

Video Modeling: Show Me How

By

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Video Modeling

- Video modeling is the procedure of videotaping targeted behaviors in order to expand the learner's capability to memorize, imitate, and generalize or adapt targeted behaviors (Hitchcock, Dowrick, & Prater, 2003; Neumann, 2004).

Types of Video Modeling

- Video self-modeling (VSM)
- Point of view modeling
- Video priming
- Adult or peer modeling
- In-vivo modeling

Video self-modeling (VSM)

- Capturing carefully planned or edited video, which depicts the subject engaging in positive behaviors, competing a task, responding to verbal prompts (with the cues edited out), or handling a difficult situation in a more adaptive manner. The subject views the video several times, seeing themselves perform at their best. FeedForward is a term you may hear that means the same thing, coined by (Dorwick 1991)

Video Self Modeling Example



Point of View Modeling

- Filming video from the perspective of what the student would see, hear, and say in the targeted situations.



Point of View

- Mary Beth Clip-Turning light off on on

Video Priming

- Video Priming – A video preview of an experience a student is likely to have difficulty with before the student is engaged in the challenging situation. It's like a social story - in moving pictures.

Video Priming

- Mary Beth Video-part of school or cafe

Adult or Peer Modeling

- Using a child or adult “actor” to demonstrate the target skill or act out an exchange. These people can be familiar or unfamiliar.



In-Vivo Modeling

- Observing live models demonstrate the desired target behavior. Not video taped.

Why is it effective?

- People with ASD are visual learners, and video is a highly visual medium.
- Video eliminates the social interaction component that can be a challenge.
- Video models help with reducing distractions so a person can attend more closely to relevant stimuli. This helps with developing an appropriate frame of reference (When do I do/say that?).

Why is it effective?

- Improves motivation if a person sees themselves and their surroundings on video.
- Combines two proven methods of intervention, visual cues and modeling, into one approach.

What does the research say?

- Video modeling is considered evidence based practice. Bellini and Akullian (2007)
- It has been successful for improving play behavior, conversation skills, self-help skills and (less studied) behavioral skills.
- It is more effective than in vivo modeling.
- The better the existing imitation skills the more dramatic the change.

What does the research say?

- It results in learning the scripts used in the videos, and generalizing the targeted behaviors to similar settings, but it doesn't result in more novel responses.

Who is a good candidate for this strategy?

- Visual learners (ASD, auditory processing issues, language delay)
- Has demonstrated imitation skills: motor movements during action sequences on TV, words, songs, etc.
- Loves to watch videos

Purchased vs. Homemade

- Purchase Pros
 - Hierarchy of skills are designed for you, no planning necessary
 - Time saver
 - They may be more quickly accepted because they are professionally produced and look like familiar videos.

Purchased vs. Homemade

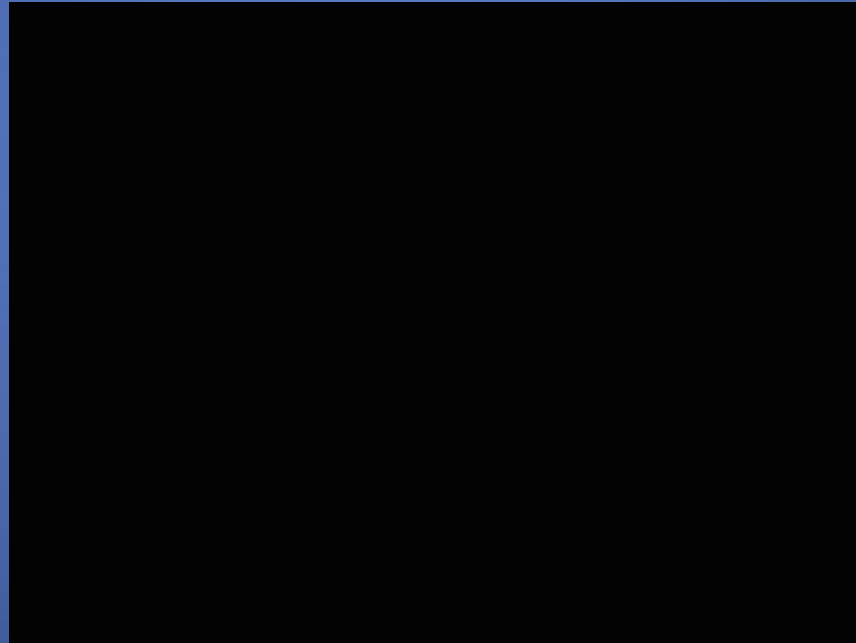
- Purchase Cons
 - Expensive – companies encourage you to buy individual videos depicting each target behavior.
 - You still must find effective ways to practice what is seen with similar materials and situations to make it totally effective.
 - You may accidentally purchase videos that are not on your student's level, making them too difficult to imitate, or too easy so they are disinterested.

