A screencast is a video recording of a computer screen describing the on-screen actions, commonly accompanied with audio narration and visual annotations. Once produced, the video can be shared with students before lectures or to provide supplementary learning materials. Educational screencasts are a popular method to enable the inclusion of video-based instruction, primarily used as a tool to deliver lectures/presentations, demonstrations or tutorials, annotations and personalised feedback to support face-to-face and blended learning.

**USE IN TEACHING AND LEARNING**

- Providing reusable instructional videos; as a means of describing a step by step process, explaining a specific concept or demonstrating an application, supporting presentations
- Can be used to supplement lectures or replace direct instruction (flipped classroom methodology)
- Facilitating a student-centred engaging learning experience; students can watch screencasts, pause and review the content at their own pace, anytime and anywhere
- Providing high quality audio-visual personalised feedback on formative assessment

**EDUCATIONAL TECHNOLOGY**

The following is an overview of commonly used tools/software for educational screencasting (including Echo360 Personal Capture which is supported by UCD).

- **Echo 360 Personal Capture** - Available to UCD staff with a programme installation required on your device (Windows/IOS); An ideal tool for internal use/presentation recordings; Limitations: must be uploaded to Echo360 server, can not publish directly to YouTube, Google Drive, basic editing functionality with no annotations, can record full-screen only and cannot select size/part of screen (not ideal for demos as you cannot record details); Can be published to Echo360 server and/or embedded on a VLE/web page
- **Screencast-O-Matic** - free web based tool with a pro version available at reasonable price; Ideal for quick screencasts, fast dissemination, non-technical videos, easy to use (produce edit and share); Free version is limited in terms of editing functionality and a recording length (max 15 min), you can only publish to YouTube; Pro version allows more flexibility in terms of post production edits and a recording length (max 1 hour); allows to publish to external sources (YouTube, Google Drive, Vimeo, Dropbox) as well as MP4s or can be embedded on VLE/web
- **Techsmith Camtasia** - one off cost for educational licence, requires software installation (Windows/IOS), used for more sophisticated videos requiring a suite of editing tools (Text, image, shapes, titles, key presses, mouse pointer highlight, zoom and pan), combining different types of media; Limitations: Publishing to YouTube only or it needs to be hosted at a server

**FURTHER INFORMATION**

*All Aboard!: Digital Skills in Higher Education lesson: Screencasts in Teaching*

Cranny, D. (2016) *Screencasting, a tool to facilitate engagement with formative feedback?*


**GETTING STARTED**

- To create a screencast you will need: a microphone (ideally USB for quality audio), a webcam (built-in or USB), screencasting tool/software
- Design your module to accommodate for video content delivery, plan activities that will proceed/follow the video content ensuring your learning objectives are met
- Familiarise yourself with the screencasting tool, script, rehearse and record the the screencast
- Edit your recording if required before sharing with students (via VLE or Google Drive or YouTube)