

Using the CURIOS Videomash-Up (CVM) Tool in OpenLabyrinth

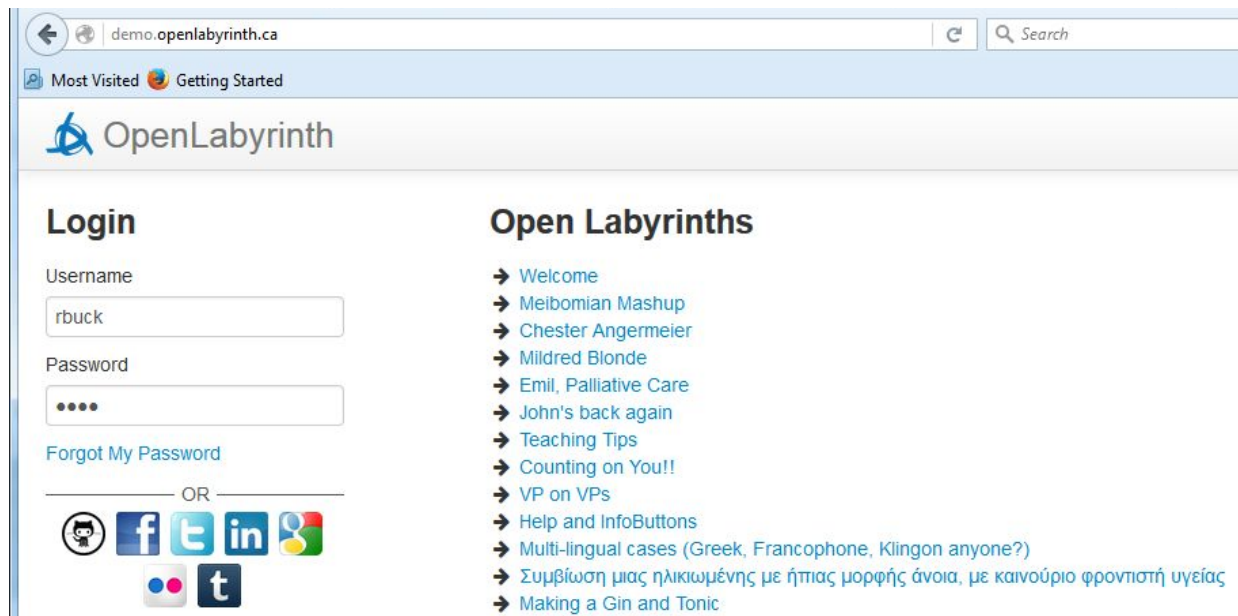
Background

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:

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

How to use the CURIOS Videomash-Up Tool

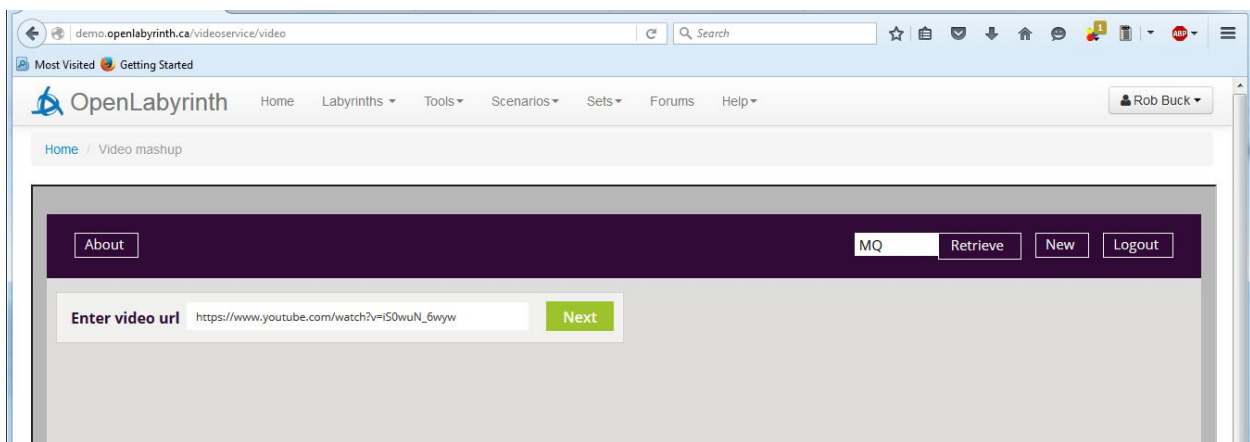
Although CVM has been written as a standalone service, at present we have integrated it within OpenLabyrinth. So, first you need to login to <http://demo.openlabyrinth.ca/> as an author. If you do not have an OpenLabyrinth account you will have to contact info@openlabyrinth.ca to create an account.



