CURIOS Video Mashup Tool instructions

Background:

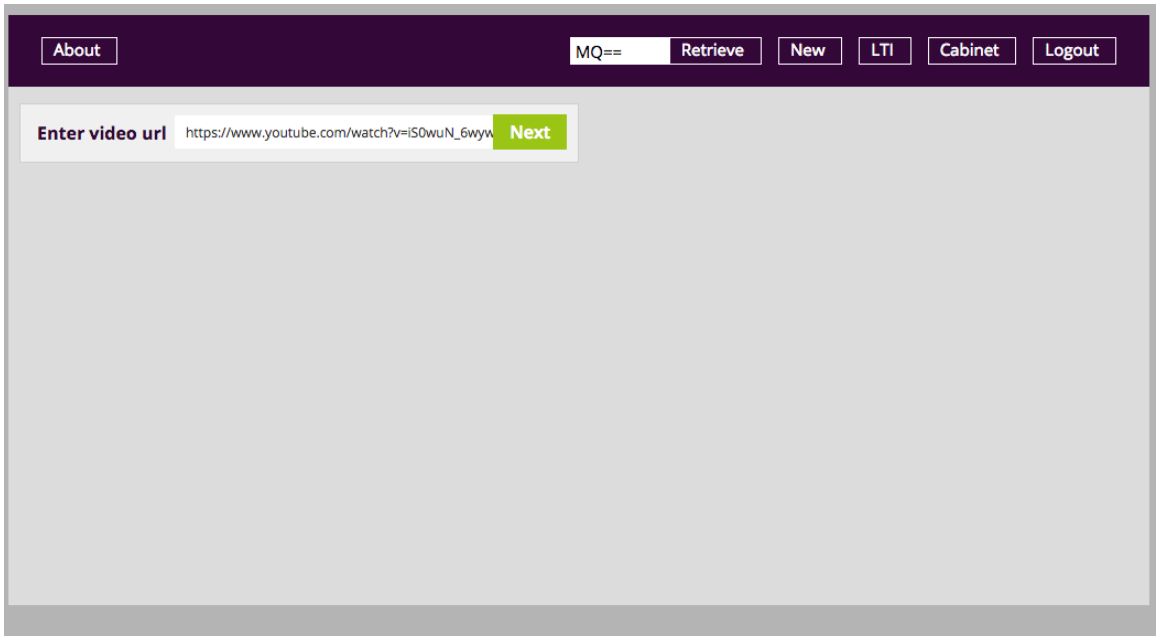
Rather than creating videos from scratch, it is often more effective to play the role of curator and make use of the some of the broad range of existing materials that are already on YouTube. By linking and embedding video clips within our virtual patient cases, we find several advantages:

1. Less need to create more original video materials, which can be costly
2. Because they are linked, not copied, this bypasses many copyright concerns
3. We can point directly to precise start and end points in each video
4. We can additional narrated sound tracks without compromising the originals
5. We can add annotations without compromising the originals
6. We can hyperlink to other materials from within the embedded video frame

How to use CVM:

