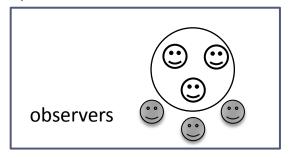
# A Video Annotation Tool for Students to Observe Language Activities

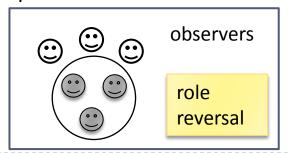
Masaya YAMAGUCHI
National Institute for Japanese Language and Linguistics

- Group Observation & Evaluation Activities in Classrooms
  - presentation exercise, role-play
  - discussion exercise (with "Fishbowl" method)

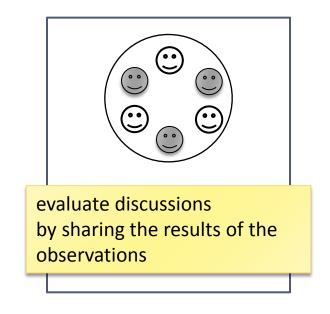
Step1: discussion & observation



Step2: discussion & observation



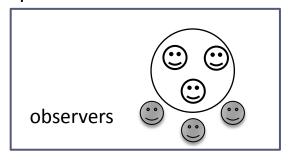
Step3: evaluation(reflection)

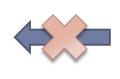


#### Problems

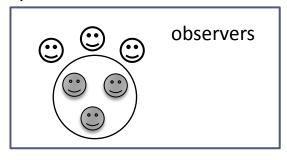
In Step3, Students can not refer to real activities.

Step1: discussion & observation



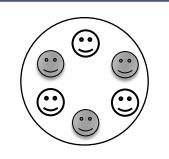


Step2: discussion & observation





Step3: evaluation(reflection)



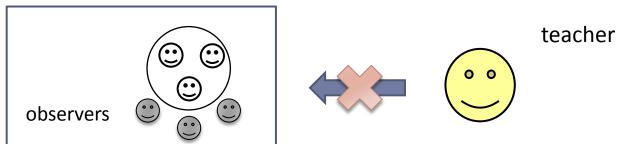
#### It is difficult for students

- to explain their opinions referring to real activities.
- to compare their opinions each other.

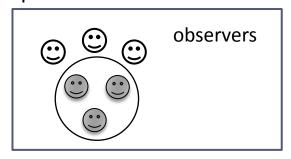
#### Problems

▶ Teachers can not watch all exercises because the exercises are done in parallel.

Step1: discussion & observation



Step2: discussion & observation



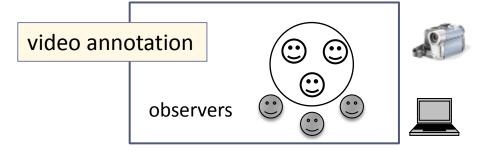


It is difficult for teachers to provide feedback to students.

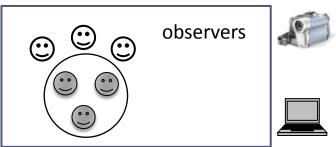
#### Solutions

- Using real-time video annotation in the observations
- Providing support to use the annotations in the evaluations

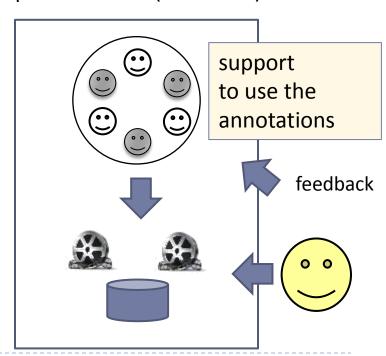
Step1: discussion & observation



Step2: discussion & observation



Step3: evaluation(reflection)



### Video Annotation Tool "FishWatchr"

- FishWatchr is under development
  - current version: 0.92
    - http://www2.ninjal.ac.jp/lrc/(The file server is down now. It will be up on Monday.)
  - the specification may be changed.
- The Characteristic of FishWatchr
  - = Design for classroom use
    - ▶ 3 annotation modes
    - support of group activities
    - easy introduction into classes

## Demonstration

### Demonstration

### Video Annotation Tool "FishWatchr"

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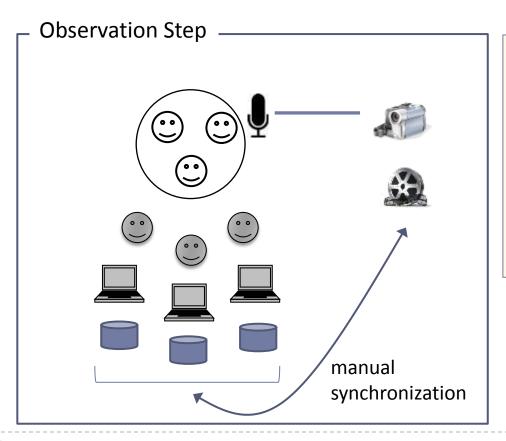
similar systems (ELAN, studiocode, ...)



