VoiceThread Assignment: Comment

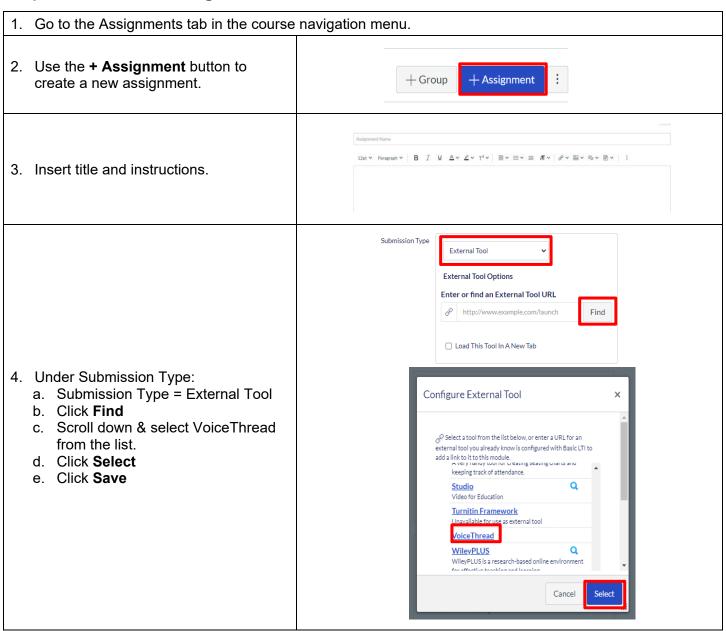
A Guide for Educators

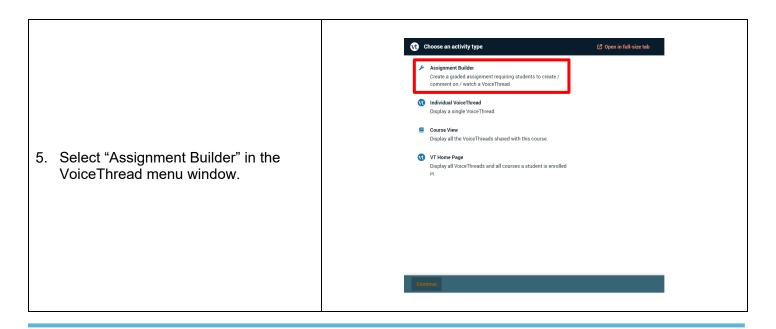
Created by the Academic Commons at Thomas Jefferson University

VoiceThread is an application designed for people to have discussions about shared digital media. The tool can be used both individually and collaboratively. VoiceThread allows users to combine images, video, text, and audio to enable multimedia conversations.

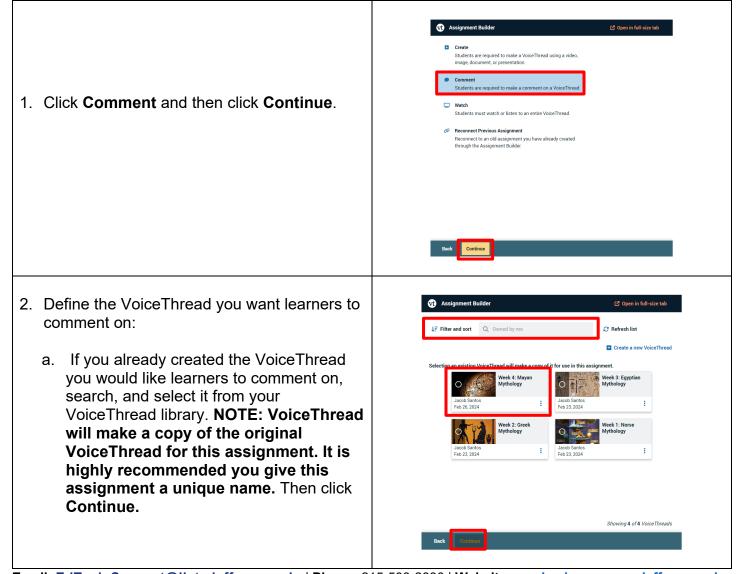
Utilize this guide to design an assignment asking learners to comment on a VoiceThread.

Step 1: Create the assignment in Canvas



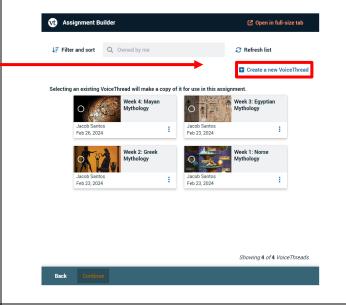


Step 2: Create Assignment Settings in VoiceThread



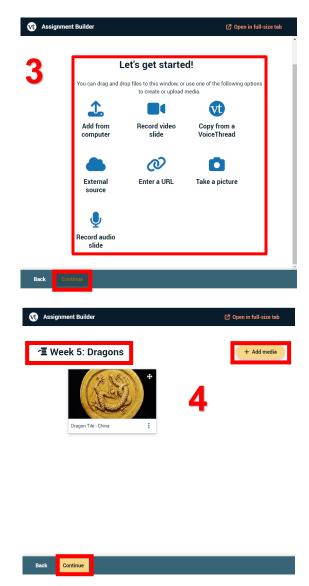
b. If you are creating the VoiceThread you would like learners to comment on, select
 +Create New VoiceThread.