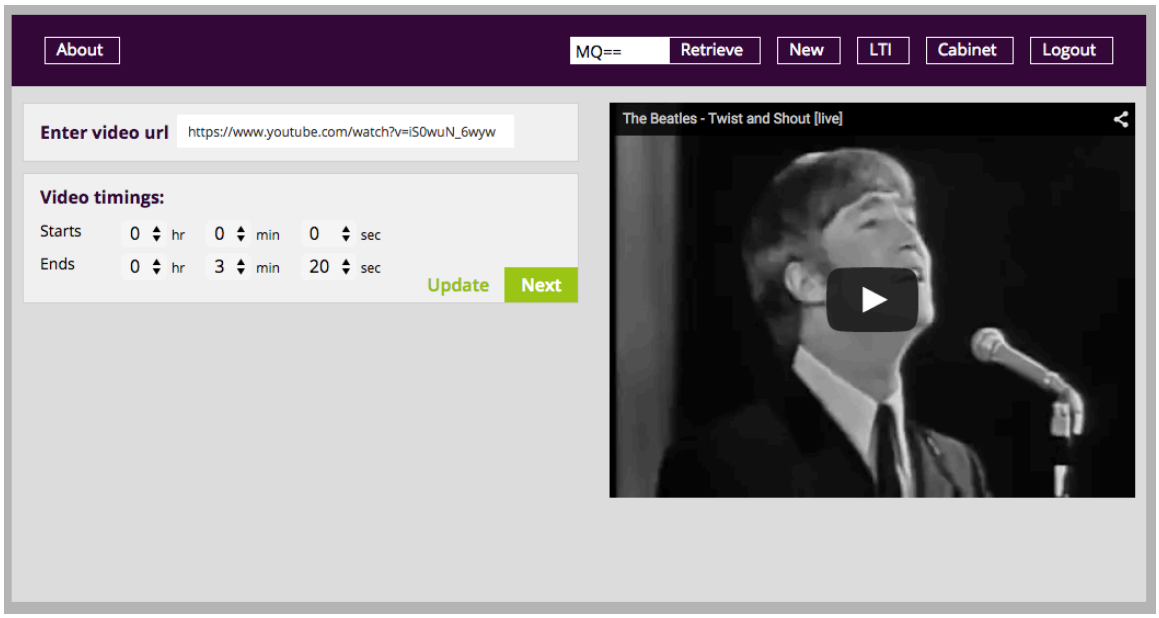
Although CVM has been written as a standalone service, at present we have integrated it within OpenLabyrinth. So, first you need to login to http://demo.openlabyrinth.ca/ as an author.

Use the menu Tools | Video Mashup to launch CVM.

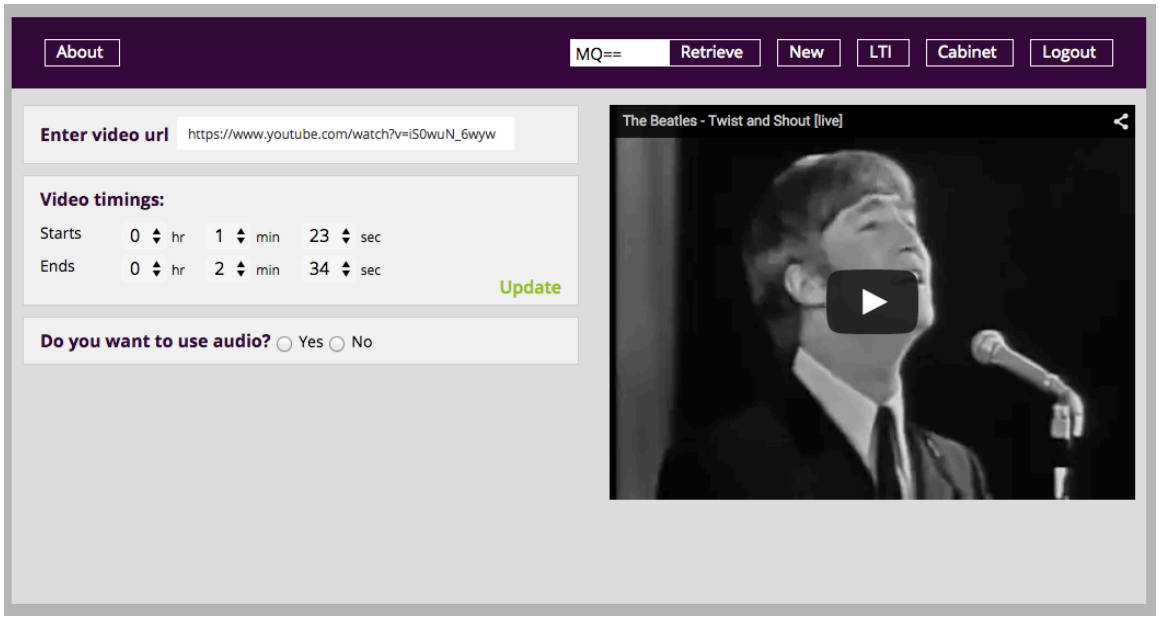


Click on the [New] button

Copy/paste the URL for the YouTube video you wish to use as your source material and click the green [Next] button

