



Clipper 1. 2. 3.

1. **Clip:** Create a virtual clip (i.e. source file, start and stop point)
2. **Organise:** Annotate and store clips and cliplists
3. **Share:** Cool URIs for sharing playable clips and cliplists

14/10/2015

Clipper @ Manchester School of Art

An online media analysis and collaboration tool for digital researchers

City of Glasgow College, The Open University and ReachWill Ltd.

#clippertube

@clipper_rdm

<http://blog.clippertube.com>

- » 10:00 Arrival - registration and tea / coffee
- » 10:30 Introductions - project overview and aims
- » 10:45 Demonstration - prototype system, initial feedback and discussion
- » 11:15 Practical hands-on - try it and feedback
- » 12:00 Discussion - implications for data management, service development and policy
- » 12:30 Lunch
- » 13:30 Technical hands-on - technical overview, ideas and requirements for institutional deployment / national service
- » 15:00 Close

Introductions

project overview and aims

<http://blog.clippertube.com>

- » Jisc as part of their Research Data Spring Initiative
 - › technical tools
 - › software and service solutions to support the researchers' workflows
 - › the use and management of their data
- » For further information
 - › <https://www.jisc.ac.uk/rd/projects/research-data-spring>

- » City of Glasgow College (lead)
 - › John Casey: project management, design, consultation workshops

- » The Open University
 - › Trevor Collins: design, consultation workshops

- » Reach Will Limited
 - › Will Gregory: design, software development and documentation, consultation workshops

- » What is Clipper?
 - » an online media analysis tool for digital researchers working with time-based media (i.e. audio / video data)
- » Aim: Create a software toolkit (FOSS); deployed in an institution or operated as an national service
- » Method: Community engagement and collaborative-design delivering responsive development & usable tools
- » Why we are here today?
 - » consultation and feedback (please tell what you think)

- » 3 Community Workshops
- » 3 Cycles of Development
- » 3 Prototypes
- » User Studies... ongoing

» Problems

- › time-based media is a large and 'lumpy' data format, hard to analyse and even harder to share your analysis
- › barriers to effective (re)use of audio and video data include closed collections (IPR) and proprietary tools and formats

» Solutions

- › clip: virtual clips (i.e. source file URI, start and stop point)
- › organise: annotate and group into cliplists
- › share: cool URIs for sharing playable clips and cliplists

- » Bringing audio and video data 'alive' - enabling analysis without breaking copyright or altering the data
- » Streamlines workflows and facilitates collaboration
- » Secure and safe - respects existing access permissions to data and does not alter or duplicate the original files
- » Creates opportunities for
 - › citizen science / citizen research; user generated content e.g. crowd sourcing metadata; and user analytics

- » Clipper is...
 - › An online media analysis and collaboration tool for digital researchers (i.e. it supports human-based qualitative analysis, collaboration and sharing)
- » Clipper is not...
 - › not an online audio / video editing tool
 - › not an online publishing or repository service
 - › not a machine-based analysis tool

Demonstration

prototype system, initial feedback and discussion

- » Workflow 1: Analysing a source file
 - › create and open a new project
 - › add the source file to the project
 - › preview the file
 - › create clips
 - › add clips to cliplist
- » Example scenario
 - › an app developer interviewing a user when testing an app

- » Workflow 2: Analysing multiple files
 - > create and open a new project
 - > add multiple source files to the project
 - > preview the files
 - > create clips
 - > add clips to cliplist
- » Example scenario
 - > labs reviewing results across a distributed research team

- » Workflow 3: Adding annotations to clips
 - › create and open a new project
 - › add multiple source files to the project
 - › preview the files and create clips
 - › add annotations to clips
 - › add clips to cliplist
- » Example scenario
 - › representations of climate change in mass media

- » Prototype system, initial feedback and discussion
 - > comments - your first impressions?
 - > suggestions - what would you do different?
 - > applications - where could you use clipper?
 - > examples - can you tell us any example uses?

