

The future shape of video in academia



Opencast Community

Federation of institutions and people

- concerned with academic video
- attracted to the Opencast idea
- exchanging ideas, experience, and knowledge
- committed to building an Open Source solution putting into effect the OC idea



The Opencast idea(s)

- Open (Broad-)Cast
- Open Source
- Open Technology
- Open Formats
- Open Content
- Open Exchange



Academic Video Management System

- Lecture capture
- Video ingest
- Processing
- Management
- Distribution
- User interface



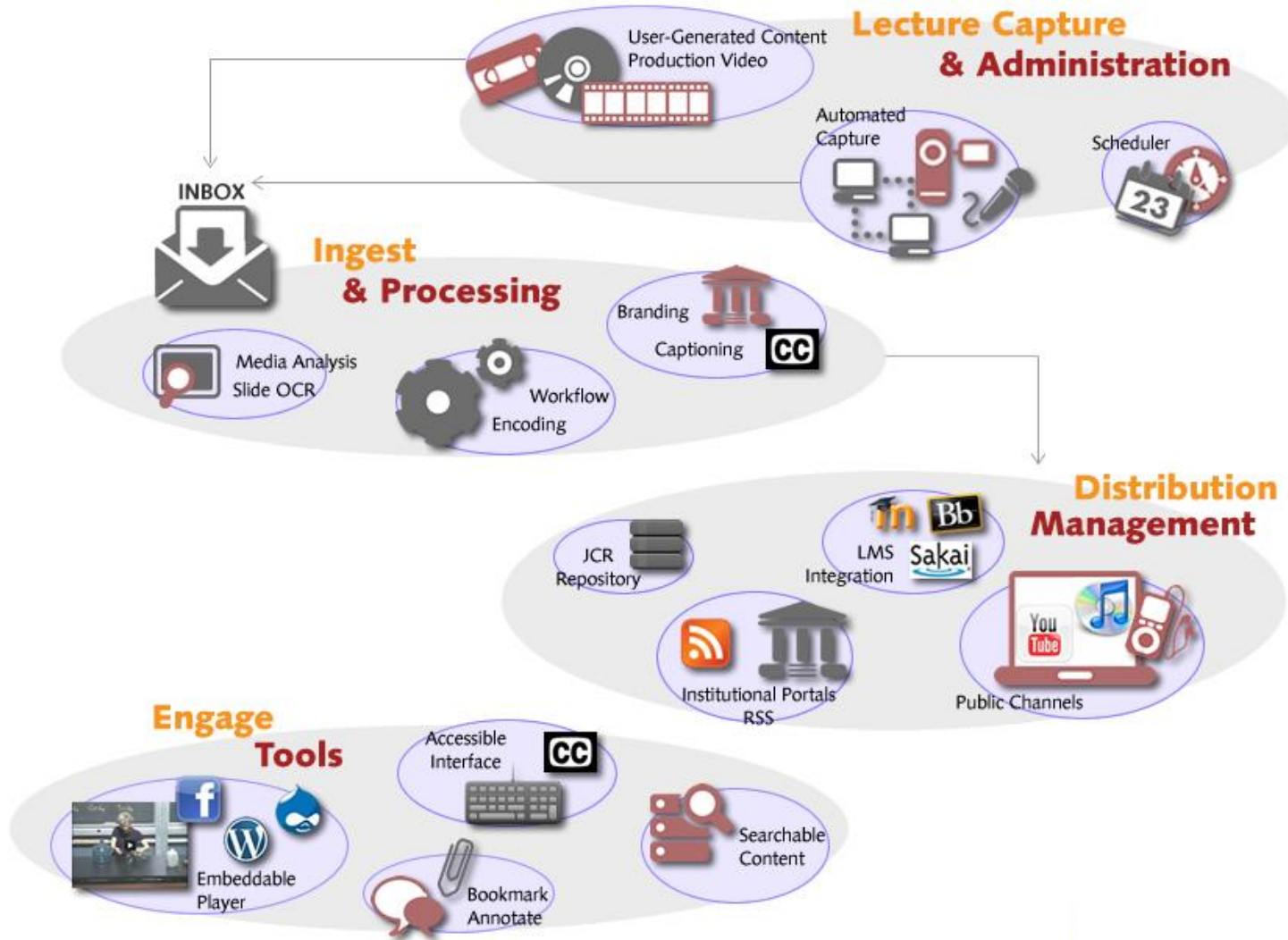
Opencast Community

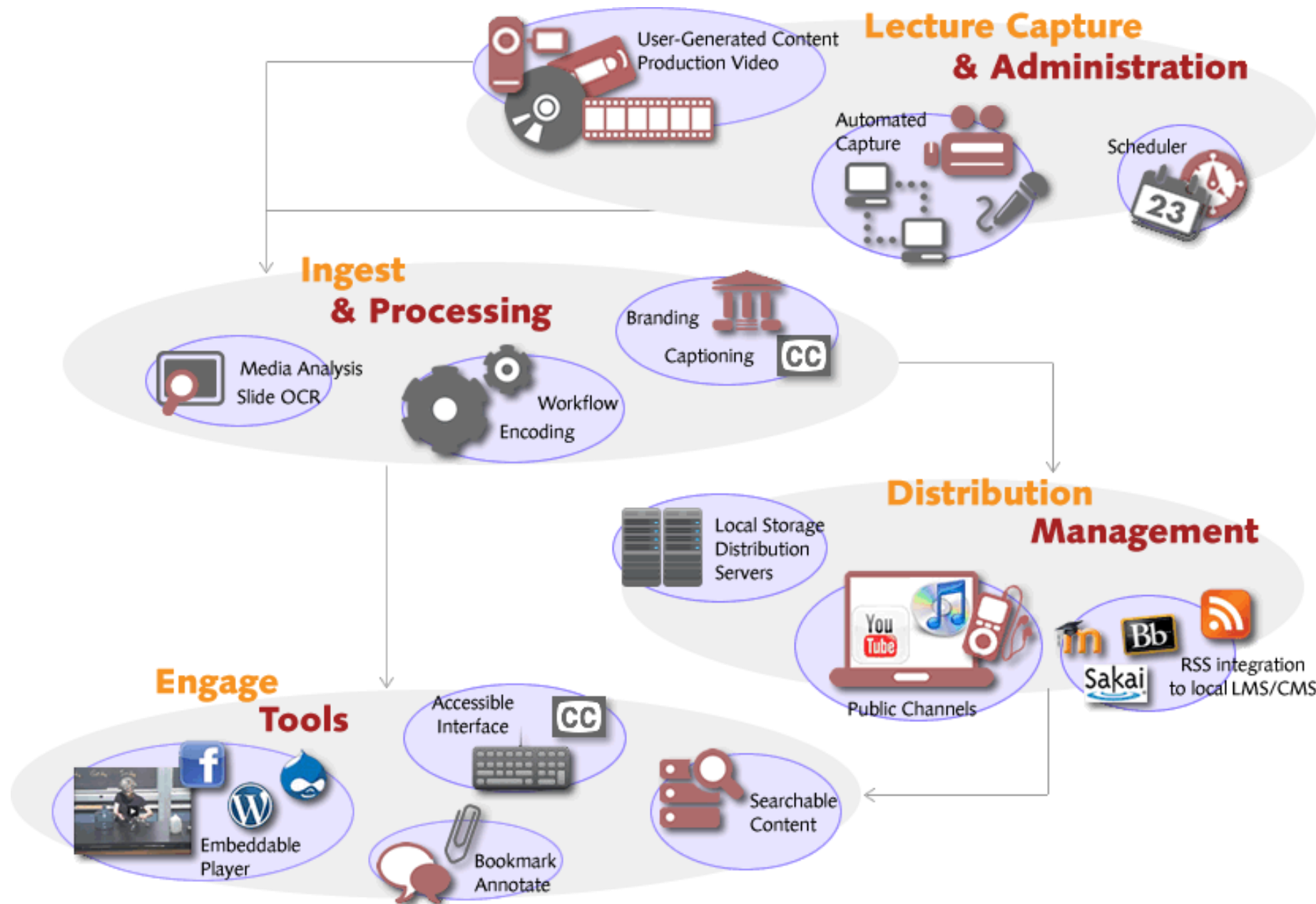
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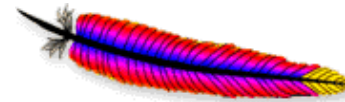


Opencast Matterhorn





Open Technology



Apache Commons



Opencast Matterhorn...

... is a free, open-source platform to support the management of educational audio and video content.

Institutions will use Matterhorn to **produce** lecture recordings, **manage** existing video, serve designated **distribution** channels, and provide user interfaces to **engage** students with educational videos.

Mission statement

The Opencast community also **supports** community-driven **projects to solve common issues** in management of academic audiovisual content.

These projects will include open source software development, such as Matterhorn, and research focused projects. **The Opencast Community will support these projects through feedback and participation** in project-related activities.

