Video Analytics: From Keywords to Keyframes







Institute for Computing in Humanities, Arts, and Social Science



Extreme Science and Engineering Discovery Environment





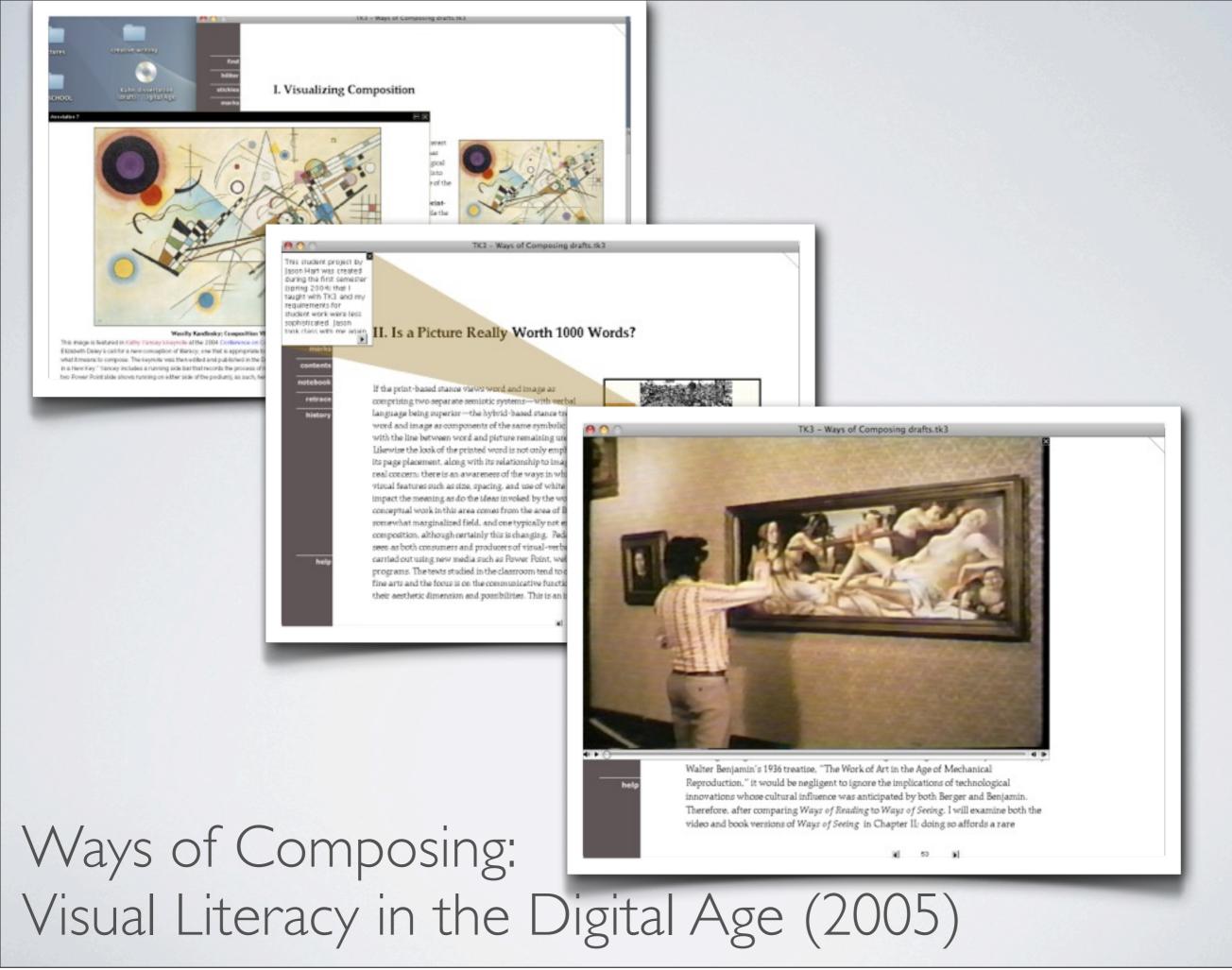
Large Scale Video Analytics

PREMISES

- Epistemology + Pedagogy

- Oral > Literate > Digital

- Disciplines need rethinking



BASIC PREMISE: UBIQUITOUS VIDEO

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115 years of Cinema

YouTube

Broadcast News

TED talks

Vimeo

Incidental Video

Academic Video

Blip TV

VIDEO ISTHE

BIG DATA

ISSUE OF OUR TIME

BIG DATA

SLAM 10/25/13 KUHN

SUE OF OURTIME

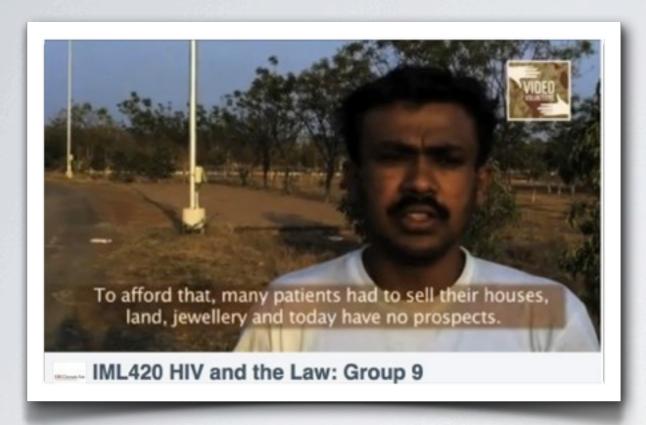
digital technologies endow filmic media with book-like qualities



