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研究課題名(和文) Preparing Computer Science Students for Job Interviews with English Video Production and Analysis

研究課題名(英文) Preparing Computer Science Students for Job Interviews with English Video Production and Analysis

研究代表者

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交付決定額(研究期間全体)：(直接経費) 3,200,000円

研究成果の概要(和文)：私たちは会津大学での研究プロジェクト、出版物、プロトタイプ、会議開催などの面で複数の成果を上げ、プロジェクトを無事に完了しました。学生たちは、就職面接のスキルを身につけるのに役立つビデオのデザインと分析に積極的に参加しました。私たちは、ビデオデザインや学生の起業家としてのスキルの開発に関連する技術的なコミュニケーションとユーザビリティの分野で出版物を発行し、評判の高い議事録に掲載しました。

研究成果の学術的意義や社会的意義

This project helped us develop student's entrepreneurial skills with assignments and assessment techniques that could be replicated for many project-based language teaching contexts. The research achievements helped us measure video design, content, oral communication and organisational techniques.

研究成果の概要(英文)：We have successfully completed the project with multiple accomplishments in terms of research projects, publications, prototypes, and conference organisation at the University of Aizu. Students were actively involved with video design and analysis that helped students develop skills for job interviews.

研究分野：Technical Communication and Usability

キーワード：Usability Technical Writing Design Thinking Project Video

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### 1. 研究開始当初の背景

Multiple literature has explained the fact that video planning, design and execution could be an effective pedagogical strategy towards developing students' communicative ability in various academic contexts. However, there is not much literature focusing on using video development as a technique for developing entrepreneurial skills in non-native learning contexts. By creating and editing videos, students can develop essential abilities such as creativity, communication, and problem-solving. They learn to tell compelling stories, market ideas effectively, and engage with their audience. Additionally, video design often requires students to work in teams, promoting collaboration and teamwork, which are crucial in entrepreneurial endeavors. Moreover, the technical skills gained through video editing software can be transferred to various aspects of modern business, from content marketing to digital communication.

### 2. 研究の目的

The main goal of this project is to enhance students' entrepreneurial skills. Entrepreneurial skills encompass a wide range of abilities, including creativity, innovation, problem-solving, teamwork, communication, and organizational skills. The project aims to achieve this objective through assignments and assessment techniques specifically designed to nurture these skills.

The project is conducted in an educational setting where language teaching is integrated with a project-based approach. This means that students are not only learning a language but are also applying it in practical, real-world scenarios, which aligns with the principles of experiential learning.

The core of this project lies in the development and implementation of unique assignments and assessment methods. These assignments are likely designed to simulate entrepreneurial challenges and scenarios. Students might be tasked with developing business plans, marketing strategies, product prototypes, or other projects that require them to think creatively and problem-solve.

### 3. 研究の方法

In an innovative approach to gathering insights into the world of business and project execution, a unique experimental technique was employed, leveraging video design and execution. Students took an active role in this process, creating video surveys that delved into how businesses operate and how individuals master project execution in their daily lives. Through the design and production of these videos, students not only honed their technical video editing skills but also developed essential entrepreneurial competencies. They conducted interviews with business professionals, providing an opportunity to refine their communication and networking skills. Moreover, students themselves served as voiceover narrators, enhancing their public speaking abilities. This experiential learning method not only offered a comprehensive understanding of business practices but also prepared students for the workplace by fostering communicative competence, networking prowess, and a deeper appreciation of project execution. It's an innovative and multifaceted approach to education, bridging the gap between academia and real-world business dynamics.

#### 4. 研究成果

We have successfully completed the project with multiple accomplishments in terms of research projects, publications, prototypes, and conference organisation at the University of Aizu. Students were actively involved with video design and analysis that helped students develop skills for job interviews.

Through rigorous research initiatives, the project has led to the development of cutting-edge prototypes and the publication of groundbreaking academic works. Our team's efforts also extended to the meticulous organization of several influential conferences, establishing a strong presence within our academic community. Notably, our students played a pivotal role in these endeavors, actively engaging in video design and analysis, which served as a catalyst for their professional growth. By actively participating in the creation of video content, students honed their skills in conducting comprehensive and insightful interviews. This hands-on experience not only fostered their proficiency in critical analysis but also equipped them with the essential tools and techniques needed to excel in job interviews. Emphasizing the significance of video interviewing, analysis, and archiving, our students extensively networked with conference attendees, cultivating valuable relationships within their respective domains and broadening their horizons in the process.