Purchased vs. Homemade

- Purchase Cons
 - Restricted to the curriculum covered on the DVD
 - Things depicted on the video are not those familiar to the learner.

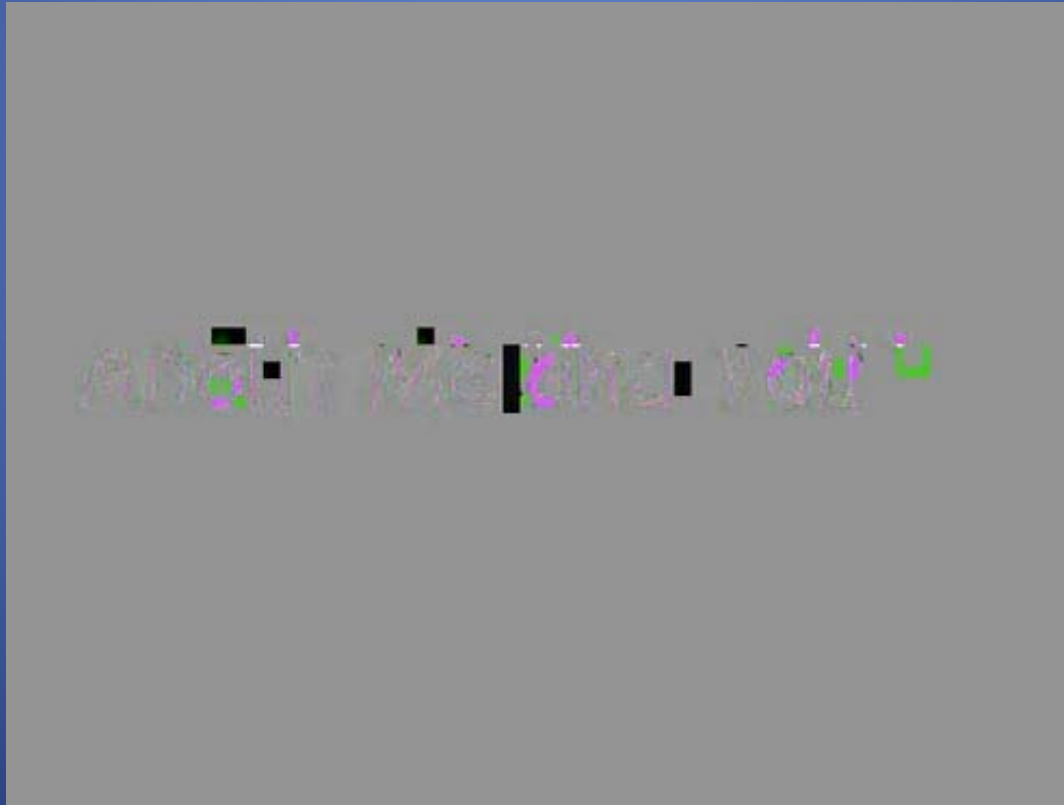
Corporate Premade Video Modeling DVDs

- “Model Me Kids”