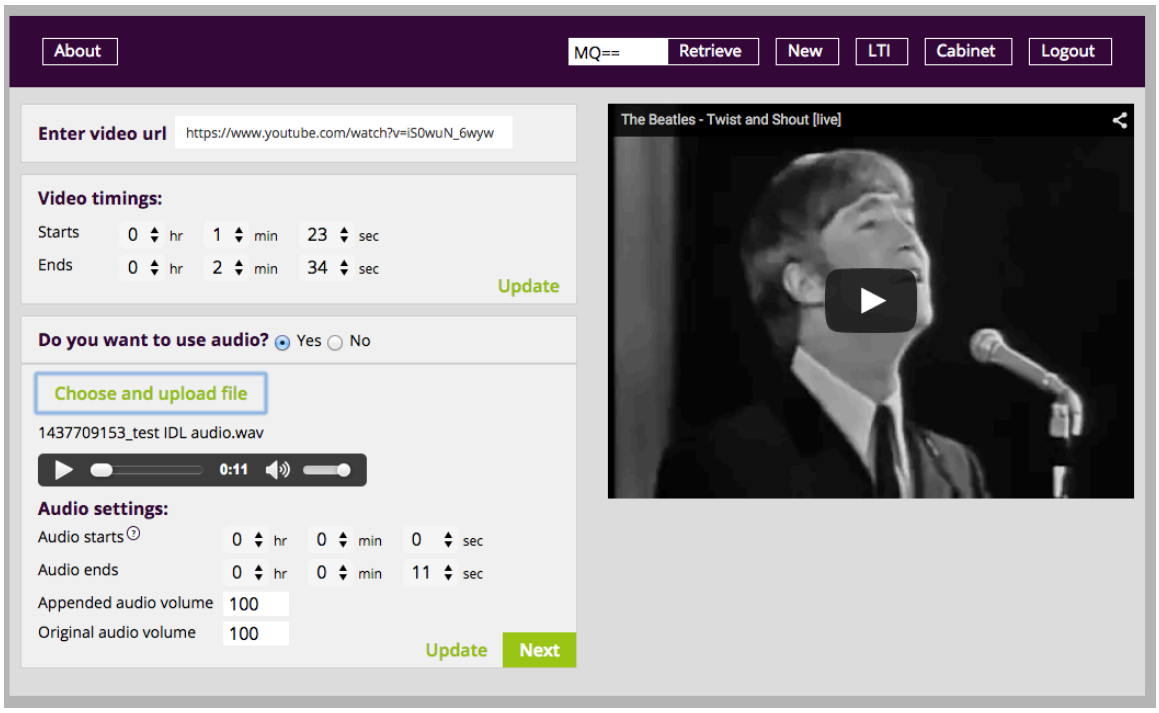


Modify the Start and End timing points using the drop downs:



This example starts at 00:01:23 and ends at 00:02:34. Click the green [Next] button

