

Hello everybody.

Today, I focus more on technological issues.

In these times, we work on a new project – called “Game based eVideo”. Despite our thoughts about human video content and the integration of this content in discursive environments, eVideo tries to develop a modern workflow to establish flexible participation in real-life-events. Nowadays, when every European inhabitant uses at least 1 mobile device, we have to think about a fast delivery channel to these devices - anyway, which special one somebody prefers, if we want to support people in their everyday life.

As things are now, it’s possible to generate –more-or-less-automatic- mobile video content IF the recorded casting-show comprises one single video-file. The system is called NIBBLER and it means, if it gets any movie it can produce very easy going video- or audio-podcasts for download with one click. Then, users get the information about ongoing new videos via RSS. If they work with iTunes, it’s very easy to them, to load new files and to transfer them to their iPods. For other mobile devices similar comfortable possibilities don’t exist. So we have to deal with users uncertainty, how to download and transfer the file to the device in a manual way. In the end, there’s an optimization needed and/or future studies for streaming these videos. Well, that’s the state of affairs on the delivery-side of modern casting-shows. (Memory problems or other hardware constraints we don’t mention in this casting-show ...)

On the production-side, it’s necessary to develop automatic processes to record real-life-events, either on- or offline, either with or without audience, for offering single-file-casting-shows, so NIBBLER can finish the process towards mobile devices. At the moment, there are some problems to establish interoperable, diversified user-scenarios AND to record this technology without a separated manual technician:

- On the one hand, we work with a spin-off-company, which offers a videoconferencing system for Windows-Computers (called Davico). Recording is okay, if you’ve got a really fine computer machine, but you can’t integrate MAC or Linux systems.
- On the other hand, we establish webinar-connections in Breeze for interoperable versions and it’s possible to record the meeting in Camtasia on a separated computer. That means, it’s always a big event with overhead and not a fast by-product of a discursive meeting.

In sum, it’s possible for our team to establish an automatic workflow for small groups: from peer-to-peer-videoconferencing in a windows environment, recording the meeting with a high-end-computer and delivering this content for download towards almost all mobile devices.

It’s a progress, but there are some open points left, where future works have to establish an interoperable user-experience – for producers as for consumers!

In this sense, I say Good-bye.