

Video Modeling and Prompting

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Presentation Overview

Talk about Video Modeling

- Define it
- Talk through the steps

Briefly look at 3 apps

- Show you how they work
- Talk about pros and cons

What is Video Modeling?

Video modeling is an evidence-based, observational learning technique where desired behaviors are learned by watching a video demonstration and then imitated by the user.

Pictures are worth a 1000 words

Approximately 65% of the population are visual learners – Mind Tools

The brain processes visual information 60,000 times faster than text – 3M Corp.

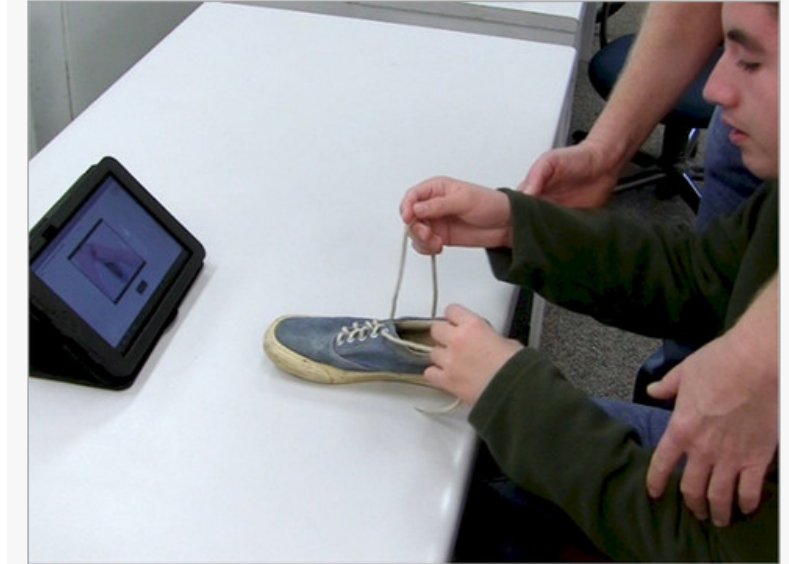
90% of information that comes to the brain is visual – Hyerle, D

Visual aids in the classroom improve learning by up to 400% - 3M Corp



Video Modeling's Appeal for persons with Austim

- Preference for visual stimuli
- Strengths in visual processing
- Avoids person-to-person interaction which can cause stress and anxiety
- Restrictive field of focus
- Increases motivation