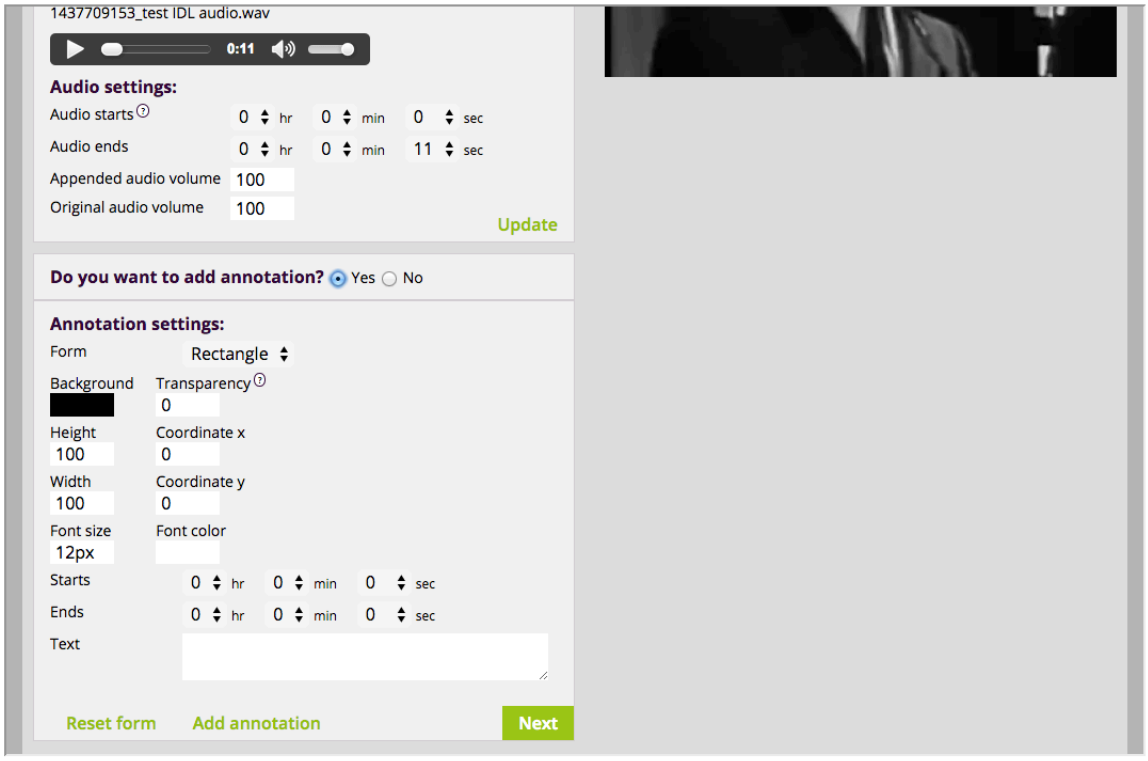
Choose whether you wish to add an audio track of your own, and if so, select the file to upload. (At present, CVM will handle WAV and MP3 files.)



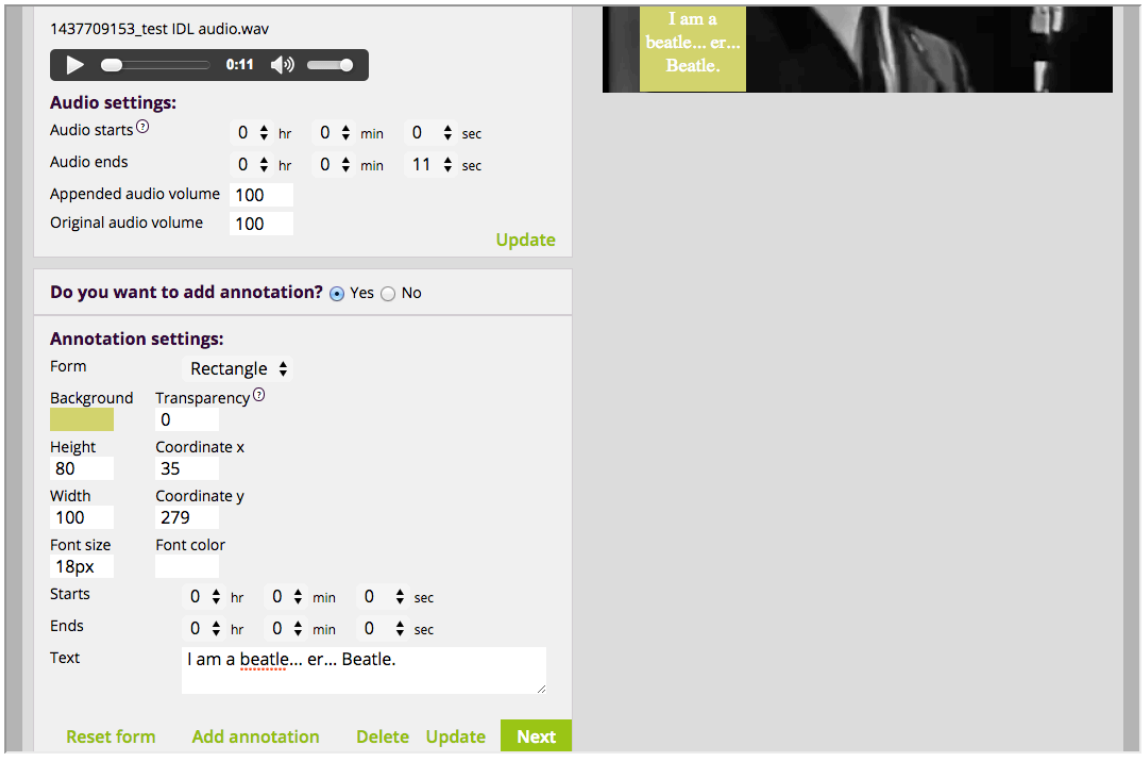
Here you will see that a short file has been uploaded, 'test IDL audio.wav'. Just as with the video files, you can cue a start an end point for the audio file. Note that these time points refer to start and stop points within the audio file. The timings are relative positions from the video start point, not absolute timing points within the original video file. (So with the above, the audio overlay will start at 1:23 within the video file, at the very start of the audio file, and will finish playing 11 secs later, at 1:34 in the video file.)

