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SAFE

Streaming Approaches for Europe – Enhancing the digital competences by streaming approaches for schools to tackle the challenges of COVID-19

O3 Classroom Materials

Aspect (3): Streaming Environment

Module 8

Project Title: Streaming approaches for Europe – Enhancing the digital competences by streaming approaches for schools to tackle the challenges of COVID-19

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Classroom material

Aspect (3): Streaming Environment

Module 8: Easy learner requirements: Technical and organizational requirements for learners

Module 8 is about technical equipment for learners. There are 3 technical requirements for being able to participate in class.

1) Device
    a. Nowadays, there is a number of possible devices you can use to participate in class.
    b. For example: computer, laptop, tablet, mobile phone.
    c. Make sure you choose the one device you feel most comfortable working with.
2) Internet connection
    a. Make sure you have a reliable internet connection throughout your participation in class.
3) Registration on a conferencing tool or streaming platform
    a. There are different conferencing tools and streaming platforms to work with in class.
    b. For example: Windows Teams, Zoom.

If you fulfill the 3 requirements, let´s have a look at “Twitch”.

Twitch is a life streaming platform for all kinds of topics. Creators and the ones who watch, build a community of their own. They come together regularly, to interact witch each other or to just look at what is new. (https://www.twitch.tv/p/en/about/)

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Task 1

With having this in mind, what are you interested in and would be happy to live-stream? Follow the link above and look at the topics they offer.

You should find the list on the right.

Please choose a topic.

Figure 1: https://www.twitch.tv/p/en/about/

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Task 2

Please choose a life-stream-video and watch it for a few minutes.

- What do you see?

- Why do you think the person chose to do this stream on this particular

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topic?

- Would you do this? Why/why not?

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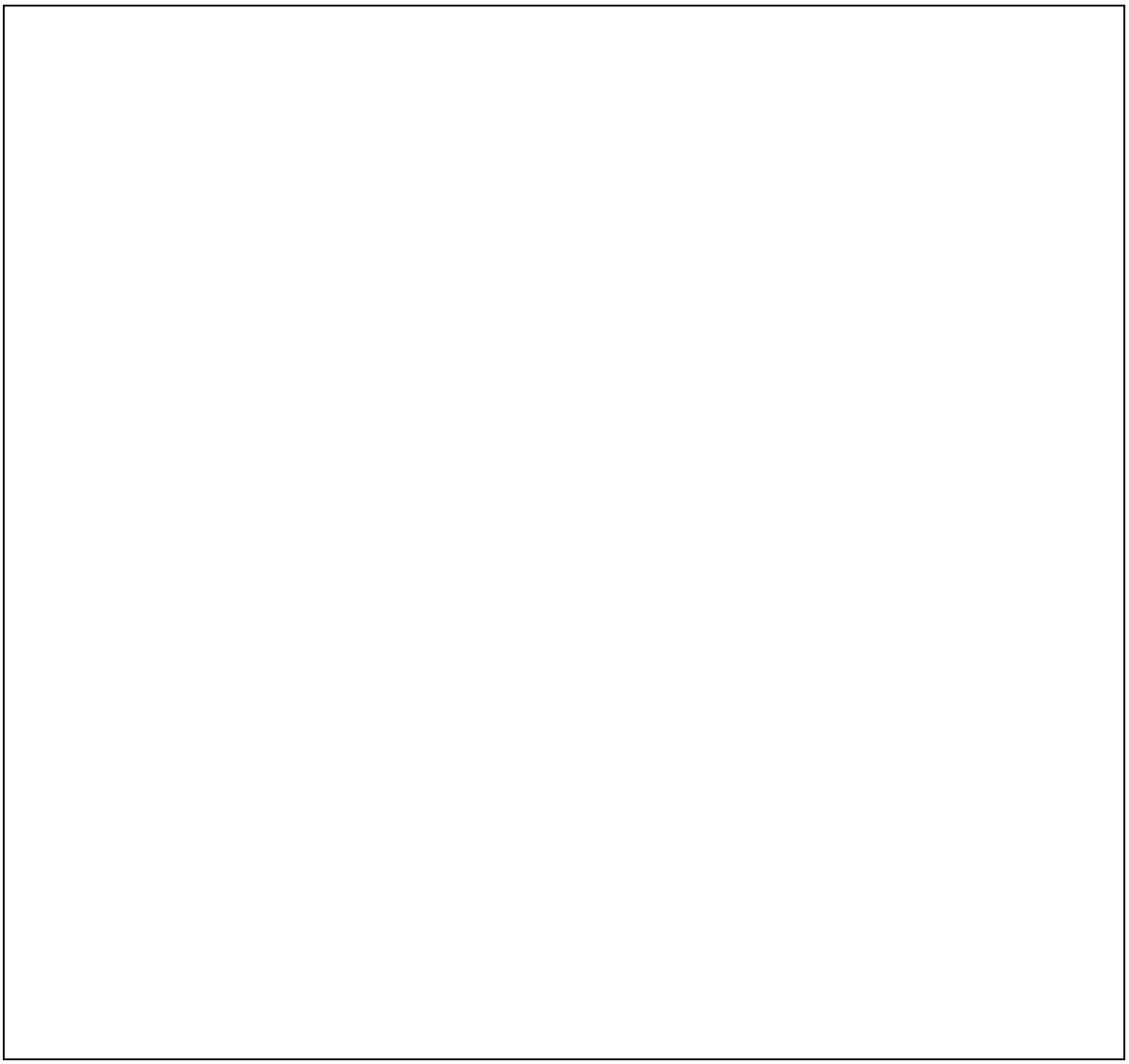

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Task 3

Please think about at least three positive and negative aspects of life-streaming in general and in school. You can fill in the following chart.

Life-streaming in general	
positive	negative
Life-streaming in schools	

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positive	negative

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