4 Types of Video Modeling

Video modeling

Video self-modeling

Point-of view modeling

Video Prompting

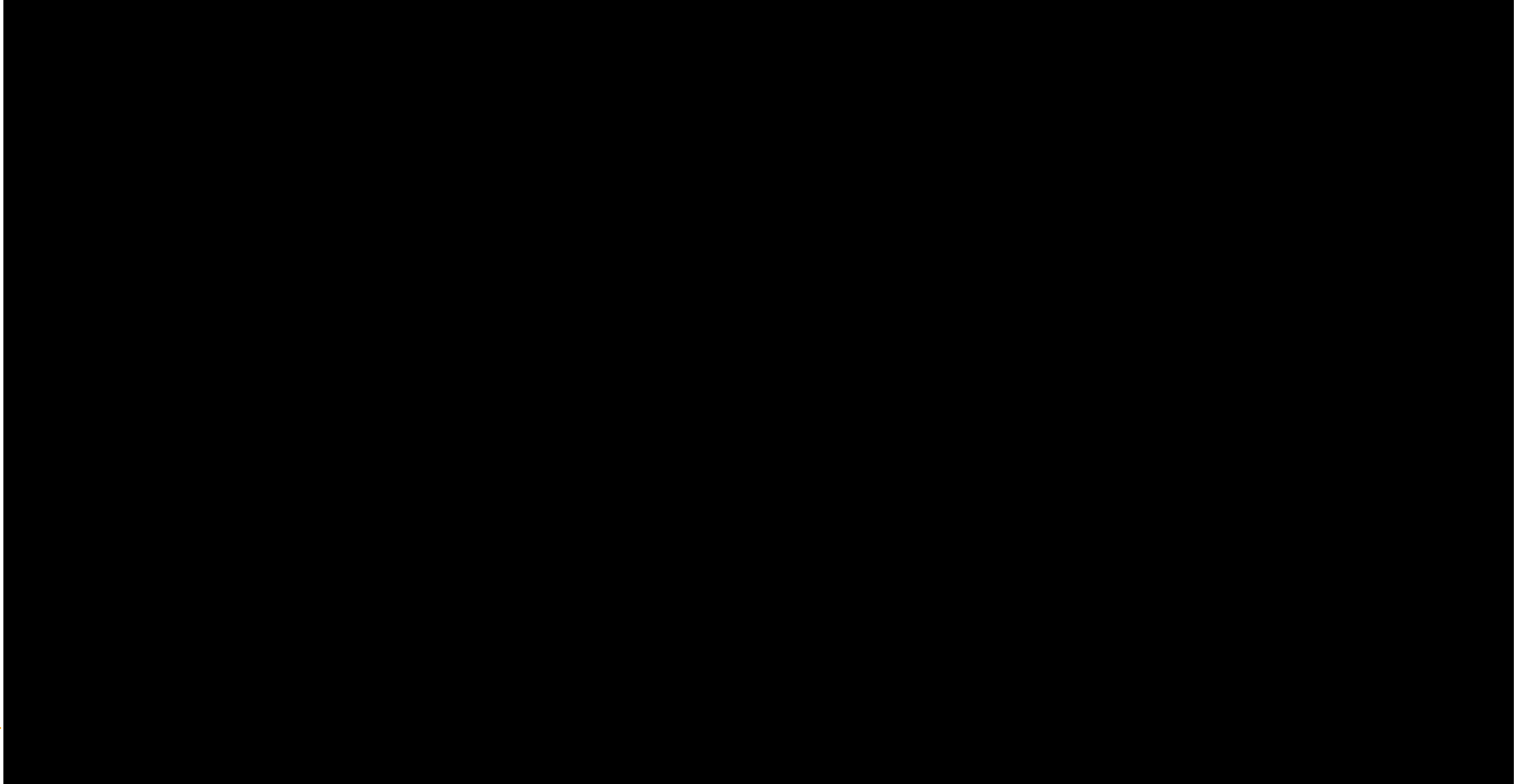
No one method is better than the next. Know your person. Determine what method would best meet their learning style.

Basic Video Modeling

- The primary model is **someone other than the person.**
- Video is played before each teaching situation.
- After watching the video, the learner is prompted to perform the behavior.
- Prompting, reinforcement, and repetition are key components of this teaching method



Video Modeling Example



Self-Modeling

- The primary model is *the person themselves*.
- Video is played before each teaching situation.
- After watching the video, the learner is prompted to perform the behavior.
- Prompting, reinforcement, and repetition are key components of this teaching method
- Inappropriate behaviors are edited out



