Using Personal Annotations to Enrich Interactions with Videos

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Context

- Audiovisual annotation/metadata
  - How to bridge the semantic gap?
  - What do we need annotations for?

- 2 dimensions
  - Personal annotations
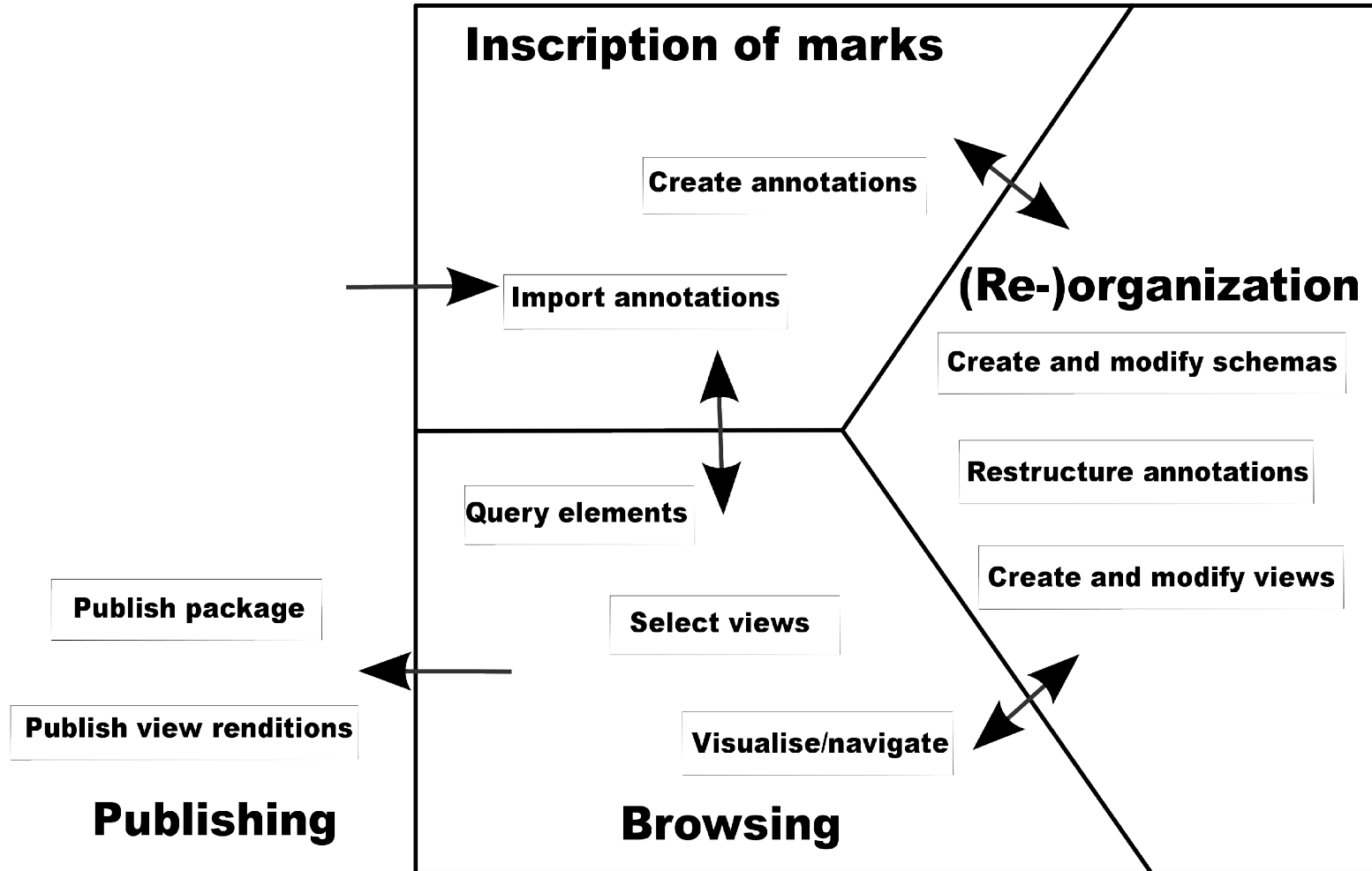 - Document (hypervideo) building from annotations

Summary

- Context – active reading
- Advene project
  - Use case: museographie.fr
- Visu project
- Conclusion

