

Edpuzzle

- Video-based lecture engagement in a flipped classroom environment
- E-gaming: An active learning pedagogy for engaging learners in a private university in Karachi, Pakistan
- Adopting video assignments as a tool to improve first-year pharmacy students class engagement
- Impact of fully online flipped classroom on academic achievement in undergraduate dental education: An experimental study
- Edpuzzle versus Moodle: Learning Tools in Pediatric Dentistry Practice: A Study Pilot
- Use of web 2.0 Tools in the flipped classroom methodology: an option for distance learning
- Using Edpuzzle to improve student experience and performance in the biochemistry laboratory
- Step back, translate, extend: Addressing misconceptions relating to energy and free energy in cellular reactions via active-learning videos

Edpuzzle is an educational technology platform that allows teachers to customize video content for their classroom needs. It integrates seamlessly into the learning experience by enabling educators to take existing videos from platforms like YouTube, Vimeo, and other sources, and then personalize them with questions, voice-overs, and annotations. Here's how Edpuzzle works and why it has become a popular tool in educational settings:

Key Features of Edpuzzle: Video Editing:

Teachers can trim videos to focus only on the necessary parts, ensuring students spend time on the material that matters most. Question Integration:

Interactive questions can be added throughout the video to check understanding, provide feedback, or prompt deeper thinking. These can be multiple-choice or open-ended questions. Voice-Overs:

Educators can record their own voice-overs to explain the content further, provide additional context, or guide students through the video material. Tracking and Analytics:

Edpuzzle provides detailed analytics on student engagement and comprehension. Teachers can see if and when students watch the video, how many times they watched segments of it, and how they performed on embedded assessment questions. Accessibility:

Features such as closed captioning and compatibility with screen readers make videos accessible to a broader range of learners, including those with disabilities. Educational Benefits: Enhanced Engagement:

By turning passive video watching into an active learning experience, Edpuzzle helps to keep students engaged with the content. The interactive elements prevent mind-wandering and ensure students are processing the information as they watch. Immediate Feedback:

Students receive instant feedback on their responses to embedded questions, which helps them understand the material better and identify areas where they may need additional study. Flipped Classroom Friendly:

Edpuzzle is an excellent tool for flipped classrooms where students watch lectures at home and use

class time for discussion, problem-solving, and applying what they've learned. It ensures students come to class prepared and with a baseline understanding of the topic. Differentiation and Personalization:

Teachers can assign different videos to different students based on their needs, or adjust the depth of questions according to individual student's understanding levels, making it easier to personalize learning experiences. Integration with Learning Management Systems (LMS):

Edpuzzle integrates with many popular LMS platforms like Google Classroom, Canvas, and Schoology, making it easy for teachers to incorporate into their existing digital classrooms. Applications in Education: Edpuzzle can be used across all educational levels and subjects. It is particularly useful in situations where visual learning is beneficial, such as in science to demonstrate experiments, in history to bring historical events to life, or in language arts to analyze speeches and performances. Teachers in professional development programs also use Edpuzzle to enhance their teaching techniques and engage with digital content more effectively.

Overall, Edpuzzle is a versatile tool that enhances the video learning experience, making it interactive, measurable, and more tailored to individual student needs. It's a valuable addition to any educational toolkit, promoting more dynamic and effective learning.

A single-center experience with video-based lectures in undergraduate medical education is described. The activity was applied to the subject of [Neurosurgery](#) during two consecutive courses (2021/22 and 2022/23). The [videos](#) were available prior to face-to-face classes through the online application [Edpuzzle](#). Information was obtained from the own [platform](#) at the end of each course. Multivariable linear regression analyses were performed to assess the association between different variables and the percentage of video viewing, the early dropout rate, and the percentage of [audience](#) retention.

A total of 109 students registered in Edpuzzle (87.2% of all enrolled students). Fifty-one videos were uploaded each course to cover 11 topics. Mean video viewing rate was 41%. Those videos linked to the earliest classroom lessons showed more percentage of viewing and audience retention than those programmed at the end of the course. With mandatory classroom assistance and homework assignments, the seminar videos were viewed more but retained less audience. Shorter videos were associated with higher viewing and audience adhesion, but the presence of questions embedded throughout the clip did not significantly engage students. No significant difference was observed regarding lesson topics.

It is essential to emphasize the importance of designing strategies to initially engage [learners](#) since more than half of our students never connected to the clips. Decreasing engagement was associated with the end of the course and video length. Seminar videos were viewed more but retained less audience. Active learning activities such as quizzes embedded throughout the clips did not significantly engage learners ¹⁾

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Gutiérrez-González R, Zamarron A, Royuela A. Video-based lecture engagement in a flipped classroom environment. BMC Med Educ. 2024 Oct 25;24(1):1218. doi: 10.1186/s12909-024-06228-x. PMID: 39456054.

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