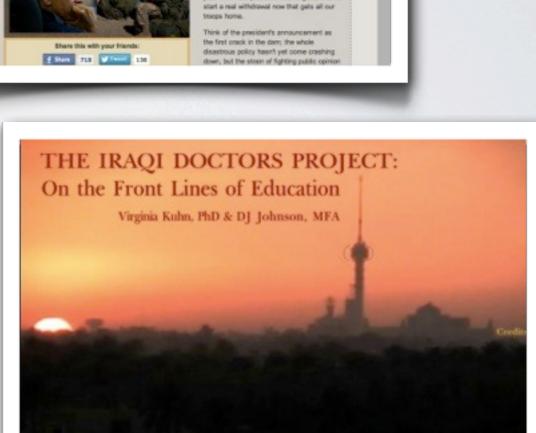








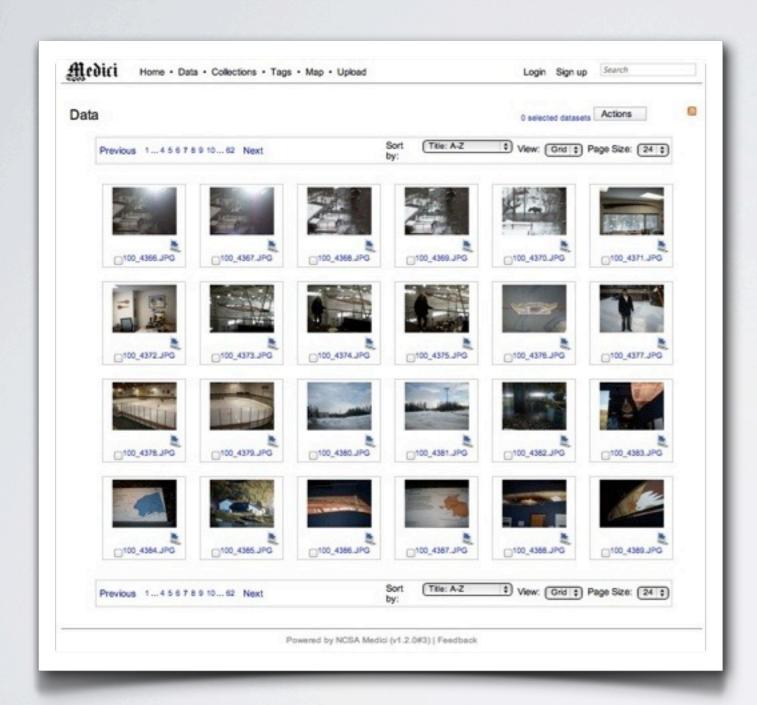


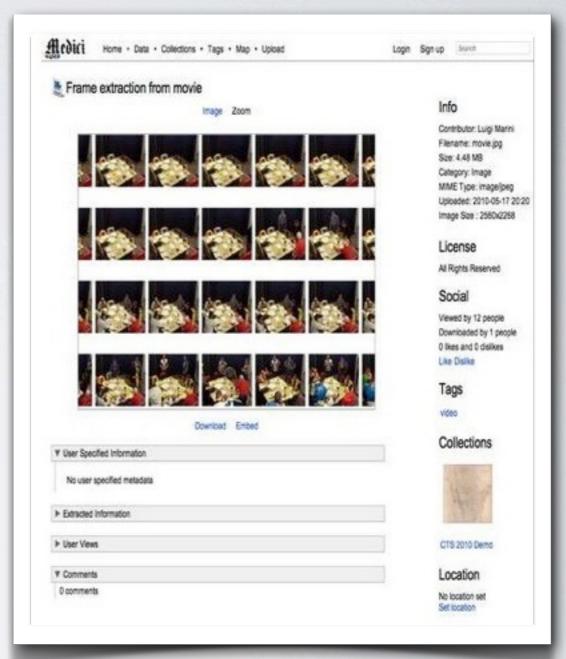