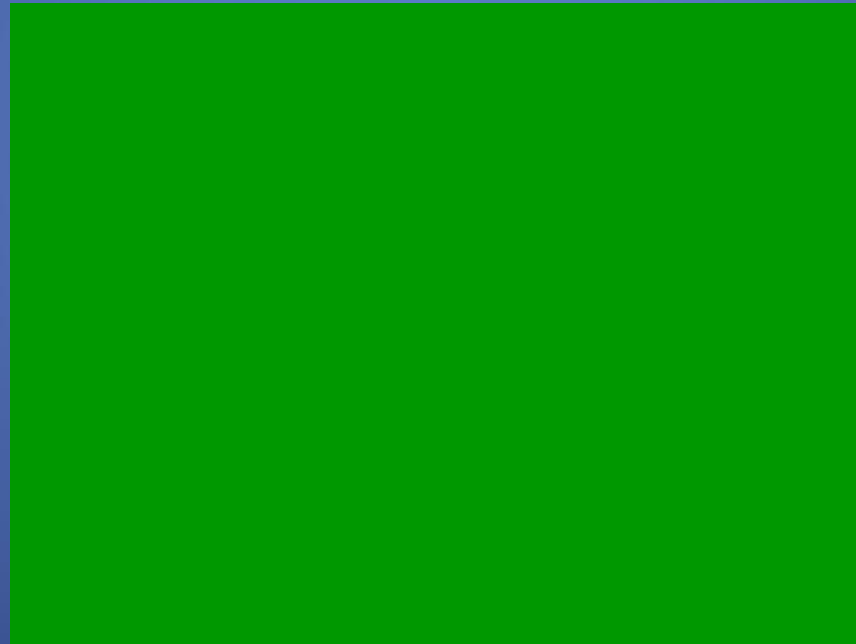
Corporate Premade Video Modeling DVDs

- “Watch Me Learn”



Corporate Premade Video Modeling DVDs

- “Teach2Talk”



Corporate Premade Video Modeling DVDs

- “Teach2Play”



Corporate Premade Video Modeling DVDs

- Baby Bumblebee
- The Transporters
- TD Social Skills
- Max and Friends ABA videos
- Social Skill Builder

Some Other Purchase Options

- Model Me Kids has a free app on iTunes. Video priming for: Haircut, grocery store, playground, doctor, mall & restaurant.
- Accelerations Educational Software makes Activity Trainer – A library of premade clips you can arrange in order to make videos. You can build in prompts , it collects data, and you can add your own elements to it.

Homemade Pros

- Much less expensive if you already have any type of recording device and a way to download it to a video monitor.
- Guaranteed to be at the right level of difficulty since you control the content.
- The purchased products list what's covered on each DVD, if you wanted to imitate them.
- Unlimited options for what you want to teach.

Homemade Pros

- Easier opportunities to practice viewed skills since all the materials, settings, and people are available to you.
- Personalized, highly motivating videos of your student's familiar things and people.
- You don't even have to know how to edit video to make an effective video modeling movie.

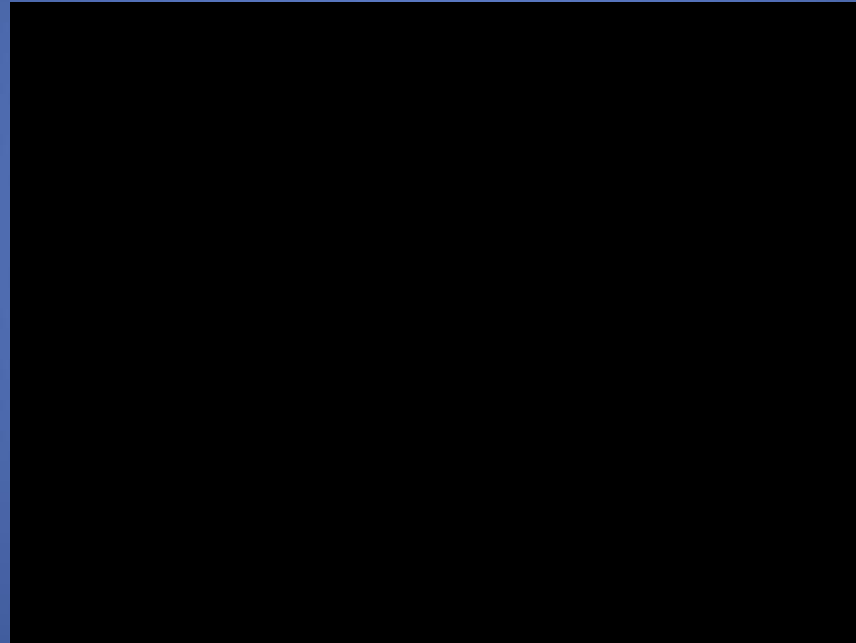
Homemade Cons

- You need time to plan, script, and shoot videos - But not much! Start small!
- You need some basic video recording equipment – Nothing fancy: a recording device (cell phone, digital camera with a movie setting, digital camcorder, VHS recorder) and a way to hook it up to a TV or computer monitor to watch. A tripod and carry case are helpful.