You can also adjust the relative playback volume (0-100%) of the newly appended sound track and the original soundtrack on the YouTube video. This is fixed for the entire snippet. There are no fancy fades – sorry.

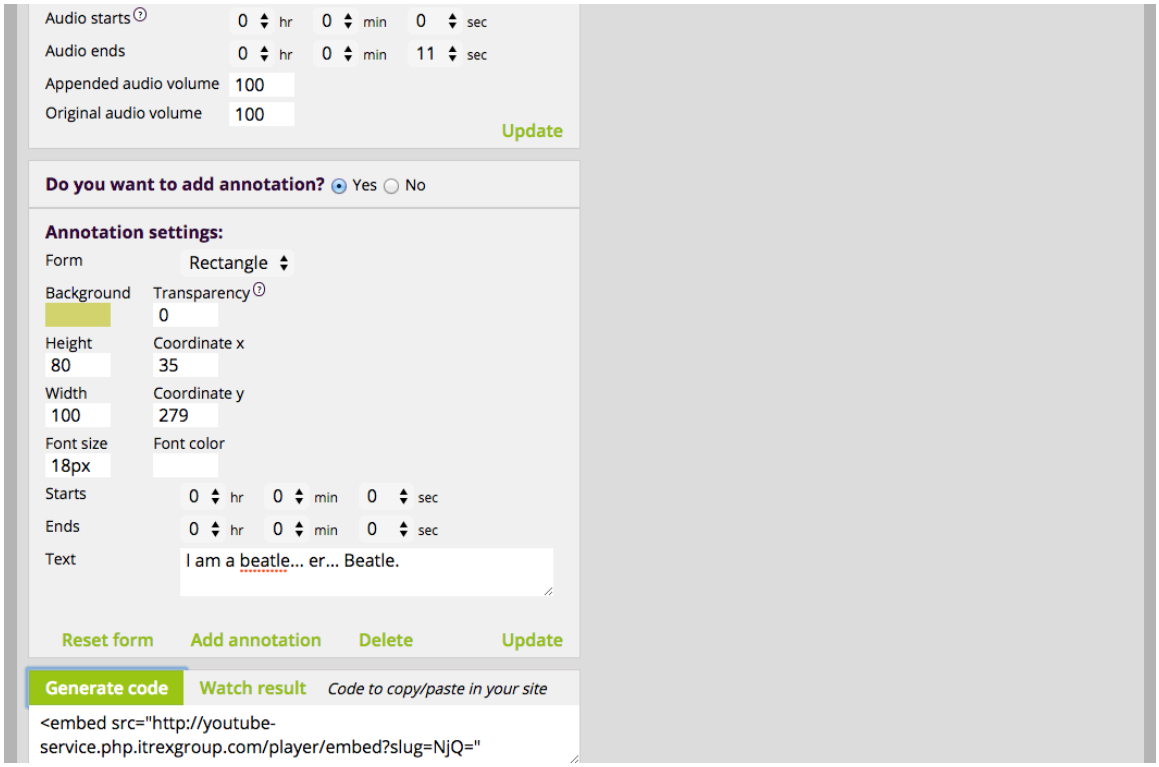
Click [Next] to move on to the Annotations. If you select 'Yes', then you can add one or more annotation bubbles to the video track. Fill in the parameters for the bubble, such as background color, shape, height, width and the text you want to display. You can also set timing points for when the annotation is to appear and when to end. Click [Add annotation] to attach this to your video.