Planet Opencast

Opencast Community

<http://www.opencastproject.org/>

Opencast Matterhorn

<http://opencast.org/matterhorn/>

Lists

community@opencastproject.org

matterhorn-users@opencastproject.org

matterhorn@opencastproject.org

IRC

[#opencast \(irc.freenode.net\)](irc://irc.freenode.net/#opencast)

<http://bit.ly/SnaqUk>

- Perpetuates outdated, passive learning
- Too long
- Takes away money from other educational resources and/or staff development (i.e. better teaching skills)
- Uses students' liking as pretence

Academic video - genres

- Lecture recording
- Event recording

- User-generated content
- Third-party content
- Films, research footage etc.

- Miscellaneous

Top 10 uses of video

1. Students shoot own video
2. Presentation/perf. skills, feedback
3. Videoing 'real events' in situ
4. Case studies/simulations/role plays
5. Video blogs 'think aloud'
6. Interviewing an expert or expert presentation
7. Instructional 'how to videos'
8. Animated screen shots 'Camtasia'
9. Using authentic archive video material
10. Talking head lectures and tutorials

**VIDEO
AKTIV**



Academic video - quantities

- Lecture recording 80-90%
- Event recording
- User-generated content 10%
- Third-party content
- Films, research footage etc.
- Miscellaneous 5%

(ETH Zurich)

Academic video - development

- Lecture recording
- Event recording
- User-generated content
- Third-party content
- Films, research footage etc.
- Miscellaneous

