An Interactive Video Quiz on the Digital Divide
University of Southampton, ECS, INFO2009 Academic Year 11-12
Group 4: The Digital Dream Team - Mixed ITO Group

Abstract:
The digital divide affects all information technology (IT) users. It is the gap between users with access to effective IT resources and those who have limited or no IT opportunities. Our resource gives an example of the digital divide and describes its factors.

Keywords:
Digital divide, video, quizzes, INFO2009, YouTube, factors, Internet, technology, access, culture, age, education, geography, song, designing the divide, age, interactive video.

Introduction:
The digital divide is known as the gap between those who are able to make effective use of technology and the Internet, and those who aren’t. Raising awareness of this issue is vital in avoiding the shrinking divide.

Factors affecting the problem need to be considered, as well as analysing statistics, to enable global, national, and local efforts be implemented to defeat the divide.

In our first group meeting, we collaboratively developed the idea of creating a YouTube interactive quiz along with a rock puppet video and song. (The links to YouTube and YouTube can be found in the links section.) This poster aims to to the resource created to elucidate on the matter of the digital divide.

Method:
Having considered many potential topics relevant to the module, we agreed on creating a learning artefact based around the digital divide. We decided that we would present our findings and ideas upon a video-based tool, turning it into a musical parody as well as an interactive question and answer sequence.

To create the content of the video, we referred to our annotated bibliographies and researched the topic further, looking for relevant papers, data, and websites to gather a varied portfolio of information. This allowed us to film the video, based in a classroom setting, using rock puppets.

Once this video was edited, it was uploaded to YouTube and edited further, using YouTube’s built-in tools, to allow interaction from the users.

Discussion:
We aimed to create a resource relevant to students from secondary school age to university who are still unaware of the main facts behind the digital divide.

The quiz, that follows the song, helps users learn about some of the key issues surrounding the digital divide. This is achieved by offering multiple answers to the questions and providing more information once an answer is selected.

The information, that follows the questions, is taken from the various articles and journals that all group members read for the purpose of the annotated bibliography.

Conclusion:
The resource we have created is an interactive video, involving a song and rock puppets to offer an involving subject to give a detailed overview to the users. The use of the characters makes the topic more enjoyable and

References:
[References are listed and available at...]

Resource Available At:
http://www.youtube.com/watch?v=25vC8I6Gw
http://www.espara.soton.ac.uk:8085