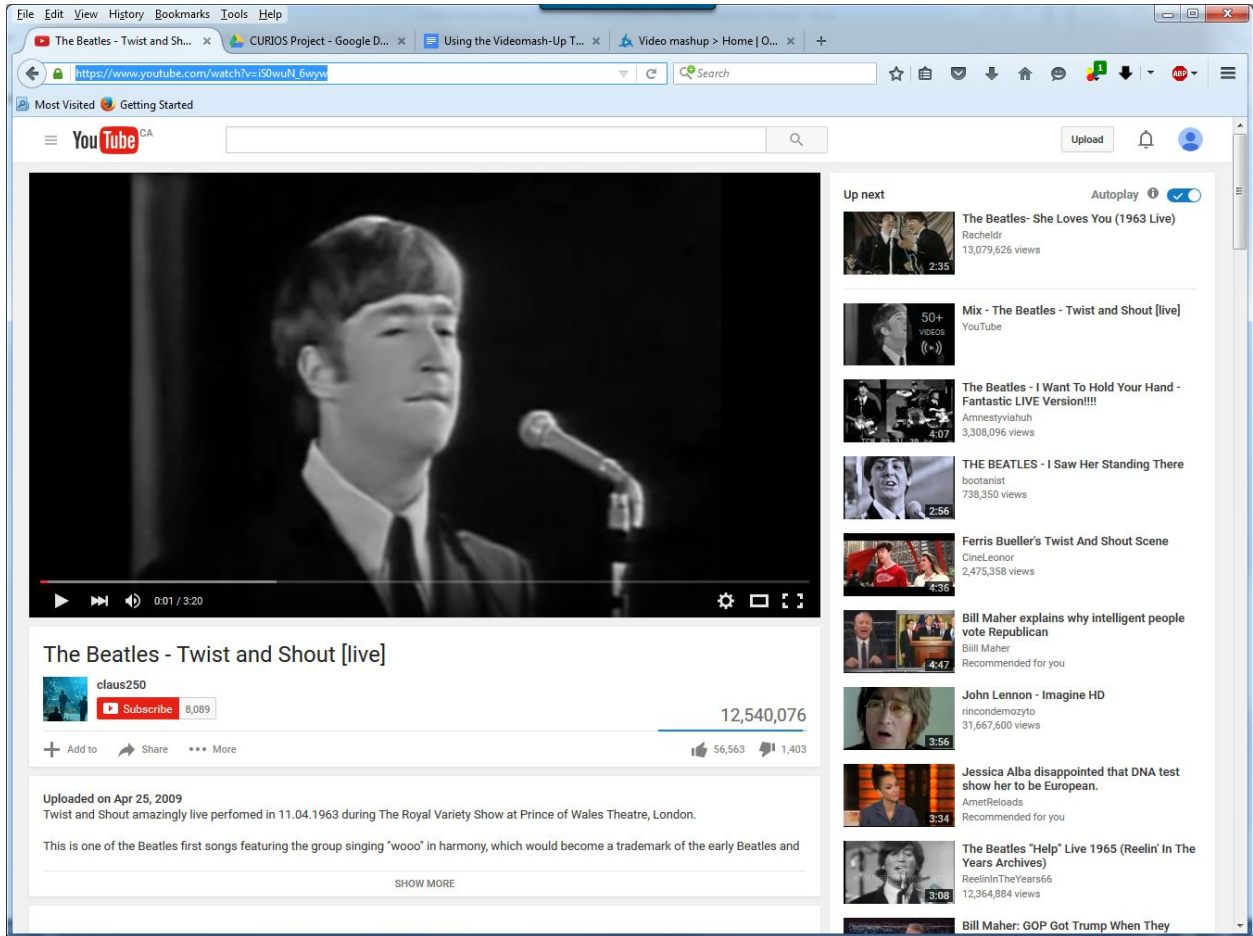
After you login into OpenLabyrinth, use the menu Tools | Video Mashup to launch CVM.