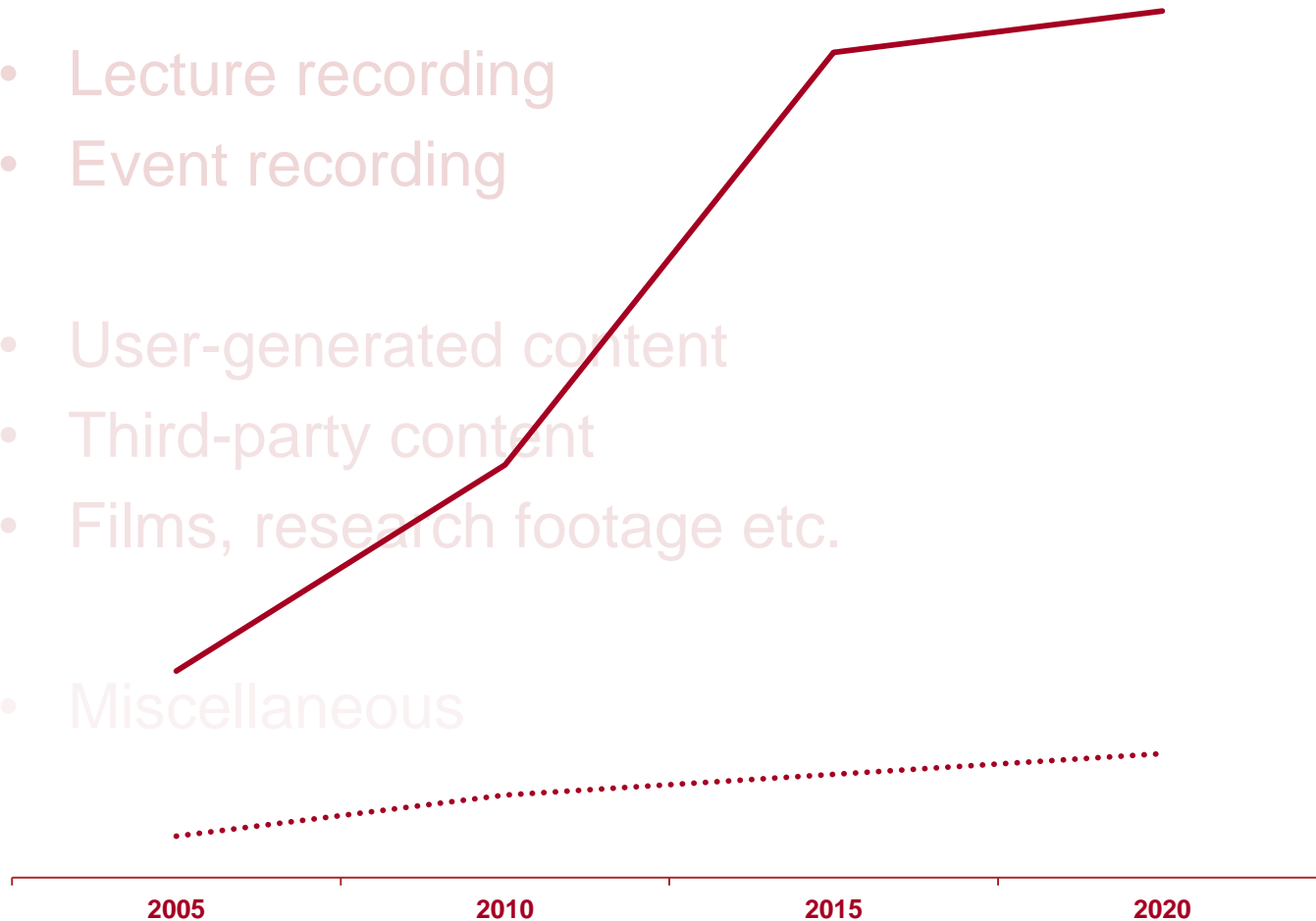
80-90%

10-20%

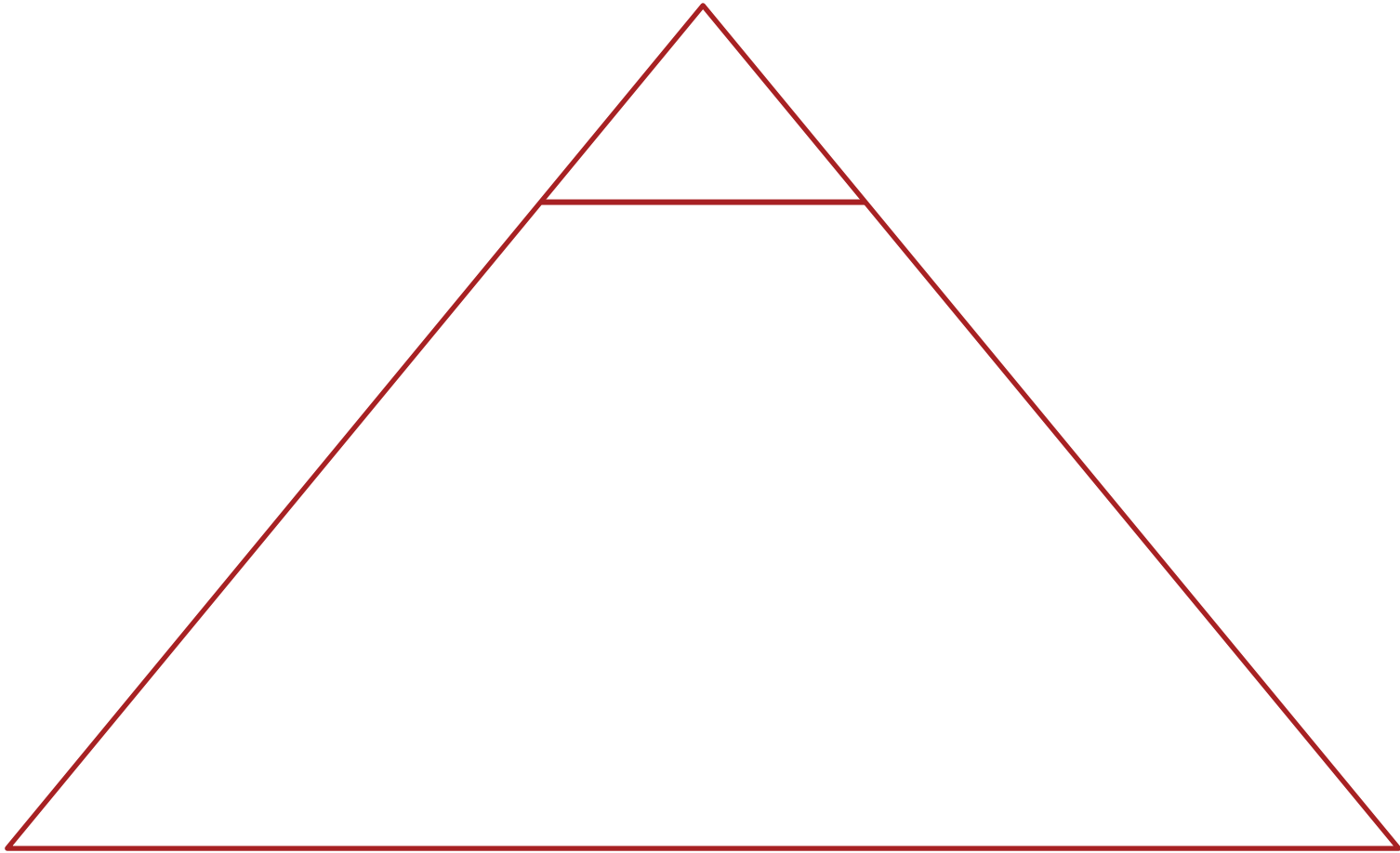
5%

(ETH Zurich)