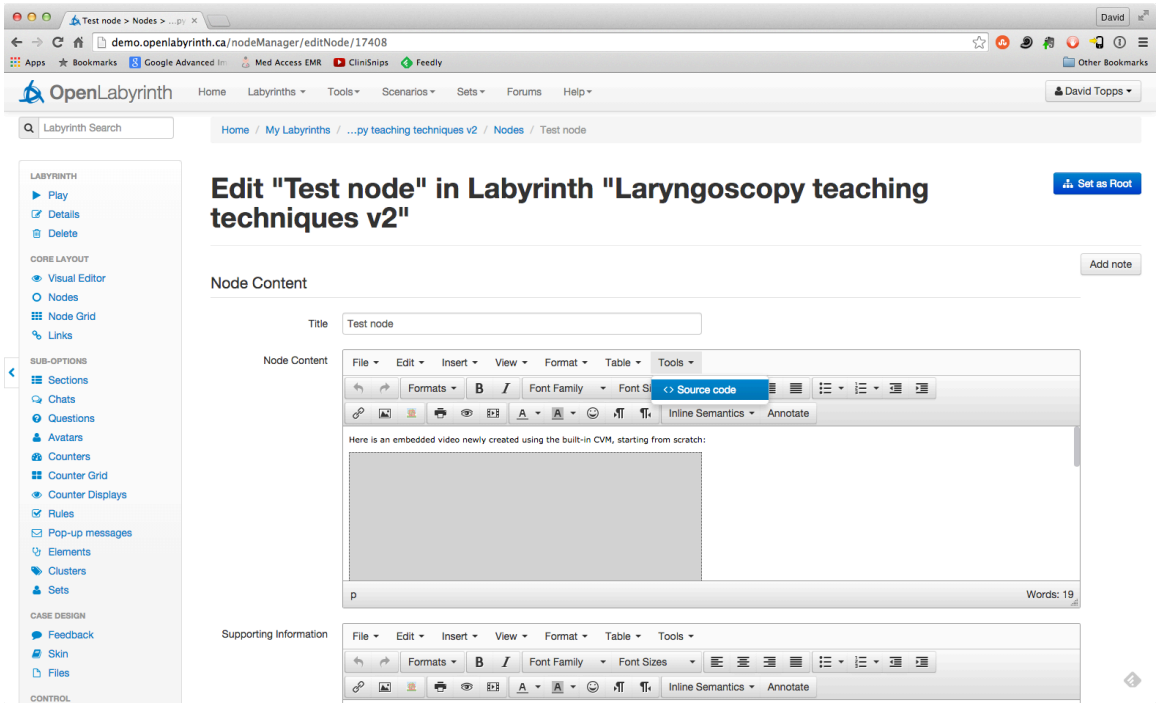
If you make changes to the parameters, click the [Update] button to see those changes in effect. You can also drag the annotation bubble around on the screen rather than enter x and y coordinates. Modify start and stop times for the annotation to appear. As with the audio files, these are relative start and end points from the start of your snippet, not absolute times in the original video source file.