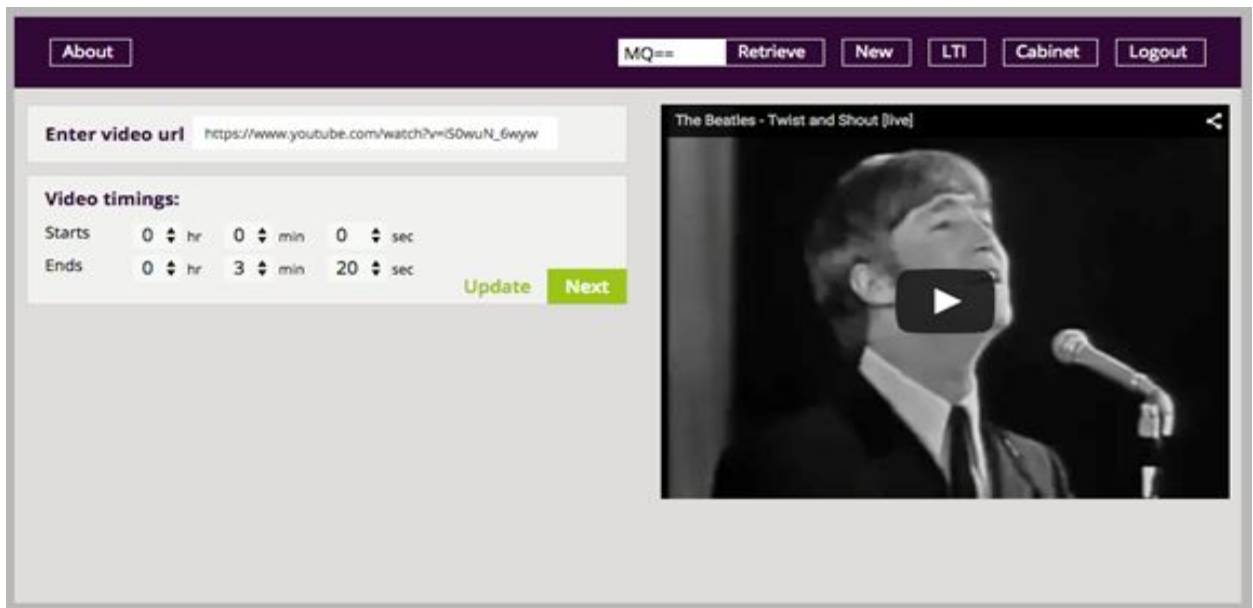
Click on the [New] button to create a new mashup.



