

Developing On-Line and CD-Based Learning Modules Utilizing Camtasia – Quick and Dirty

Stephen T. Anderson, Sr.
Associate Professor
University of South Carolina - Sumter
200 Miller Rd.
Sumter, SC 29154
803-316-4296
stevea@sc.edu

Abstract

I have enjoyed conference sessions that teach me about new pedagogical tools I might employ upon returning to my campus. I therefore always try to incorporate new tools I learn about in paper sessions that I conduct. I have been looking for the capability to “record” both voice and classroom activity without the heavy learning curve often associated with such capabilities. Utilizing an actual “studio” to produce and distribute presentations often imposes a sizable time commitment, unless you are Cecil B. DeMill. PowerPoint allows for the creation of “narrated” slide shows, but it is a bit cumbersome and the resulting product is usually not as “natural” nor as effective as a “live” presentation. The distribution of such a product via the web or on a CD can also be challenging for the less experienced user. This session will introduce users to Camtasia™, a piece of software that is: • Inexpensive • Easy for a non-computer science user to learn its “basics“ • Useful to those wishing to produce multimedia learning modules • Capable of more advanced features once the user is more experienced We will discuss the necessary/advisable hardware, the appropriate computer skills, and we will see some typical examples of modules which have been developed utilizing this software. We will also demonstrate how to use Camtasia™ to create such modules during the paper session.

Note: This paper was not available when the proceedings went to print. The author will provide more printed material at the session or make it available via the web.