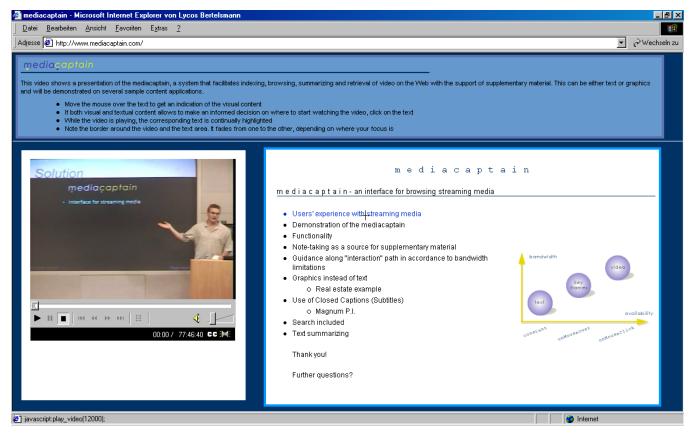# mediacaptain – a demo

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Screenshot 1. The user moves the mouse over the text: the corresponding keyframe is displayed overlaying the video area

ABSTRACT

The mediacaptain is a system that facilitates indexing, browsing, summarizing and retrieval of video on the Web with the support of supplementary material.

The demo is available over the Web at http://www.mediacaptain.com. It is a presentation about the mediacaptain using the features of the mediacaptain.

In order to experience all the possibilities of the mediacaptain, it is advisable to watch the video at the given URL and make use of the provided functionality.

Keywords

Streaming media, streaming video, buffering, supplementary text, supplementary graphics, video on the Web, video and text, user interface, demo.

1. FUNCTIONALITY

The demo presents the mediacaptain, explains its functionality and presents graphical and textual sample applications. Before you play the video, browse through the text to find the point of interest to you. Then move the mouse over the text to see a keyframe taken at that particular point from the movie. If this visual aid confirms your decision to start watching from there, click on the text to start playing the video.

While the video is playing, notice the continuos highlighting of the text. Depending on whether the user's attention should be on the text or on the video, the appropriate area is emphasized.

1.1 mouseOver

Every screen consists of two main parts. On the left, the video window is embedded, on the right is the supplementary material, mostly text, positioned in an extra frame.

In order to get an indication of the visual content, the user can move the mouse over the text, as shown in Screenshot 1.

Please note the cursor cross over the line "User's experience with streaming media". The user moved the mouse over the text in order to get the visual information of what happened in the video at this point. The corresponding JPEG is displayed overlaying the video. Every line of text incorporates this functionality, even the graphic.

If the mouse is moved along while reading the text, it can become like a slideshow of changing images. The user can basically play the video, with a very small frame rate and no audio, at any speed.
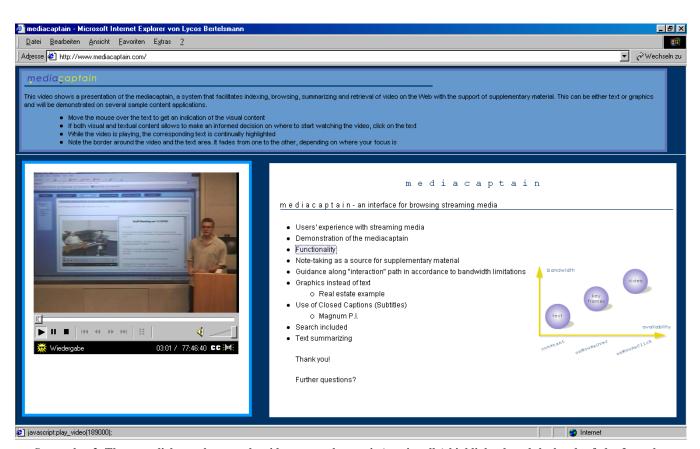
1.2 mouse click

If both visual and textual content allows to make an informed decision on where to start watching the video, the user clicks on the text. The video starts playing at that particular point. While it is playing, the active text segment is highlighted and scrolls into view, which can be seen in Screenshot 2. The video controls the text and text shows where you are in the video, a bi-directional connection, which means interaction on one side triggers action on the other side, and vice versa.

The border around the video and the text area fades from one to the other, depending on where the user's focus is. Once the video is playing, the video border gets highlighted, and the box around the text looses contrast, and vice versa. With this, the focus shifts towards the video and the user gets directed to the other medium. Once the video stops, the initial contrast is restored.

In case of text as supplementary material, the user can also easily retrieve the desired index point by simply utilizing the search functionality of the web browser.

2. DEMO

The demo is available at http://www.mediacaptain.com. Its conceptual foundations, based on user studies, questionnaires and observations, are described in a paper in the short paper/poster section of the ACM Multimedia 2000 proceedings.

Screenshot 2. The user clicks on the text: the video starts, the text is (continually) highlighted, and the border fades from the text area to the video area