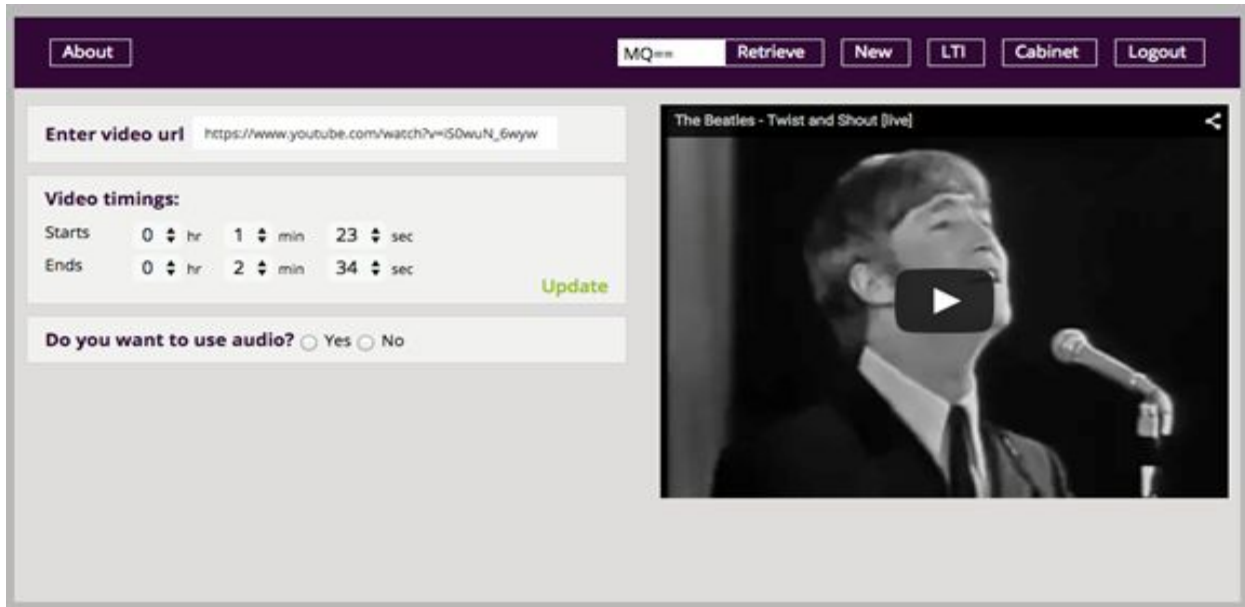
Login into YouTube at www.youtube.com and in the search bar type in the term or terms of the medical procedures that you would like to find videos for. Alternatively, a [list of YouTube playlists](#) has been created based on the current Royal College of Physicians and Surgeons of Canada Disciplines and Specialities.



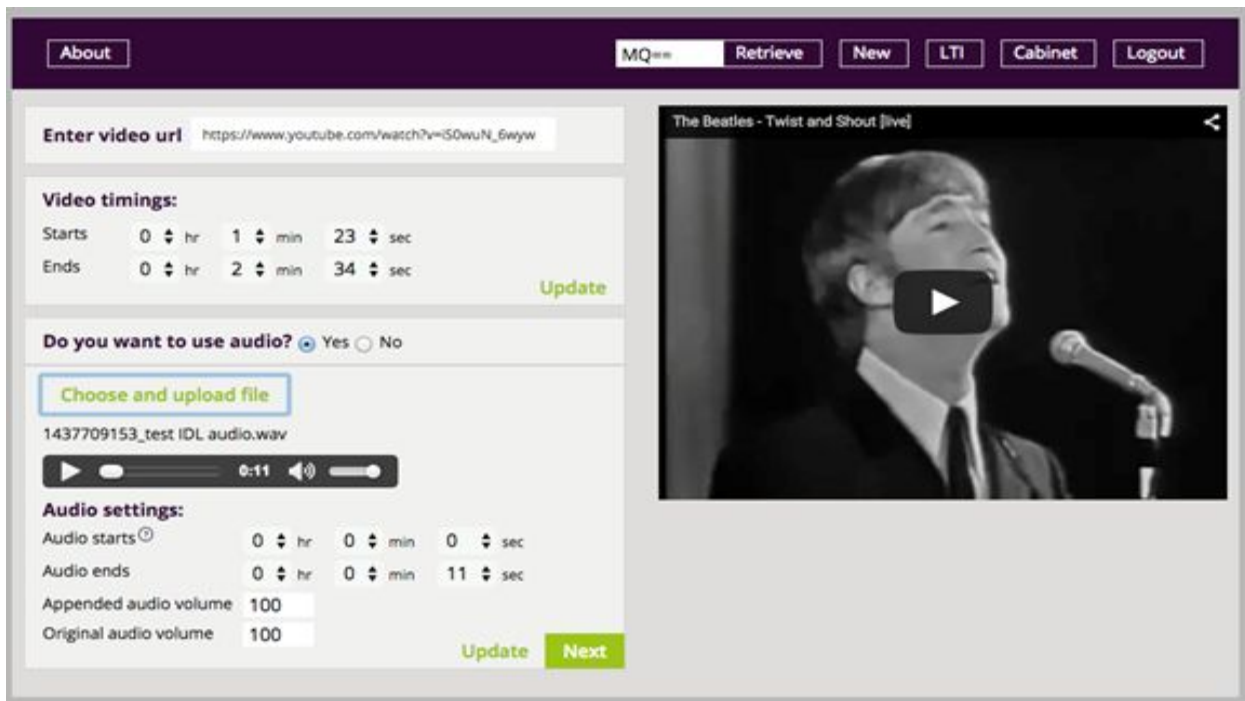
Copy/paste the URL for the YouTube video you wish to use as your source material and click the green [Next] button



