

## **Transcript of the Digital, On-Demand Learning Video**

The concept is actually quite simple. You figure out what you want to share (For Example a website, video, document, book, etc.). For now let's say we want to use my website. First, I would make a QR code using a free QR code generator and the link to my website. Then someone else would use a smart device (like an iPod Touch, iPhone, android phone, iPad, Xoom tablet, etc.) to scan the QR code and that's it: Digital, On Demand Learning they have whatever I wanted to give them. Now in this example, I used my webpage, but with my students I have made On-Demand training videos for things like using a scanner. Let me give you a short example here and also showcase the additional benefit of using interactive YouTube within any training video you make. Go ahead and click on the link on the screen. I will wait for you to do so: 3, 2, 1. Now, you are watching another part of the video where I am showing you how to use a scanner. Of course, this link took you to a spot within the same video. I could have just as easily linked it to another YouTube video. Go ahead and click here to get back now: 3.2.1. Ok, you should be back and we can continue on. On-Demand Learning can be used for simple things like how to use a scanner, a copy card, or how to upload your speech, but it could also be used on a much grander scale. Imagine going to your school's Black Box theater and scanning the QR code to get a video advertisement of the season's productions, or going to your campus art exhibit and getting behind the scenes information about the artists and what motivates them, how about campus orientations, or even better yet, imagine not standing in line at the answer center but instead scanning a QR code and interacting with your own digital answer center specialist, kind of like a choose-your-own-adventure book meets interactive, video-based student advising. These are just some of the ways On-Demand learning could be used on campus. The best part is that most of this can be done for free or at the very least quite cheaply if you know which Web 2.0 tools to use and are willing to play with the technology.