

2021-03-03 Teach Geek

The Bottleneck When Teaching Animation Online

Mario Positano

Covid-19 has had a profound impact on the delivery of education which directly impacts the learning environment.

What gaps and obstacles arise from this extreme shift in delivery and what technology would be required to **minimize this impact?**

Winter 2020

Winter Hit
Covid Hit

After Reading Week, we were online.

How and what can we teach????

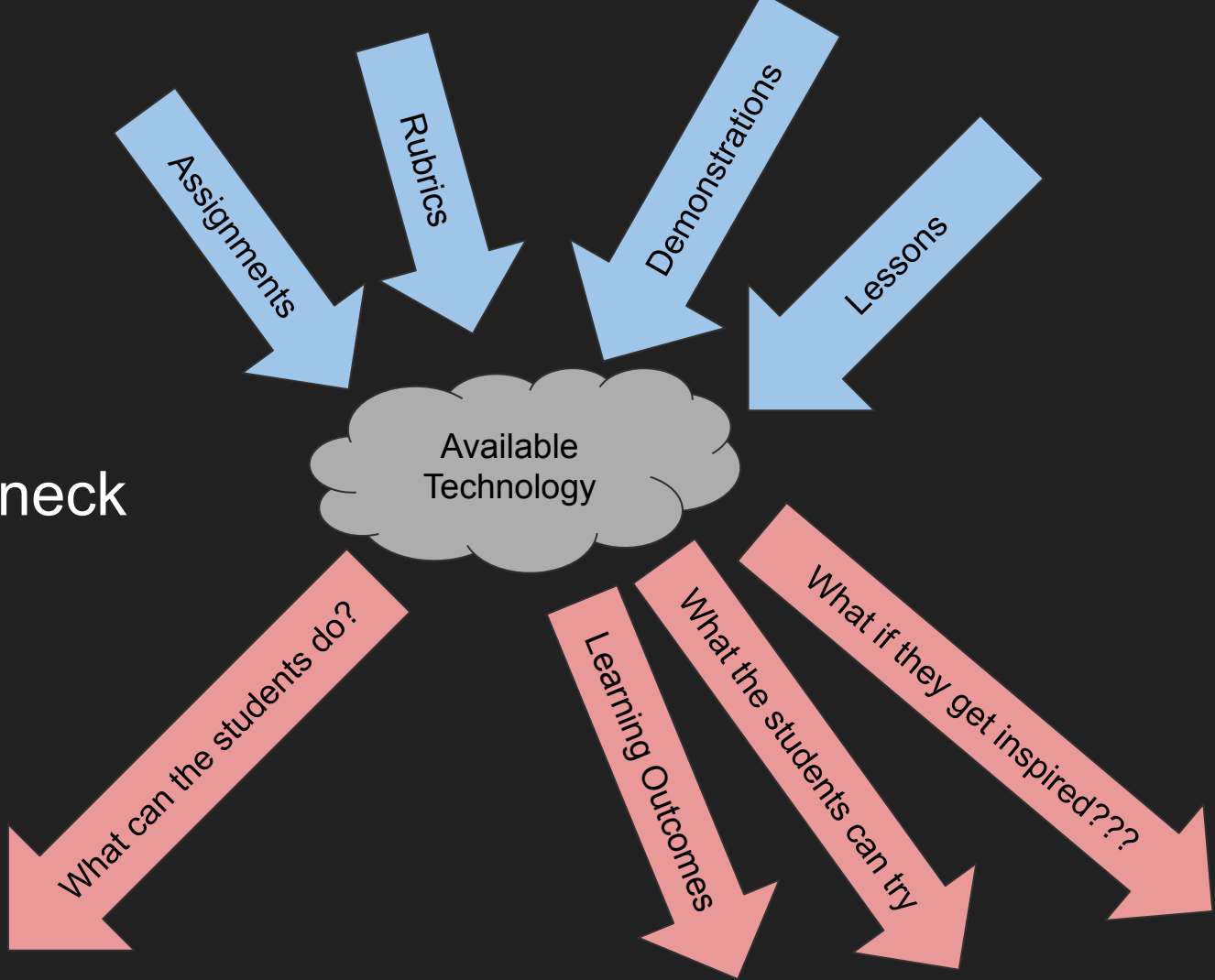
- We did not know what technology students had at home.
- We did not know what peripherals they had (Camera? Drawing tablet?)
- How can we give them assignments?
- How can we grade them (rubrics)?

Lack of Standards Limited Our Projects and Assessments

I am part of the Digital Stream of Animation.
Professors in this stream all teach animation with power-hungry tools.

We were forced to do lectures, demos and videos
but could not ask students to do any work.

The Bottleneck



Fall 2020

How do we minimize the impact
of this environment in Fall 2020?

Define the environment

The Research

Survey faculty:

- Software used
- Software requirements
- Accessories needed
- Challenges from Winter 2020
- Solutions that worked or showed promise

Beyond the Research

The Test

Summer Workshop

- Meet the incoming 1stYear Students
 - They get to meet each other
 - Create a club environment
 - Create tasks for them to try
 - Acclimatize them to the online environment
 - See what works what doesn't
-
- Ease the boredom of the lockdown

Solutions

- Define the minimum and recommended system requirements
- Zoom and its features
- Greenscreen tricks
- Teaching over a shared screen