Select the video timings when watching your video on YouTube. 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.)

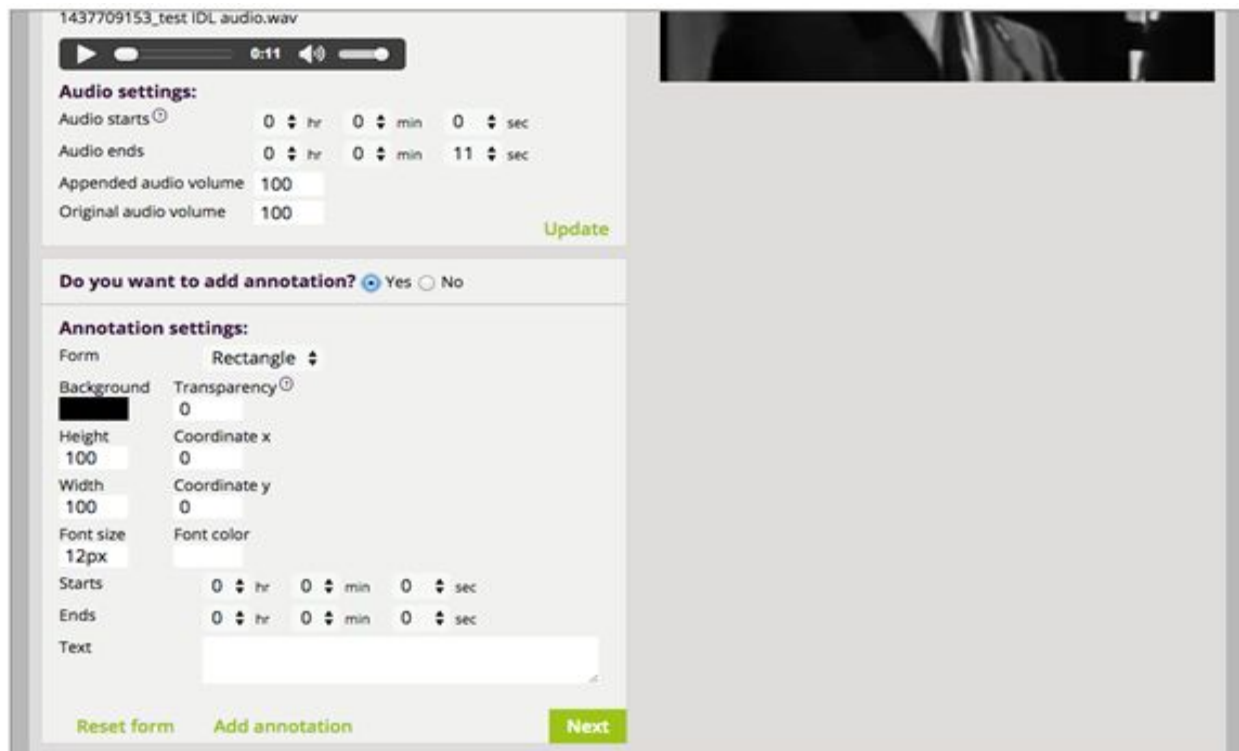


Here you will see that a short file has been uploaded, 'test IDL audio.wav'. Just as with the video files, you can cue a start and end point for the audio file. Note that these time points refer

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.)