Intended audience

- Targets: scholars, movie critics…
- Willing to invest time to precisely annotate video documents
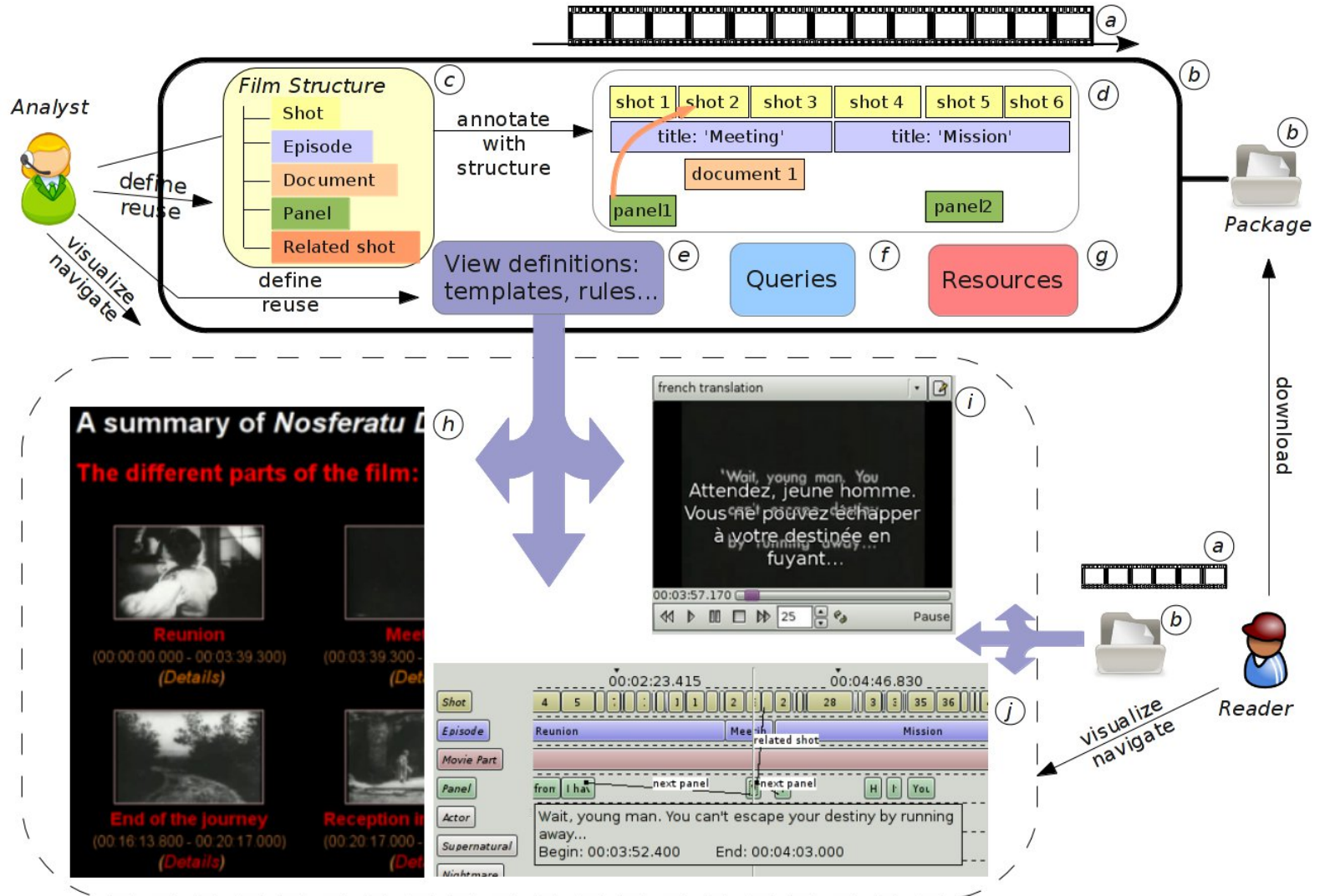- Specific analyses
- Small-scale corpuses

Active reading

Inscription of marks

Create annotations

Import annotations

(Re-)organization

Create and modify schemas

Restructure annotations

Query elements

Create and modify views

Publish package

Select views

Publish view renditions

Visualise/navigate

Publishing　　　**Browsing**

Advene project

- Annotate Digital Video, Exchange on the Net :
  Create, use, exchange one's own analyses of audiovisual documents as hypervideos
- Since 2002 with Yannick Prié and P.A. Champin
- Free software (GPL) cross-platform desktop app.