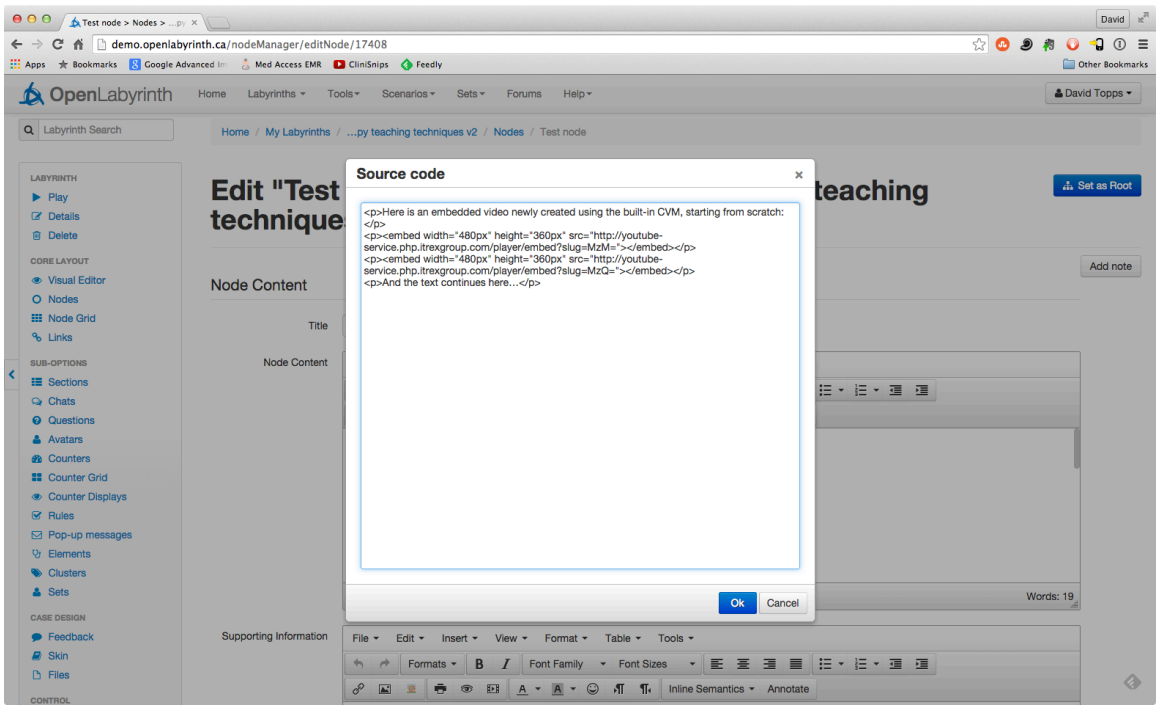
Click [Next] once you are happy with your changes. Finally click the [Generate code] button and you will get the source code for the snippet that you need to embed into your Node.



Now copy that code to your clipboard and paste it into your HTML editor. For most authors, that will be in the OpenLabyrinth Node Editor for the page where you want to embed this video. Click on [Nodes] on the left side menu, then choose the Node where you want to embed this video snippet. Click the blue [Edit] button for that Node.



Note that you will be working with the HTML Source Code for the Node or page. In the Node Editor, in the Node Content panel, click on Tools | Source code to get to this. Instead of being a simple WYSIWYG editor, you are now dealing with the raw HTML code:



However, it is pretty easy to paste the source code you just generated using CVM into the HTML code that you see – usually on a line between the HTML paragraph markers and . If in doubt, simply place it somewhere on the page then adjust afterwards. Click on [Ok] to save the changes to the Source Code for the Node and then finally on the blue [Save changes] for the Node Editor.

Mashup creation process:

Now before you get to really play with the CVM tool, most of the time you will need to do some homework to find good source materials. At present, we are only using YouTube for our source materials but others may be added later.

Here is a suggested workflow for curating your materials:

1. Plan your learning objectives for the topic. Refer back to these as you go – it is easy to forget points.
2. It is helpful to have an existing target page or labyrinth in mind but this is not essential at this stage.
3. Search for possible materials on YouTube. This may be quick or quite time consuming. You may have to be inventive in your search terms
4. Copy potential video URLs into your worksheet.
5. It is quite likely that you will come back afterwards to plan your timings.

Here is an example form that we have found useful:

CURIOS Video Mashup Curation Worksheet

Topic:

Key learning points:

Target site or labyrinth: (optional)

Video URL	Title (optional)	Start	End	Notes