you*