MEDICI

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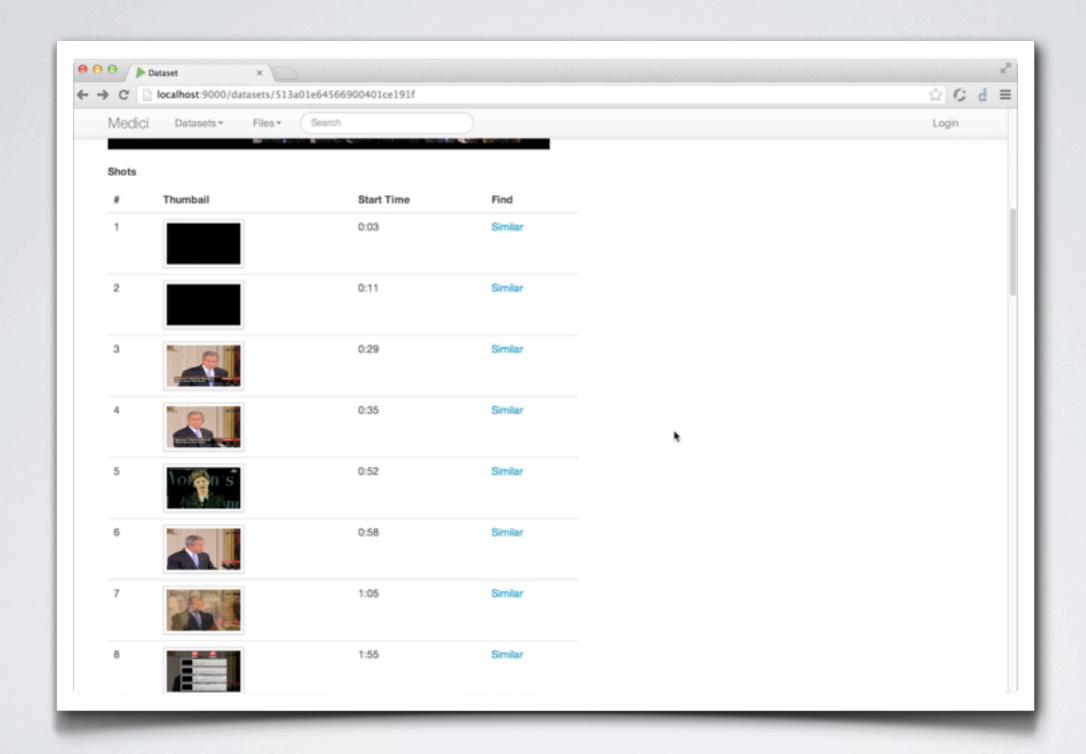