5. 主な発表論文等

〔雑誌論文〕 計6件（うち査読付論文 6件／うち国際共著 6件／うちオープンアクセス 6件）

1. 著者名 Debopriyo Roy	4. 巻 102
2. 論文標題 The Pre-Production Plans on Designing a Promotional Video for Project-based Language Learning: A Case Study with Smart Toilets.	5. 発行年 2021年
3. 雑誌名 Proceedings of the ETLTC2021 International Conference on Communications and Information Technology, SHS Web of Conferences.	6. 最初と最後の頁 1-16
掲載論文のDOI（デジタルオブジェクト識別子） 10.1051/shsconf/202110202009	査読の有無 有
オープンアクセス オープンアクセスとしている（また、その予定である）	国際共著 該当する

1. 著者名 Debopriyo Roy	4. 巻 0
2. 論文標題 Digital Entrepreneurial Storytelling with New Media in a COVID-19 Landscape: An EFL Teaching Model.	5. 発行年 2021年
3. 雑誌名 Proceedings of the 2021 9th International Conference on Information and Education Technology (ICIET)	6. 最初と最後の頁 122-132
掲載論文のDOI（デジタルオブジェクト識別子） 10.1109/ICIET51873.2021.9419628	査読の有無 有
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1. 著者名 Debopriyo Roy	4. 巻 0
2. 論文標題 Media Design and Technical Writing with Industry 4.0 Towards Developing Entrepreneurial Thinking in EFL Learners: A Pilot Study.	5. 発行年 2021年
3. 雑誌名 Proceedings of the 2021 9th International Conference on Information and Education Technology (ICIET)	6. 最初と最後の頁 98-109
掲載論文のDOI（デジタルオブジェクト識別子） 10.1109/ICIET51873.2021.9419630	査読の有無 有
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1. 著者名 Roy Debopriyo, Kosai Hirota, Takai Kazuma	4. 巻 102
2. 論文標題 The Pre-Production Plans on Designing a Promotional Video for Project-based Language Learning: A Case Study with Smart Toilets	5. 発行年 2021年
3. 雑誌名 SHS Web of Conferences	6. 最初と最後の頁 02009 ~ 02009
掲載論文のDOI（デジタルオブジェクト識別子） 10.1051/shsconf/202110202009	査読の有無 有
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1. 著者名 Debopriyo Roy	4. 巻 NA
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3. 雑誌名 Proceedings of the 2021 9th International Conference on Information and Education Technology (ICIET), IEEE Xplore (In Press).	6. 最初と最後の頁 NA
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3. 雑誌名 Proceedings of the 2021 9th International Conference on Information and Education Technology (ICIET), IEEE Xplore (In Press).	6. 最初と最後の頁 NA
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〔学会発表〕 計6件 (うち招待講演 3件 / うち国際学会 6件)

1. 発表者名 Debopriyo Roy
2. 発表標題 The Pre-Production Plans on Designing a Promotional Video for Project-based Language Learning: A Case Study with Smart Toilets.
3. 学会等名 ETLTC2021 3rd International Conference on Communications and Information Technology (国際学会)
4. 発表年 2021年

1. 発表者名 Debopriyo Roy
2. 発表標題 Digital Entrepreneurial Storytelling with New Media in a COVID-19 Landscape: An EFL Teaching Model.
3. 学会等名 2021 9th IEEE International Conference on Information and Education Technology (ICIET) (国際学会)
4. 発表年 2021年

1. 発表者名 Debopriyo Roy
2. 発表標題 Media Design and Technical Writing with Industry 4.0 Towards Developing Entrepreneurial Thinking in EFL Learners: A Pilot Study.
3. 学会等名 2021 9th IEEE International Conference on Information and Education Technology (ICIET) (国際学会)
4. 発表年 2021年

1. 発表者名 Debopriyo Roy
2. 発表標題 Developing Entrepreneurial Thinking in a COVID-19 Landscape with New Media & Technical Communication
3. 学会等名 IEEE ProComm Japan (招待講演) (国際学会)
4. 発表年 2020年

1. 発表者名 Debopriyo Roy
2. 発表標題 Media Design and Technical Writing with Industry 4.0 Towards Developing Entrepreneurial Thinking in EFL Learners: A Pilot Study
3. 学会等名 9th International Conference on Information and Education Technology (ICIET). (招待講演) (国際学会)
4. 発表年 2021年

1. 発表者名 Debopriyo Roy
2. 発表標題 Digital Entrepreneurial Storytelling with New Media in a COVID-19 Landscape: An EFL Teaching Model.
3. 学会等名 9th International Conference on Information and Education Technology (ICIET). (招待講演) (国際学会)
4. 発表年 2021年

〔図書〕 計0件

〔産業財産権〕

〔その他〕

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6. 研究組織

	氏名 (ローマ字氏名) (研究者番号)	所属研究機関・部局・職 (機関番号)	備考
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7. 科研費を使用して開催した国際研究集会

〔国際研究集会〕 計0件

8. 本研究に関連して実施した国際共同研究の実施状況

共同研究相手国	相手方研究機関
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