

VIDEO DOCUMENTATION POINTERS

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As part of your submission for W10, you will be creating videos that document your paper prototypes. This document provides some general pointers and resources that will be useful for the same.

Deliverable Expectations:

- Structure your video so it is easy to understand. A good way of going about this is:
 1. Purpose of Prototype
 2. Task it supports
 3. Design Approach/Decisions
 4. Known Limitations
 5. Walkthrough of the screens
- Make sure that your audio commentary follows the relevant portions that you are describing on screen.
- Add as much detail as necessary; you can use video editing tools to add text or captions if you deem necessary.

General Pointers:

- You can use either a video camera or even a mobile phone camera for this purpose. Make sure that the video is clear enough to see the details of the prototypes.
- In particular, the higher the resolution that you record at, the larger the size of the file would be. Keep in mind that the max size for your submission is 250MB. The softwares mentioned below are useful for compressing your video by scaling down your resolution (should be still intelligible).
- While recording the actual paper prototype, use a top-down view. Also, place the paper prototype on a flat surface as this helps with its visibility.
- It is good to add titles and transitions between disconnected portions of videos.
- You can also cut out portions of videos which include long pauses or unimportant details, thus shortening your video and adhering to your time limit.
- Keep in mind that often when you edit videos, the overall quality changes (for the worse). So, do not edit for the sake of editing.
- If you think that the quality is a serious issue, you can also post a copy of the video as a private YouTube file and provide a link as part of your submission.

Video Editing Tools:

- There are many tools available online varying across platforms (Windows, OsX, Linux). You are free to choose the tool that you most comfortable with. Here are some popular examples:
 1. Windows Movie Maker: Free with Windows. Very simple drag-and-drop interface that supports most general tasks including transitions, title text and cutting videos.
 2. iMovie: The OsX equivalent of the above.
 3. Avidemux: Simple Tool that is available for Linux systems as well.
 4. Freemake Video Converter: Primarily an easy to use video conversion tool. However, can help with order multiple videos, cutting them and publishing.
 5. Adobe Premiere – expensive, but available on x360 computers.