Practical hands-on

Try it and feedback – <http://reachwill.co.uk/clipper2.1/clipper-editor/>

- » Try it and feedback
 - › comments - your second impressions?
 - › suggestions - what else would you do different?
 - › applications - where else could you use clipper?
 - › examples - can you tell us any more example uses?

Discussion

implications for data management,
service development and policy

- » Data management implications (8 mins)
 - > whose data?
 - > where stored?
 - > how is it stored and managed?
 - > why store and manage it?
 - > formats?
 - > retention?
 - > archive / deep freeze?

- » Service development implications (8 mins)
 - › scale: individual, institutional, regional, national, international?
 - › why bother / benefits?
 - › technical challenges: storage (e.g. 132 MB/s, or 463 GB/h), transcoding, archiving?
 - › costs?
 - › metadata / data models?

- » Policy implications for service development (8 mins)
 - › legal issues (e.g. copyright, IPR)?
 - › user generated content?
 - › licenses?
 - › access management?
 - › content management?
 - › data protection?
 - › data ownership and institutional IPR?

Lunch

... starting again at 1:30pm

Technical hands-on

technical overview, ideas and requirements for
institutional deployment / national service

- » Technical overview
 - › generates and stores HTML5 documents
 - › shareable URIs of playable clips and cliplists
 - › JSON data structures (import/export CSV or XML)
 - › PHP scripts data handling and JavaScript interface
 - › responsive layout (e.g. computer, tablet and phone)
- » Free and open source software
 - › GitHub: <https://github.com/reachwill/clipper>

Ideas for institutional or national service?

» Barriers

» Enablers

» Contacts

- › John Casey (Project Manager)
 - email: john.c.casey@googlemail.com

» Further information

- › prototype 1: <http://reachwill.co.uk/clipper/demo/vo.1.html>
- › blog: <http://blog.clippertube.com>
- › twitter: [#clippertube](#) [@clipper_rdm](#)

- » Works client side to create HTML docs that contain the Clips, Cliplists, Annotations, etc. and stores them on a server
- » Docs are stored as HTML in directories
 - › Good for long term preservation and access
 - › Portable and shareable and Web2.0 friendly
 - › No audio / video is copied – metadata only
- » Doc data is also stored in database for searching and managing etc.
- » Has a metadata schema editor and licence picker / editor
 - › Easily integrated into local Data Model and Licence structures

- » You create virtual clips that you can annotate using free text and share as URIs
- » A virtual clip contains UG metadata & UGC:
 - › reference to the source media file, a start and end time, title, description, keywords etc. added to classify and retrieve clips
 - › Annotations (textual in this phase) 'pinned' to the timeline – can be short or long...
- » Clips and their annotations can be combined to form custom playlists called cliplists.
- » Cliplists can contain clips from different sources
- » Researchers create virtual clips with annotations containing their coding classifications and notes
- » Your virtual clip records are stored separately to the original media files as webpages with resolvable URIs (Web 2.0 / Social Media Friendly). Data is also stored in a database for searching etc
- » Every clip and cliplist has a unique and persistent data document identifier that enables you to share your clips
- » Your records are stored securely and can be shared without affecting media copyright or confidentiality

- » Naturally Restful (client side HTML5 code) quick and responsive
- » Data is stored as json (quick, non verbose and flexible) in HTML documents
- » Data can be exported in different formats – XML, CSV etc.
- » Native file format is HTML...
- » Clipper documents are stored in directories – each has a cool URI
- » Clipper data is also stored in a database to enable searching
- » No media data is stored or transported – just metadata about the media and UGC
- » User can move their Clipper documents easily
- » HTML as native file format is good for long term access and preservation...
- » Implications of HTML as native file format...
 - › Another way to understand Clipper – a HTML publishing platform that just happens to be working with online a/v media data, at the moment...