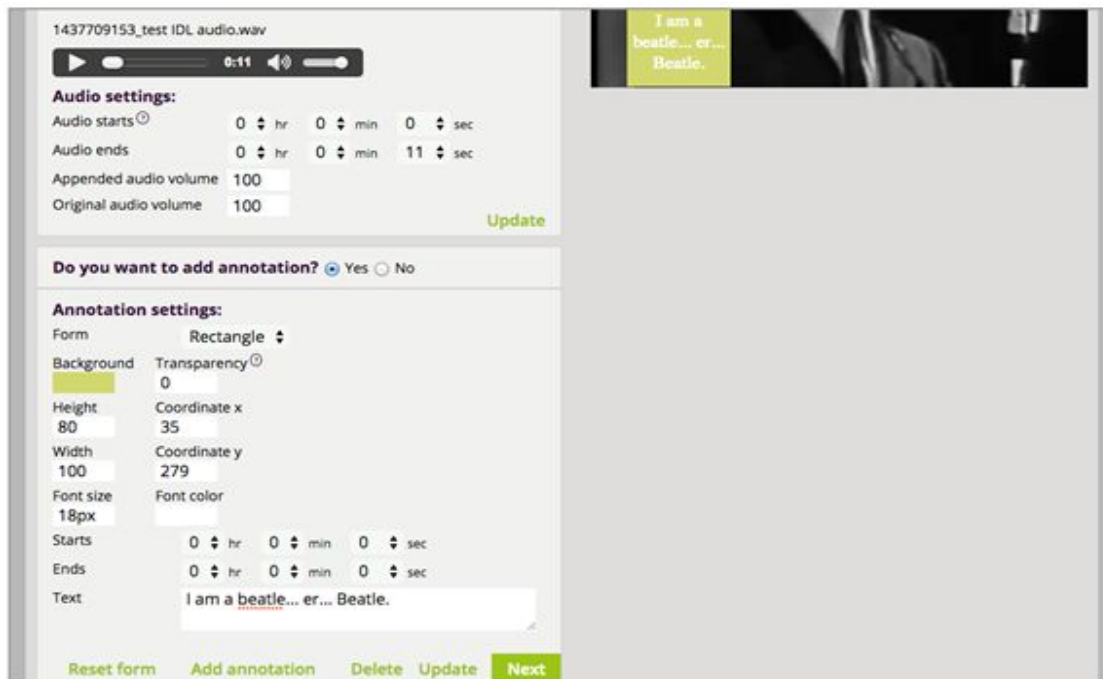
You can also adjust the relative playback volume (0-100%) of the newly appended soundtrack and the original soundtrack on the YouTube video. This is fixed for the entire snippet. There are no fancy fade-in or fade-out effects – sorry.

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.

