



**Bridge the Gap: Create
Streaming Video to Establish
Classroom Rapport
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Digital Video

Preparing video to stream is a 3-step process. The first step is to get the video in to the computer, called capturing. The process for capturing will vary depending on the computer you use and the media you are capturing. Most capturing is done in 'real-time' so if you are capturing a 30-minute video it will take 30 minutes to capture.

The second step is to edit the video. Editing the video can be as simple as trimming a little bit of black from the beginning and end of the video or as complex as adding credits and cross fades. The time it takes to edit a video depends on the amount and complexity of the edits.

The third step is to encode the video. Video that you capture is uncompressed and takes up a lot of space on a computer. It is difficult to manage and deliver, but the quality is very good. Encoding the video uses a tool called a codec (coder/decoder) to compress the video to a manageable size. Encoding also prepares the video to be streamed from the streaming server.

Once you have prepared the video the next step is to publish it. At UNF we use the Real Media format to stream video. Streaming is a technique to deliver video over the web, the basic idea is to load enough video to start playing and load the rest of the video while it's playing instead of loading the whole video on to a computer and then playing it. Streaming video makes it play better over the internet.

Linking to Video in Blackboard

You can publish a link to your RealMedia content in a web page and gain access to it through a web browser using the following URL syntax:

<http://stream.unf.edu:8080/ramgen/<username>/<filename>>

(<http://stream.unf.edu:8080/ramgen/<username>/<filename>> is the link to the video on our streaming server, this text will differ for your video.)

For instance, if you wanted to see the file "g2video.rm" in Tony Turrin's folder, you would use the following address:

<http://stream.unf.edu:8080/ramgen/tturrin/g2video.rm>

Embedding Video in Blackboard

It is possible to author for both Netscape and Internet Explorer by nesting the EMBED tag within the OBJECT tag.

Below is a simple example of the HTML code required to create an embedded RealOne Player with only a video window:

```
<OBJECT ID=RAOCX CLASSID="clsid:CFCDA03-8BE4-11cf-B84B-0020AFBBCCFA" HEIGHT="240" WIDTH="320">
```

```
<PARAM NAME="CONTROLS" VALUE="ImageWindow">  
<PARAM NAME="AUTOSTART" Value="true">  
<PARAM NAME="SRC" VALUE="http://stream.unf.edu:8080/ramgen/  
<username>/<filename>">
```

```
<EMBED height="240" width="320" controls="ImageWindow"  
src="http://stream.unf.edu:8080/ramgen/<username>/<filename>"  
type="audio/x-pn-realaudio-plugin" autostart=true>
```

```
</OBJECT>
```

****(<http://stream.unf.edu:8080/ramgen/<username>/<filename>> is the link to the video on our streaming server, this text will differ for your announcement.)**

For more information on Streaming Files please see TISOLI's Streaming Media Webpage at

<http://www.unf.edu/dept/its/tisoli/stream/index.htm>