#### **Annotation Mode:**

### Real-time Annotation (Video recording)

Students put annotations on real activities recording on video

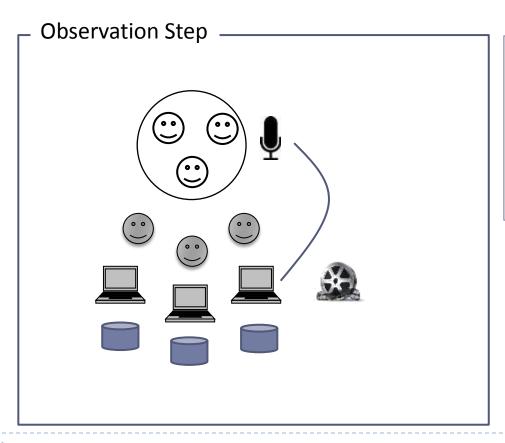


- The annotation data will be synchronized with the video data manually.
- support for real-time annotation
  - simple operation
  - keyboard shortcuts

### **Annotation Mode:**

### Real-time Annotation (Sound recording)

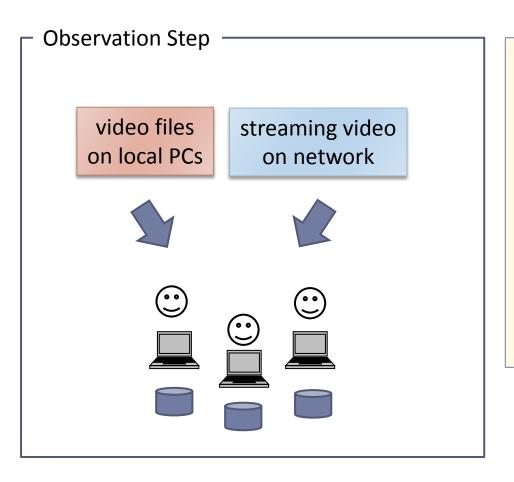
Students put annotations on real activities in real-time recording the sounds



- This mode will be used when
  - students show reluctance to be recorded on video
  - there are not enough video equipment

### Annotation Mode: Playback Annotation

Students put annotations on video

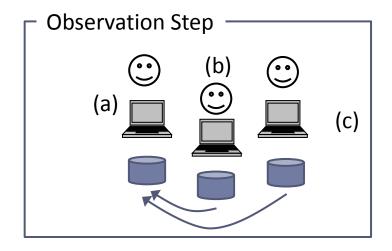


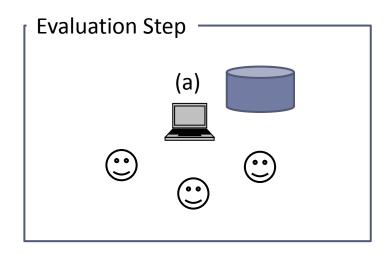
- Students can observe activities in the ways they want unlike real-time annotation.
- The videos are used as teaching materials.
  - home work
  - pre-exercise before real activities

# Support of Group Activities (1/2)

### Merging annotation data

▶ To merge annotation files, students only place them in a folder.

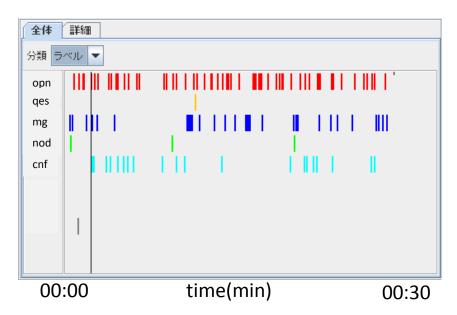




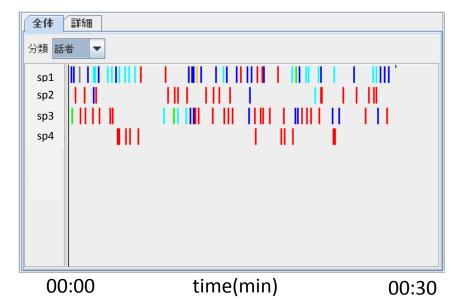
Shared folders, Storage services (e.g. Dropbox), USB memory sticks are useful for copying annotation files to a PC.

## Supports of Group Activities (2/2)

- Displaying results of annotations in different views
- Statement Types



Speakers



- opinion
- discussion management
- confirmation

### Easy Introduction into Classes

- FishWatchr works on multiple platforms (Windows, Mac OS X, Linux ...)
- FishWatchr is installable into USB memory sticks including video files and results of annotations
- FishWatchr is not a Web-based system but a standalone system
  - reasons
    - maintaining the server
    - network problems (uploading time and dropping frames of video files)

### Summary and Future Plans

- FishWatchr is a video annotation tool, which is designed for classroom use
  - 3 annotation modes
  - support of group activities
  - Easy introduction into classes
- Future Plans
  - Introduction into a real classroom
    - we prepare for discussion exercises in a university class
  - Collaborations with other projects
    - Support of teachers' reflection on their teaching
    - Analysis of group activities
    - ⇒ the related workshop will be held in Japan in January 2016