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
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Open Technology
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)

- Perpetuates outdated, passive learning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
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 (80-90%)
- Event recording (10-20%)
- User-generated content
- Third-party content
- Films, research footage etc.
- Miscellaneous (5%)

(ETH Zurich)
Academic video
Academic video

Lecture recording

Clever stuff (manual)
Starting points

• Open, flexible, and accessible tools - trackable

• Open, independent platforms / repositories

• Open licence models
Starting points

• Searchability: The semantic web to the rescue!


• Integrate, combine, merge & mash
Action items

• Consolidate research and projects: Increase visibility in one place

• Invest into your repositories

• Create incentives

• Go beyond $$$