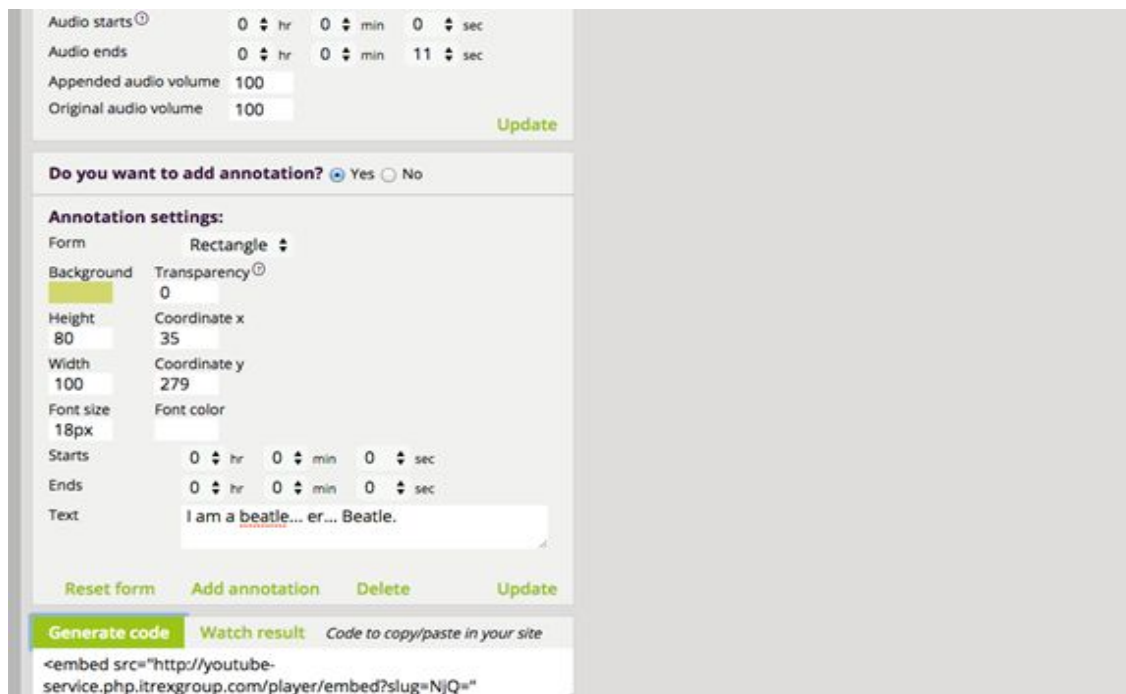


The screenshot shows the YouTube video annotation settings interface. At the top, there is an audio player for '1437709153_test IDL audio.wav' with a progress bar at 0:11. Below the player are 'Audio settings:' including 'Audio starts' (0 hr 0 min 0 sec), 'Audio ends' (0 hr 0 min 11 sec), 'Appended audio volume' (100), and 'Original audio volume' (100), with an 'Update' button. A question 'Do you want to add annotation?' has 'Yes' selected. The 'Annotation settings:' section includes 'Form' (Rectangle), 'Background' (black), 'Height' (100), 'Width' (100), 'Font size' (12px), 'Starts' (0 hr 0 min 0 sec), 'Ends' (0 hr 0 min 0 sec), and 'Text' (empty). At the bottom are 'Reset form', 'Add annotation', and 'Next' buttons.

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.

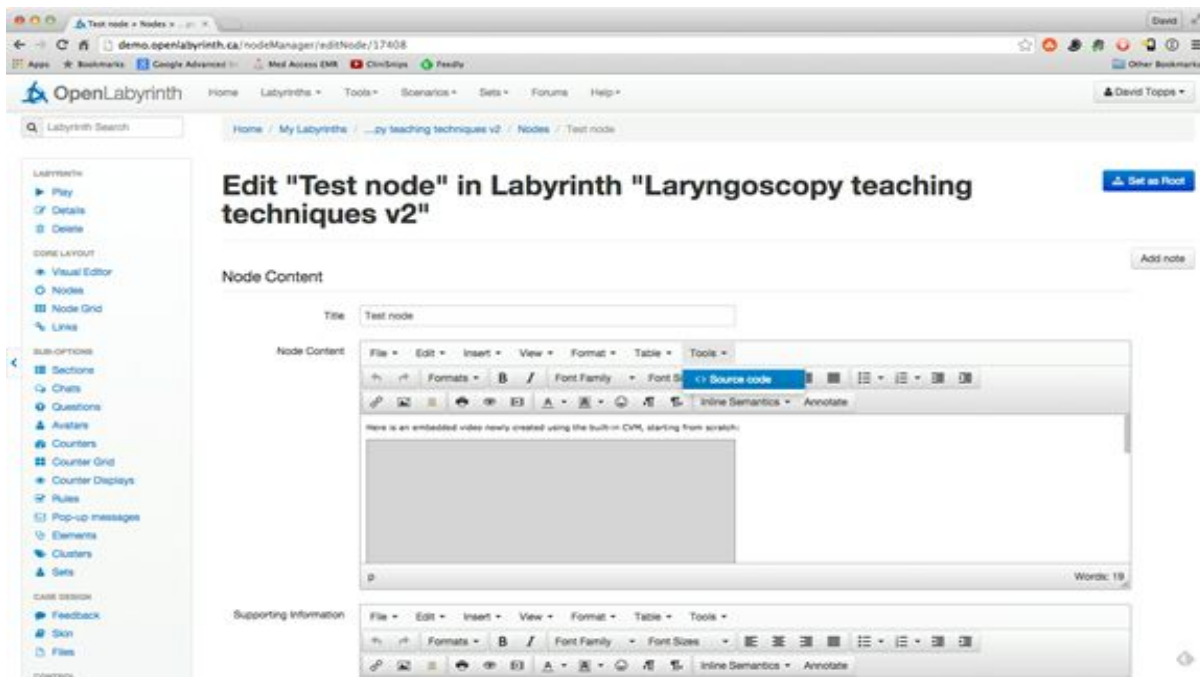


Click [Next] once you are happy with your changes. Finally click the [Generate code] button and you will get the source code for the snippet that you need to embed into your Node.

