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

Query elements

Select views

Visualise/navigate

(Re-)organization

Create and modify schemas

Restructure annotations

Create and modify views

Publish package

Publish view renditions

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
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