Using digital devices to capture creative practice

Recording material e.g. video, photograph, audio, tutor/peer feedback, group discussion

Using digital devices e.g.
• Flip camera
• Audio recorder
• Mobile device
• Camera

Digital archive or documentation of creative practice

Uploading recorded material to a ‘host’ or archive e.g. video, music, or photo site or VLE e.g. for tutor comments or class discussion

Digital reflection mechanisms

(i) ‘Looking again’ at recorded material; AND
(ii) Processing it through expression and explanation modes of reflection
(iii) Providing maximum opportunity for framing and re-framing

Suggested Mechanisms for ‘Expression’:-
- Movie Maker
- Digital storytelling
- Prezi.com

Suggested Mechanisms for ‘Explanation’:-
- Powerpoint
- Blog
- Wiki

Level of manipulation of information required

Low

High