A Format Suggestion

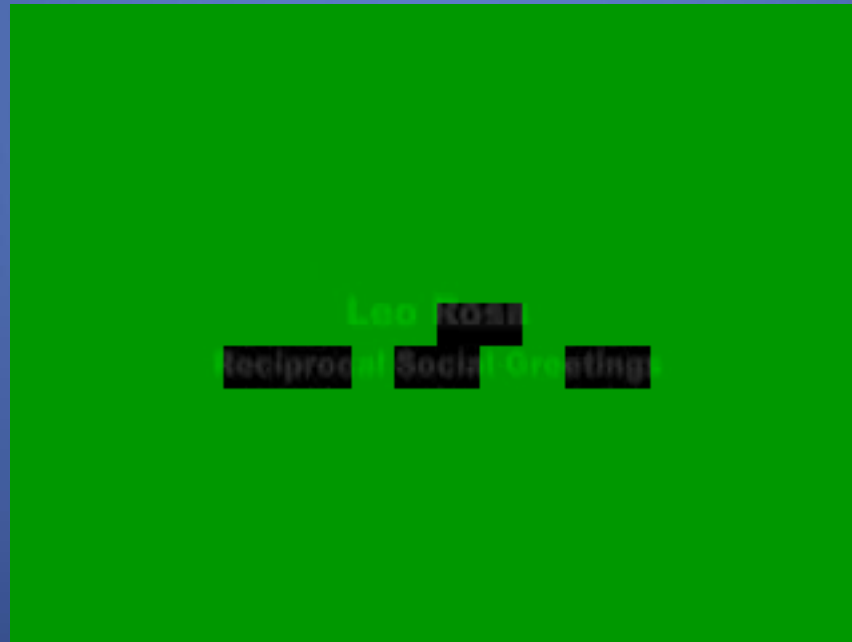
- Choose one to three things to teach.
- Plan the shots, and write a script for each part.
- Film one educational part, then stop the tape.
- Film a minute or so of a reinforcing activity.
- Alternate between the educational part and reinforcer, ending with the reinforcer.
- Watch the tape with your child.
- Practice what you saw.

Homemade example

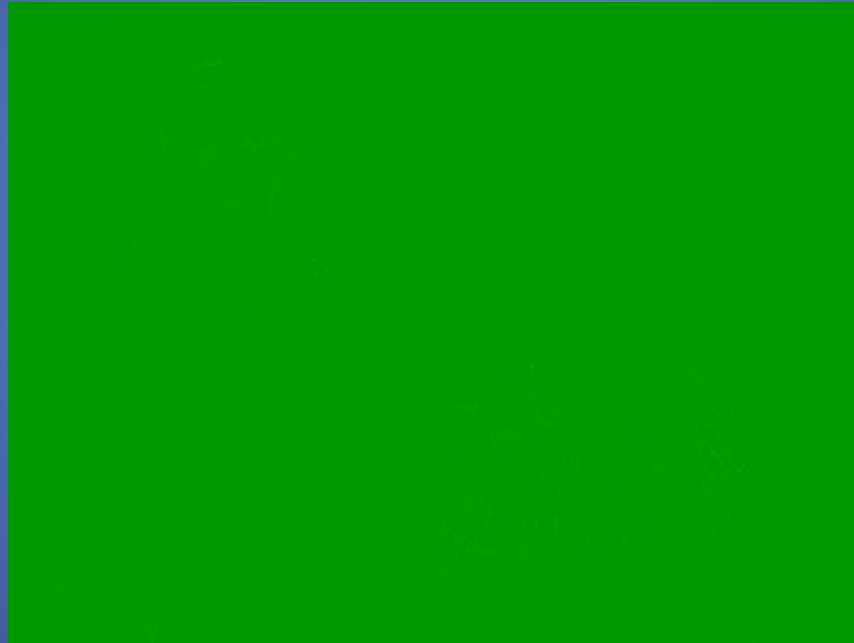


Making Better Videos

- Let's make suggestions on how to make these examples better.



Example 2



Example 3

*Video Modeling for
Autistic Children*

Hands on Practice

- Name 3 objects (point & label OR respond to “What is that?”)
- Respond to “What’s your name?”
- Object imitation
- Draw a happy face
- Respond to “Open the door”
- Write your name
- Point to a named object or picture
- Greetings
- Take turns with a pen
- Itsy Bitsy Spider
- Respond yes/no to “Do you want ___?”
- Sit quietly until your name is called to go line up at the door
- First/Then or Now/Next transition
- Use a tissue to cover a sneeze
- Tie your shoes
- Motor imitation