

Video Modeling Fact Sheet

Brief Description

Video modeling (VM) is a method of instruction that uses video recording and display equipment to provide a visual model of the targeted behavior or skill. The model is shown to the learner, who then has an opportunity to perform the target behavior, either in the moment or at a later point in time. Types of video modeling include basic video modeling, video self-modeling, point-of-view video modeling, and video prompting. *Basic video modeling* is the most common and involves recording someone besides the learner engaging in the target behavior or skill. *Video self-modeling* is used to record the learner displaying the target skill or behavior and may involve editing to remove adult prompts. *Point-of-view video modeling* is when the target behavior or skill is recorded from the perspective of what the learner will see when he or she performs the response. *Video prompting* involves breaking the behavior into steps and recording each step with incorporated pauses during which the learner may view and then attempt a step before viewing and attempting subsequent steps. Video prompting can be implemented with other, self, or point-of-view models. Video modeling strategies have been used in isolation and also in conjunction with other intervention components such as prompting and reinforcement strategies.

Qualifying Evidence

VM meets evidence-based criteria with 1 group design and 31 single case design studies.

Ages

According to the evidence-based studies, this intervention has been effective for toddlers (0-2 years) to young adults (19–22) years with ASD.

Outcomes

VM can be used effectively to address social, communication, behavior, joint attention, play, cognitive, school-readiness, academic, motor, adaptive, and vocational skills.

Research Studies Providing Evidence

Akmanoglu, N., & Tekin-Iftar, E. (2011). Teaching children with autism how to respond to the lures of strangers. *Autism, 15*(2), 205-222. doi: 10.1177/1362361309352180

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