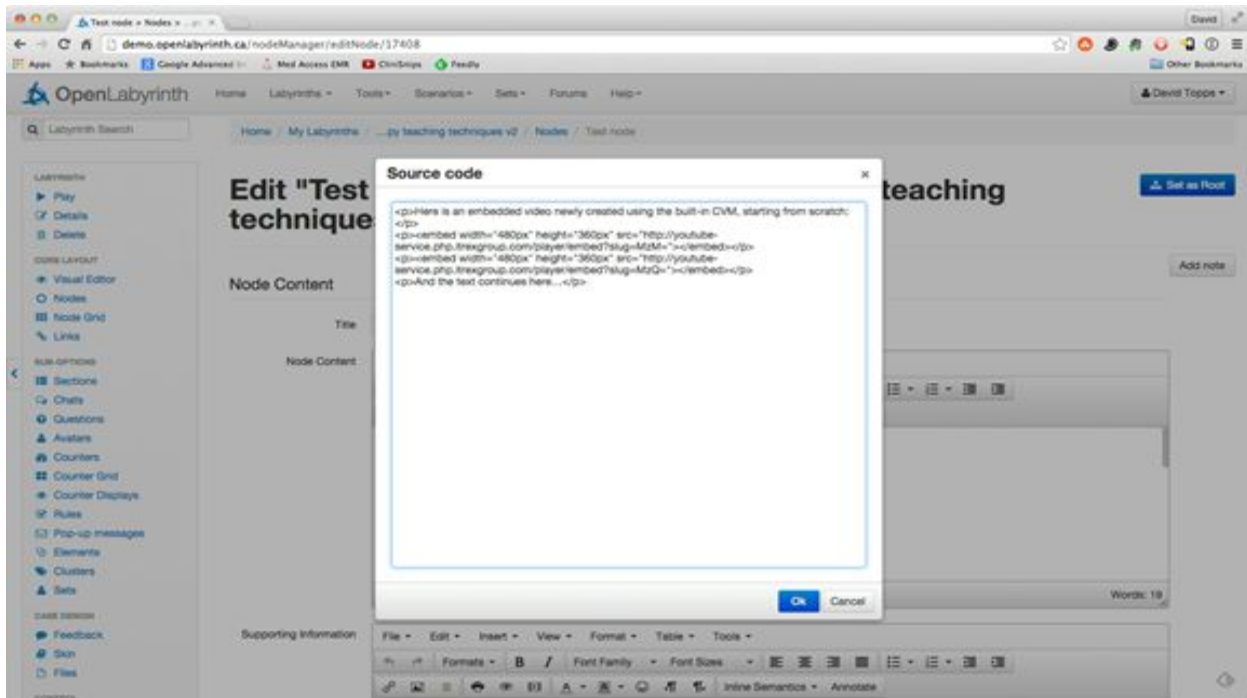


Now copy that code to your clipboard and paste it into your HTML editor. For most authors, that will be in the OpenLabyrinth Node Editor for the page where you want to embed this video. Click

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 <p> and </p>. 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 can only use YouTube for our source materials but others may be added later.

Here is a suggested workflow for curating your materials:

Plan your learning objectives for the topic. Refer back to these as you go – it is easy to forget points.

- It is helpful to have an existing target page in mind but this is not essential at this stage
- Search for possible materials on YouTube. This may be quick or quite time consuming. You may have to be inventive in your search terms.
- Copy URLs of potential videos into your worksheet
- It is quite likely that you will come back afterwards to plan your timings

Here is an example form that we have found useful:

