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## Creating Interactive Modules To Flip The Classroom Using H5P Open Source Authoring Tool

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## ABSTRACT

Flipped Learning (FL) has emerged as important instructional approach in tertiary education. A common misconception is that FL is highly dependent on the use of video. In fact, educators have the choice to flip content with different digital tools such as interactive slides, a timeline of events, infographics, flashcards, board games or even image sliders. Currently, the e-learning industry has many applications that can be used to build and deploy content for learning resources. In general, many applications are expensive and are time-intensive to learn. H5P is an open source online tool that is relatively easy to learn and use for producing flipped subject content. The material created can be easily linked or embedded inside Learning Management Systems and works across mobile platforms. The aim of the proposed paper is to provide participants with hands-on training of the application of H5P as a tool for FL. The paper will illustrate the pedagogical, instructional, multimedia and visual design principles necessary for the creation of engaging FL materials.

**Keywords:** visual design, usability, accessibility, flipped learning, h5p.

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