Self-Modeling Example



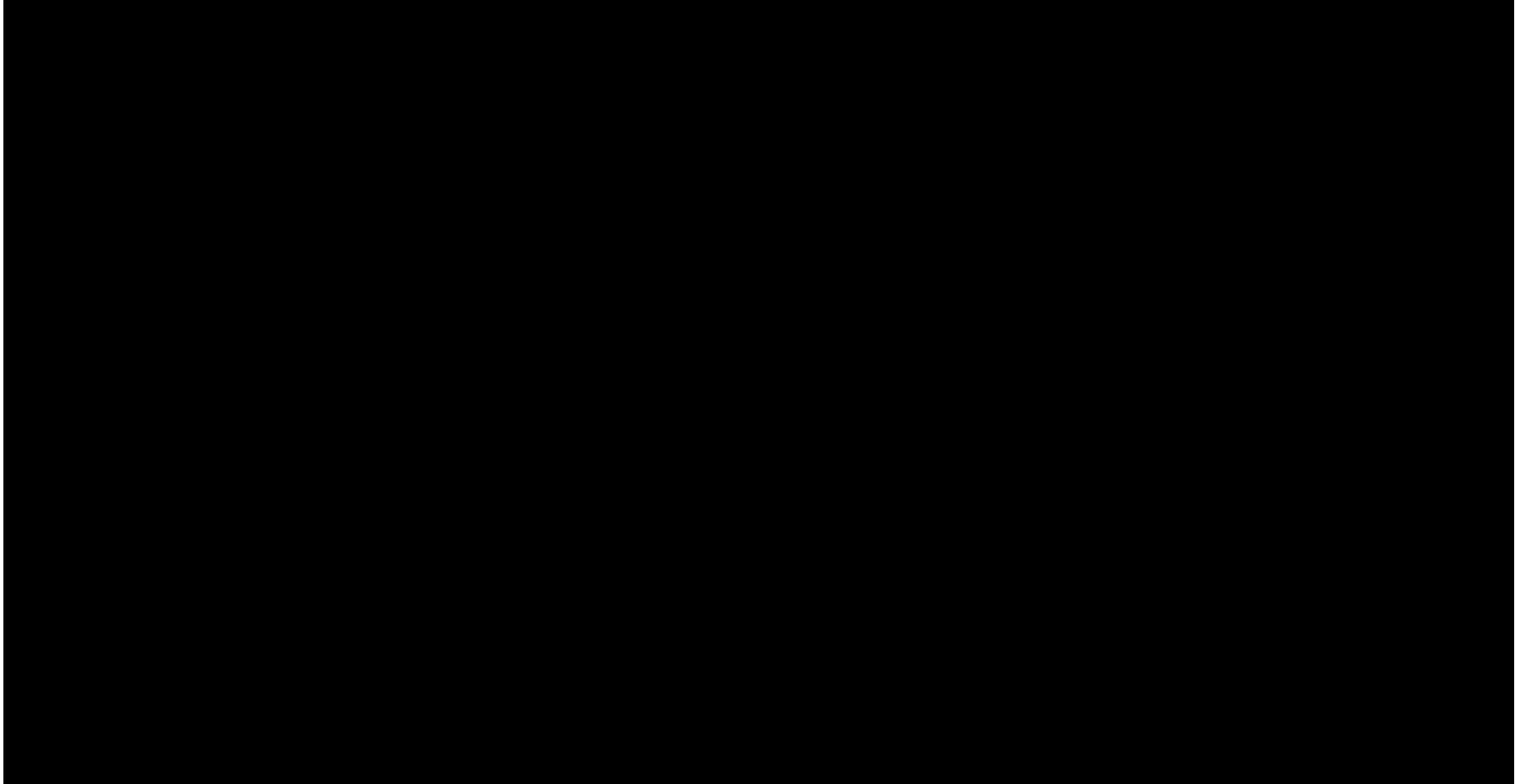
Point of View Modeling

The targeted behavior is recorded as it would look through the person's eyes.

Only the hands of the person (or model) and the materials being used are seen in the video