If you are moving forward with a pre-existing VoiceThread and **do not** plan on making any edits or changes, skip to **Step 10 below**.



- Choose the type of media you would like to create or upload and click **Continue**. Follow any unique prompts depending on your choice.
- 4. Optional Assignment Settings:
 - a. Type an official title for this VoiceThread. Optional: enter a description for the whole thread, add tags to better identify the thread, and/or upload a custom cover image.
 - b. Click **+ Add Media** to add types of content to your VoiceThread if needed.

Click **Continue** when you are ready to do so.



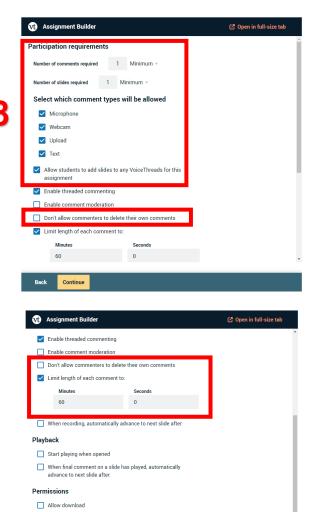
- 5. Any comments you make will appear here. Clicking on the blue > will open a comment moderation option, allowing you to search for commenters and delete comments. In addition, clicking on the comment will allow you to view/listen to it, download it, delete it, reply directly to it, or create audio captions. VoiceThread can generate captions for you, or you can upload a transcript document.
- 6. Clicking on the speech bubble will allow you to choose how you would like to add comments to this VoiceThread. These can be text, audio, video, or upload based.
- 7. Selecting square here will allow you to see all the slides in your thread and allows you to quickly jump to a new slide while recording.

Select Continue.

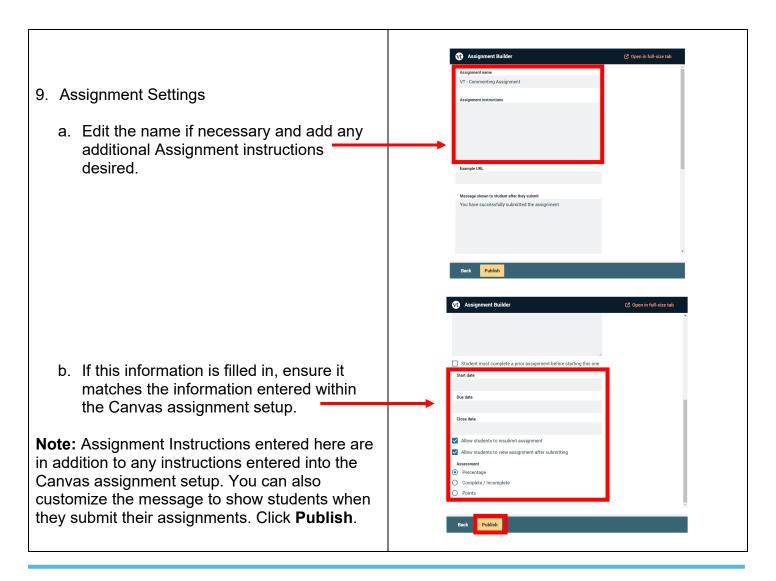
- 8. Choose commenting settings which make sense for your assignment. Some suggestions have been made below:
 - a. Select the number of comments and slides required.
 - b. Select which comment types will be allowed.
 - c. Select whether students can add slides when commenting.
 - d. Select whether comments will be moderated. If selected, comments will not be visible to other students until you choose to make them visible.
 - e. Select whether comments may be deleted by students.
 - f. Select whether comments will be limited to a certain length.

Click Continue.





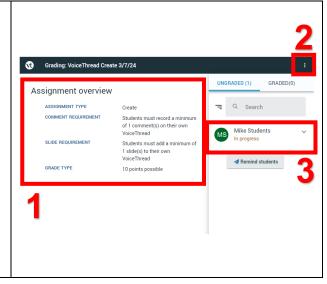
☐ Allow export
☐ Allow students to make a copy



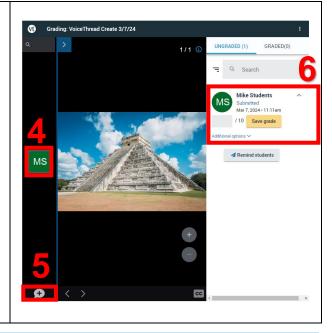
Grading VoiceThread Assignments

To grade the assignment, select the assignment again in Canvas to view the submission window. This is where you will review and grade the submissions from learners.

- 1. Assignment Overview: The information on the right reflects any assignment details you entered when creating the assignment.
- 2. Assignment Options: Allows you to edit the assignment, if needed.
- 3. Course Roster: On the right-hand side, you can see the students in your course. They will have one of the following designations: Submitted, submitted late, in progress, unattempted. Any of these can be viewed and graded by selecting the student's name or downward facing arrow beside their name.



- 4. Select the student's comment on the left to listen to or view it.
- 5. Click on the speech bubble at the bottom left to leave your own comment for feedback.
- 6. Enter the student's grade in the provided space then click **Save grade**.



VoiceThread Help

- > VT Guide Instructors
- VT Guides –Commenting
- > VT Guides Setting Up a Comment Assignment
- VT Guides Grading Assignments
- Campus Specific Support: Available Monday Friday 8 AM 6 PM
 - Contact the Academic Commons' Educational Technology Support team at <u>EdTech.Support@lists.jefferson.edu</u> or call (215) 503-283.