  www.advene.org

Advene principle

Advene interface

Different levels of flexibility

- Accompanying the exploratory analysis
- Variety of annotation creation interfaces
  - Manual annotation with possible assistants
  - Using automatic results as base
- Flexibility in annotation structure
  - Dynamic (re)structuring
- Flexibility in annotation visualisation

Actual use: museographie

Objective: study visitor's perception of museum exhibits through analysis of visitor video interviews
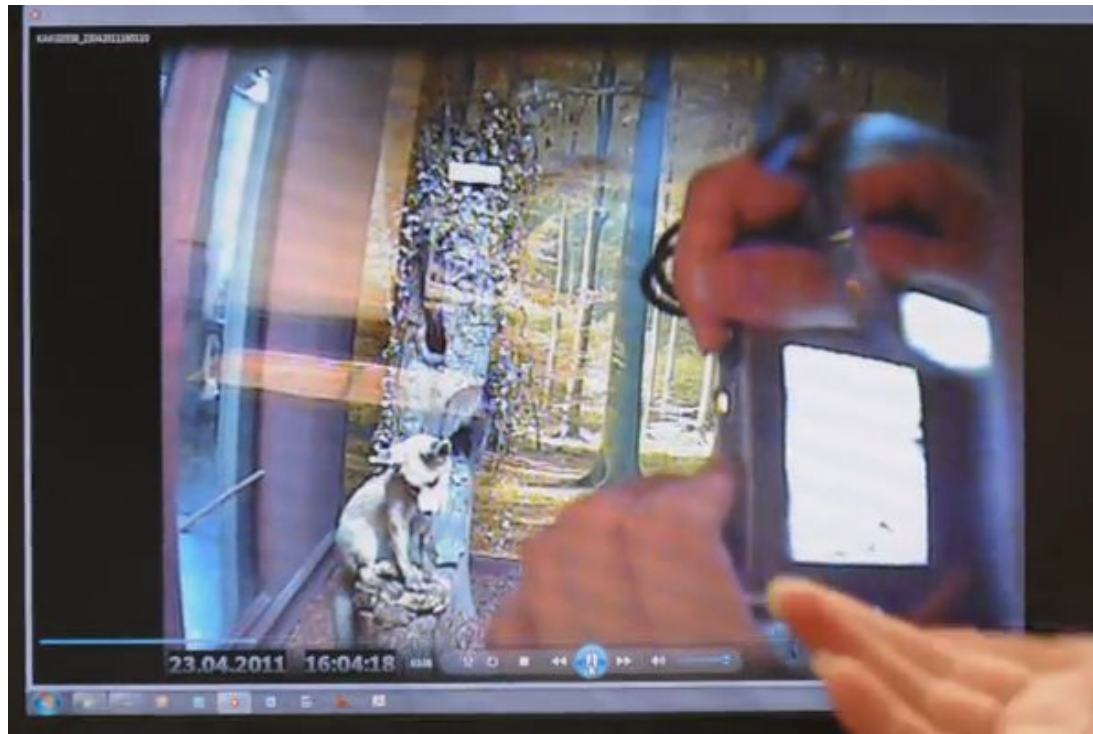
Technical setup

Analysis process

- Transcribe interview (note-taking view)
- Identify hexadic signs (from course-of-action methodology)
- Use relations to express courses of experience
- Generate visualizations through templates
- Write analyzes
- Publish on the web: www.museographie.fr

Advene interface

Published hypervideo

Visu project

- With Yannick Prié, Nicolas Guichon
- Web-based videoconferencing tool for language teaching
  - Session planning and management
  - Trace-based user activity monitoring
  - Document production from traces
- Free software (LGPL) until end 2011 github.com/ithaca/visu

Traces in Visu

- 3 types of activity traces
  - Interaction trace (automatically recorded *during* the interaction)
  - Marker trace (set by users *during* the interaction)
  - Comment trace (set by users *after* the interaction in the retrospection room)

Interaction room

Retrospection room

Trace-based review editing

Review visualisation

Conclusion

- Annotations are not only for searching
  - Navigating/structuring
  - Hypervideo building based on annotations
- Automation cannot cover every need
  - Need for appropriate (possibly assisted) manual annotation tools...
  - ...that will be used by motivated users

Conclusion 2/2

- Lessons learned
  - Video annotation is a complex task
    - User motivation
    - Genericity vs. simplicity
    - Automation vs. specificity
  - Hypervideo building still requires assistance from experts
    - but we can gather standard practices and templates

Thanks

Thanks for your attention

www.advene.org

www.museographie.fr

www.visu-tutorat.org