Movie Cube

Dave Bock NCSA

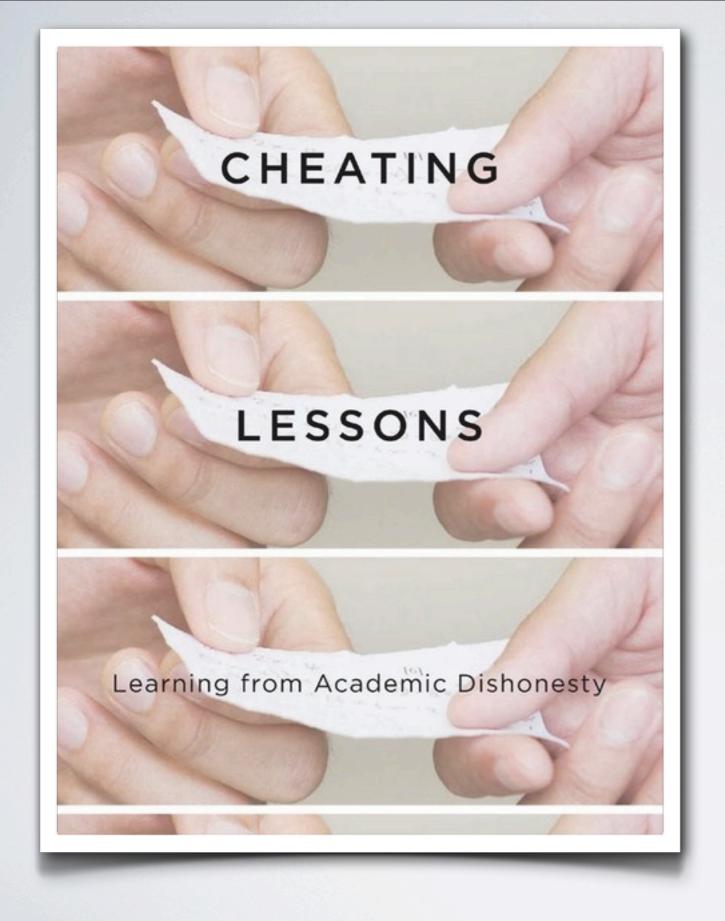


OBSTACLES

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- persistence
- workflow
- √shared vocabulary

Thursday, October 31, 13



- + mastery based
- + intrinsic motivation
- + many assessment opportunities
- + belief in success











TIME BASED MEDIA

IMAGE BASED MEDIA

pedagogical use of reflective video

the "self-explanation effect" (Lombrozo)

competent control of the available semiotic resources (New London Group)



http://kairos.technorhetoric.net/14.2/interviews/kuhn/index.html

rubric:



Conceptual Core

The project's controlling idea must be apparent.

The project must be productively aligned with one or more multimedia genres.

The project must effectively engage with the primary issue/s of the subject area into which it is intervening.

Research Component

The project must display evidence of substantive research and thoughtful engagement with its subject matter.

The project must use a variety of credible sources and cite them appropriately.

The project ought to deploy more than one approach to an issue.

Form & Content

The project's structural or formal elements must serve the conceptual core.

The project's design decisions must be deliberate, controlled, and defensible.

The project's efficacy must be unencumbered by technical problems.

Creative Realization

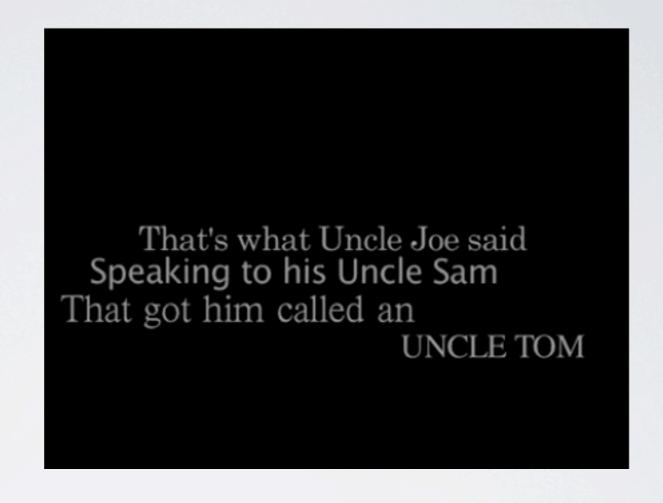
The project must approach the subject in a creative or innovative manner.

The project must use media and design principles effectively.

The project must achieve significant goals that could not be realized on paper.



students on a saturday at the IML



video may be found at: https://vimeo.com/24142859

Jarrod Finley
IML340:The Praxis of New Media

THANK YOU!

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