Point-of-View Example



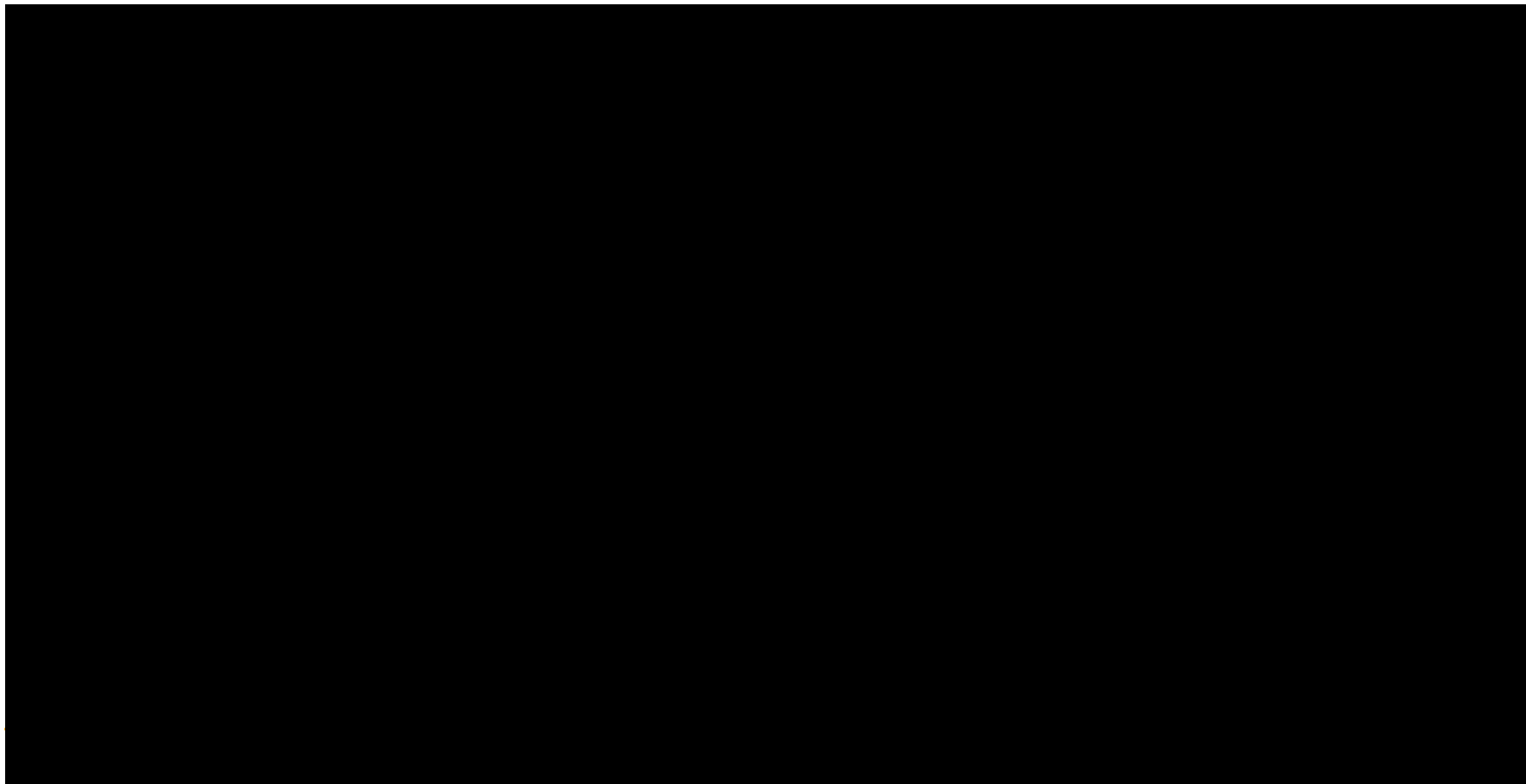
Picture Prompting and Cueing

Sequencing task or behavior in different clips

- Tasks are broken down into parts.
- Person views one part, followed by a pause
- Person performs that part of task
- Process repeated until the entire sequence is complete



Picture Prompting and Cueing Example



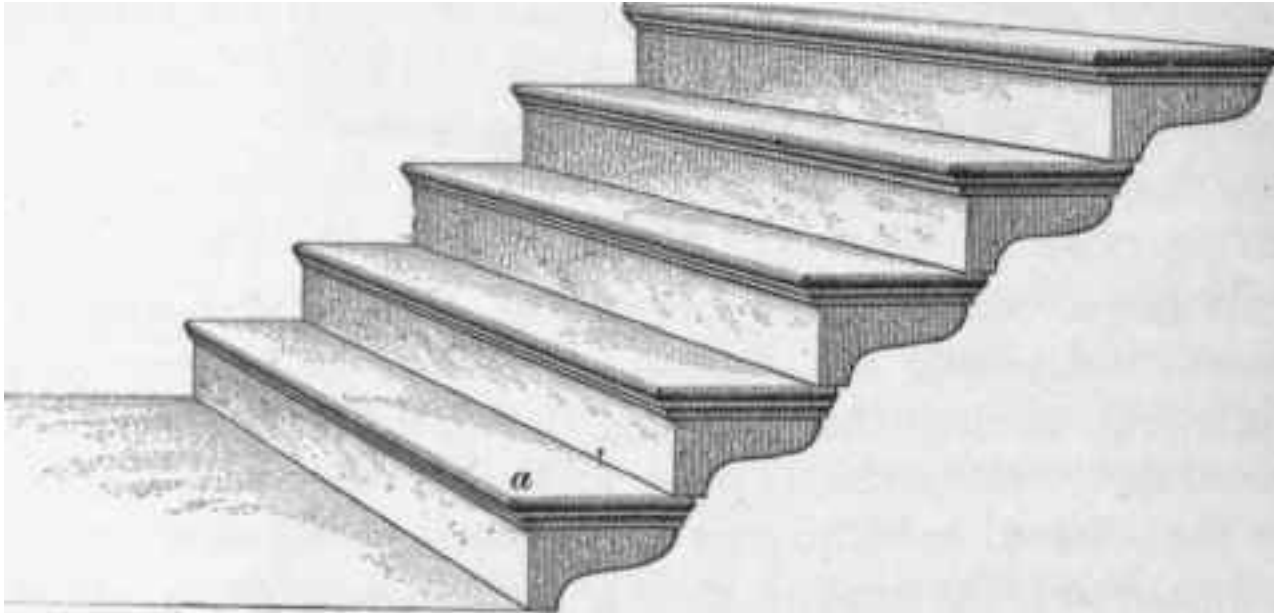
What can be taught?

