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# Insights



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## **FBM INSIGHTS**

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# AN INTRODUCTION TO ENSA: THE ANIMATED SCREEN ANNOTATION APPLICATION

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Lecturers and teachers had a drastic shift of teaching patterns when the COVID-19 pandemic happened. Face-to-face teaching has now moved to remote teaching; thus, making successful engagement and assessment more challenging. As they learn to observe and utilise the digital space, they consider new possibilities of teaching practices. Digital or screen annotation is one possibility that can transcend and assist the new normal in teaching.

In traditional annotation, activities of note-taking, underlining, drawing, and highlighting are done on print-based texts (Kawase et al., 2009). Compared to screen annotation, all these activities can be done directly on screen-based texts (Dahl, 2016). In addition to that, screen annotation allows the insertion of recorded sound and videos (Olesh, 2016). This technology is a mix of presentation, screen capturing, whiteboard and note-taking tools (Tyrsina, 2021). It is an emerging educational technology and extensively used in education (Turner and Zucker, 2020). Screen annotation empowers lecturers and teachers to be more active and effective during lectures or classes. Besides that, the tools have been proven to significantly impact student engagement (Dahl, 2016 & Olesh, 2016). The usage of screen annotations in lectures have also resulted in strong positive feedbacks. Students place high value on the extra revision tools and work examples they get through screen annotated lectures (Rowlett et al., 2014). Another research done by Tseng (2021), also found that annotation tools foster better behaviour in student cognitive engagement. In addition, the same research concluded that annotation tools benefit and enhance student learning engagement (Tseng, 2021). Annotation process reassures active engagement, boosts critical thinking and promotes stronger retention in learning activities (Pearson, 2021).

Evolution and innovation in technology have made it possible for traditional annotation and screen annotation to be animated. ENSA (The Animated Screen Annotation Application) is a screen annotation application with a quick animation feature. Developed by Syafiq Abd Samat, ENSA is an upgraded version of *Surih Angin* which was designed based on Adobe Flash and Adobe Air Extension. It shares similarities with other available annotation applications. The animated annotation allows users to annotate or draw freely over another application on the computer screen and enhances the annotation process by animating selected areas of choice. The animation helps users to highlight their intended key annotation and thus, it is believed to improve the understanding of readers or learners. ENSA has been further developed and other screen annotations were studied. Based on our experience using ENSA and making comparisons with other screen annotation applications, we found that other applications do not have a function menu option to save overlays. Having this special function, ENSA is able to recall these overlays rapidly and in a sequence that animates the screen annotations.

ENSA is designed to annotate not only in a single image of drawing but can also overlay on top of other software on a computer screen. This feature is able to enhance user's experience and

enable users to attract attention, highlight important information, help explain ideas, and retain the focus of the audience.

By introducing ENSA to the society, especially in the education field, we hope users (teachers and lecturers) would be able to enhance their audience's experience for better focus and comprehension of the intended content or idea. On top of that, online lessons or learning, and group discussions can be more exciting as the usage of animated features give the possibility of a more stimulating knowledge and idea transfer. Additionally, we, the researchers, believe that ENSA can be used for lean and agile presentations.

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