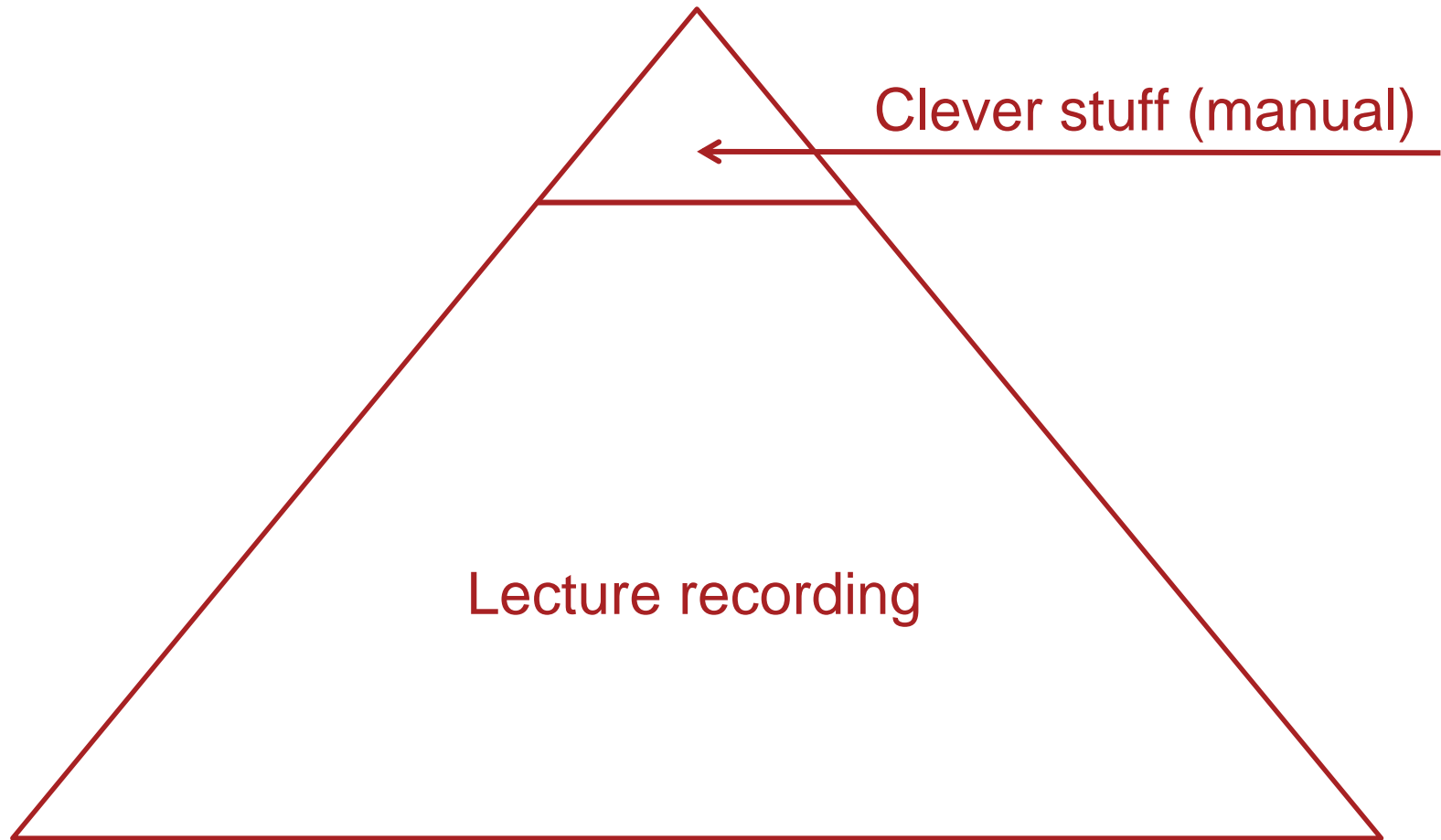
— Lecture Recording
..... Other video



Academic video



Academic video



Starting points

- Open, flexible, and accessible tools - trackable
- Open, independent platforms / repositories
- Open licence models



Starting points

- Searchability: The semantic web to the rescue!
- Metadata. More metadata. Better metadata. Still fail.
- Integrate, combine, merge & mash



Action items

- Consolidate research and projects: Increase visibility in one place
- Invest into your repositories
- Create incentives
- Go beyond \$\$\$