Anything that can be videotaped!

Any desired/targeted behavior that can be observed, filmed:

- Appropriate Behaviors
- Communication skills
- Daily Living skills
- Functional skills
- Job skills
- Play Sequences
- Social Interactions
- Play skills
- Perspective taking

Video modeling in 8 easy steps



Step 1 – Choose the Behavior

Describe and define the behavior (be clear)

Make sure it is measurable and observable

- Social interactions
 - social cues
 - communication
 - initiation
- Adaptive behaviors or tasks
 - work, school, home
 - task initiation



Step 2 – Choose the Equipment

Video camera, Mobile Device, Tripod, etc.

Camera Orientation. Avoid (VVS).

Eliminate background noise (both visual and auditory.



Step 3 – Have a game plan

Analyze the task.

Create a story board or script.

Tell the person what they will be doing.

List all the steps required to complete the task



Step 4 – Collect baseline information

Document any steps the person is not able to perform.

Use them to measure progress as they use the video.



Step 5 – Let's do this

Pick which type of video modeling you'd like to use.

Then....



Step 6 – Show the video

Decide when to show the videos. Pick a natural time and setting.

Have learning materials ready. (ex. list of steps, times, etc.)

Allow them to watch an appropriate # of times.



Step 7 – Monitor progress

Document learning

- What can be done independently?
- Do they focus on certain parts of the video?
- Are they making progress?

Daily Data Collection

Student: Donatello Instructor: Mackenzie

Function assigned: Requesting (making choices) Activity: Leisure

Date: 10/19/00

| Items | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | % |
|----------------------------|---|---|---|---|---|---|---|---|---|----|------------|
| Bubbles | / | / | | | | | | | | | 2/3=67% |
| Clay | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Tape | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Book | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Car | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Bear | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Gain attention | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| 3 items (choices) in array | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| 3 symbols in array | / | / | / | / | / | / | / | / | / | / | 10/10=100% |
| Item first, then symbol | / | / | / | / | / | / | / | / | / | / | 10/10=100% |

Session Total: **63 % correct**

Scoring System:
/ = choices presented in array
+ = corresponding symbol was selected
- = corresponding symbol was NOT selected
✓ = Gave attention independently



Step 8 – Troubleshooting

Are they watching the video enough?

Are they watching and not attending to the most relevant parts?

Are there enough prompts?

Is it too complex?

Would slowing it down help?

Would muting the audio help?



Demo Time



Visual Impact – Ablelink Technologies

- \$74.99
- iOS, Android
- Easy to navigate interface
- Create step-by-step multimedia instructions with visual and auditory prompts
- Customize and edit videos as you go
- Setup multiple accounts for different folks



iModeling App

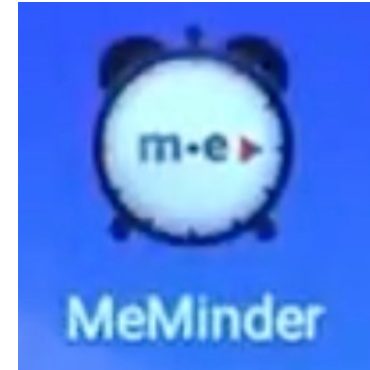
- \$13.99
- iOS only
- Separate provider and user accounts
- Simple and user friendly interface
- Create content in just 4 or 5 easy steps
- Upload content from photo album (video or pictures)



iModeling App

Me Minder – CreateAbility Concepts

- \$99.00
- Android (only)
- Simple, clean interface
- Allows for remote management and monitoring from any internet enabled device
- Easy to customize settings / features
- Setup multiple accounts for different folks



Summary

If you have AT questions, we have answers!

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