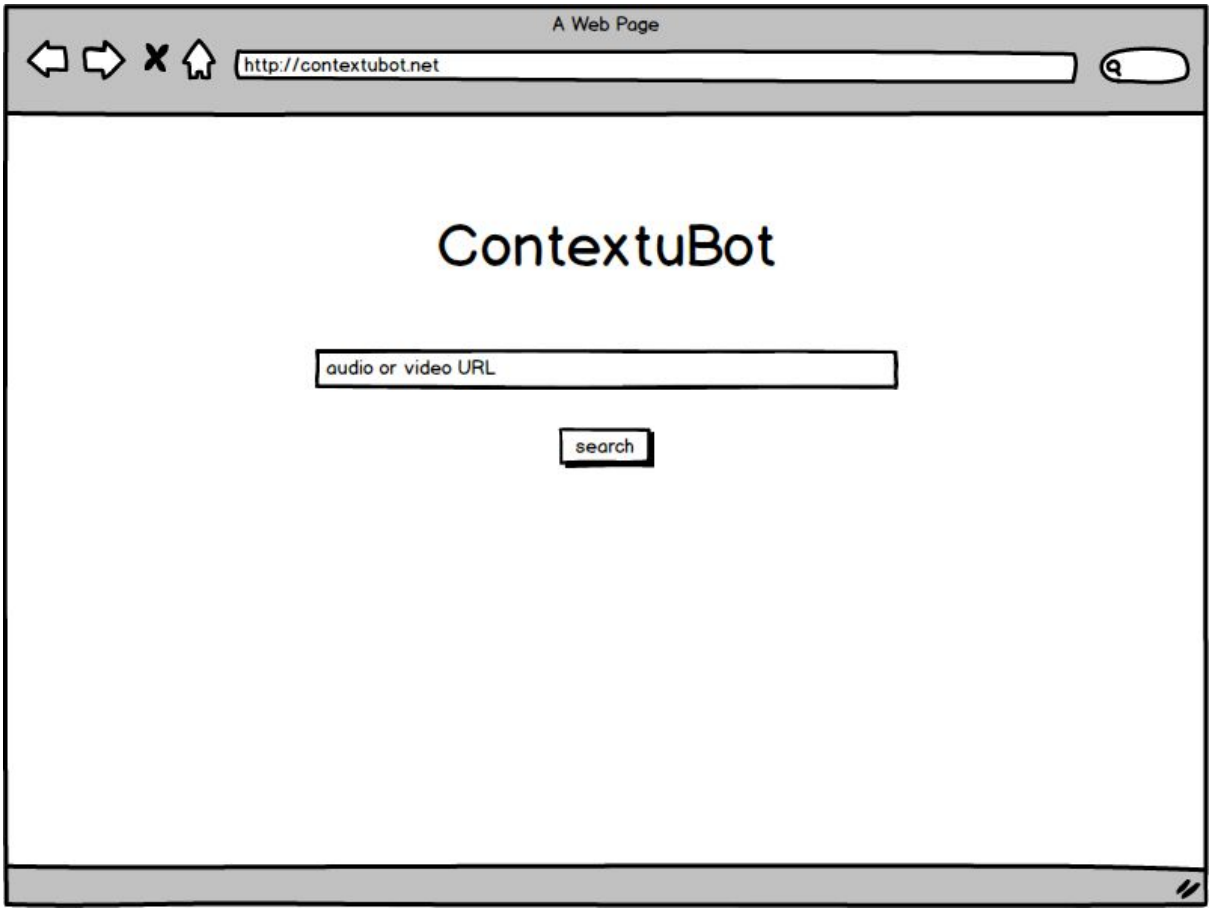
The Glorious ContextuBot - Wireframes

The Glorious ContextuBot allows users to locate primary source video from a submitted video clip.

Main Page



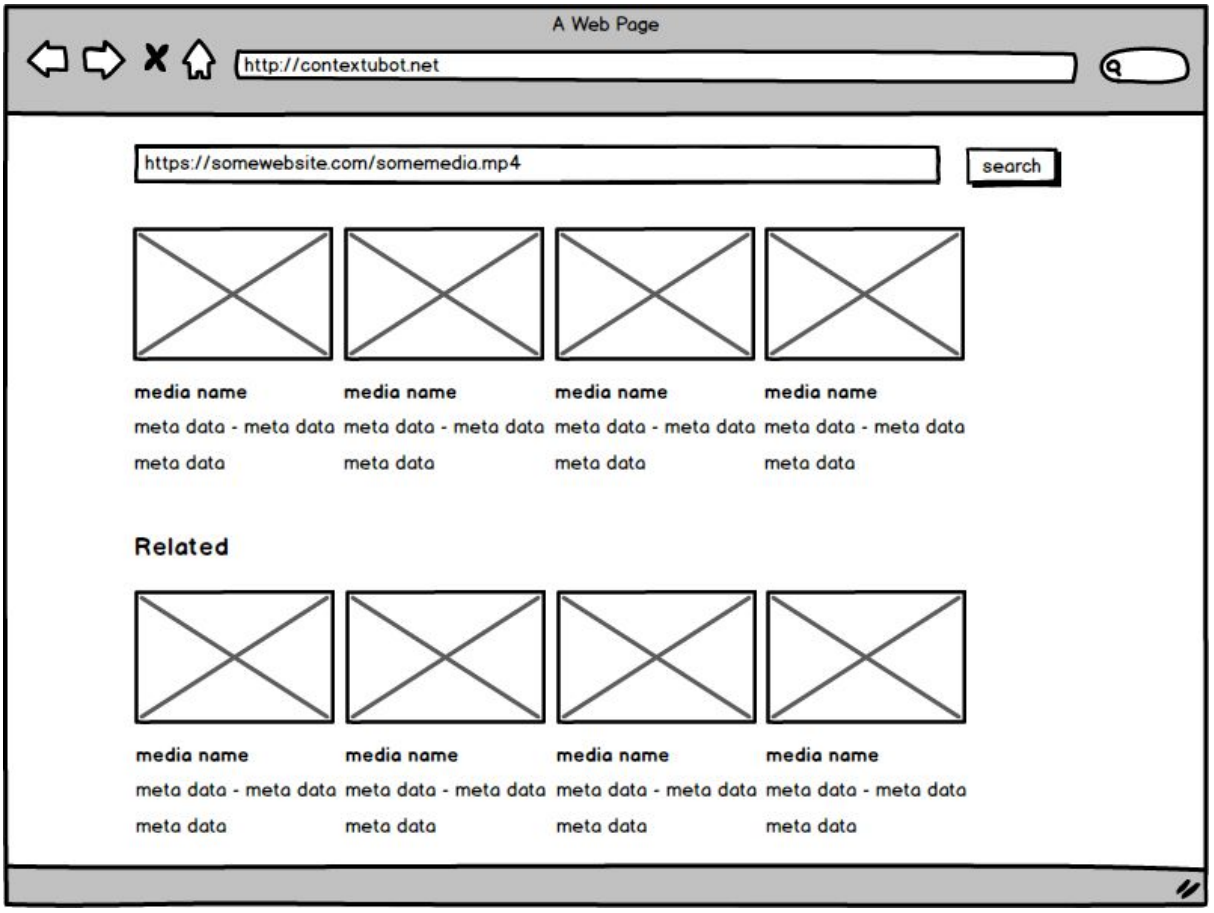
Synopsis

The Main Page should allow users to submit a video clip via URL (ie https://somewebsite.com/somevideo.mp4)

Considerations

- We may provide feedback if the URL submitted is not a valid video clip.

Search Results



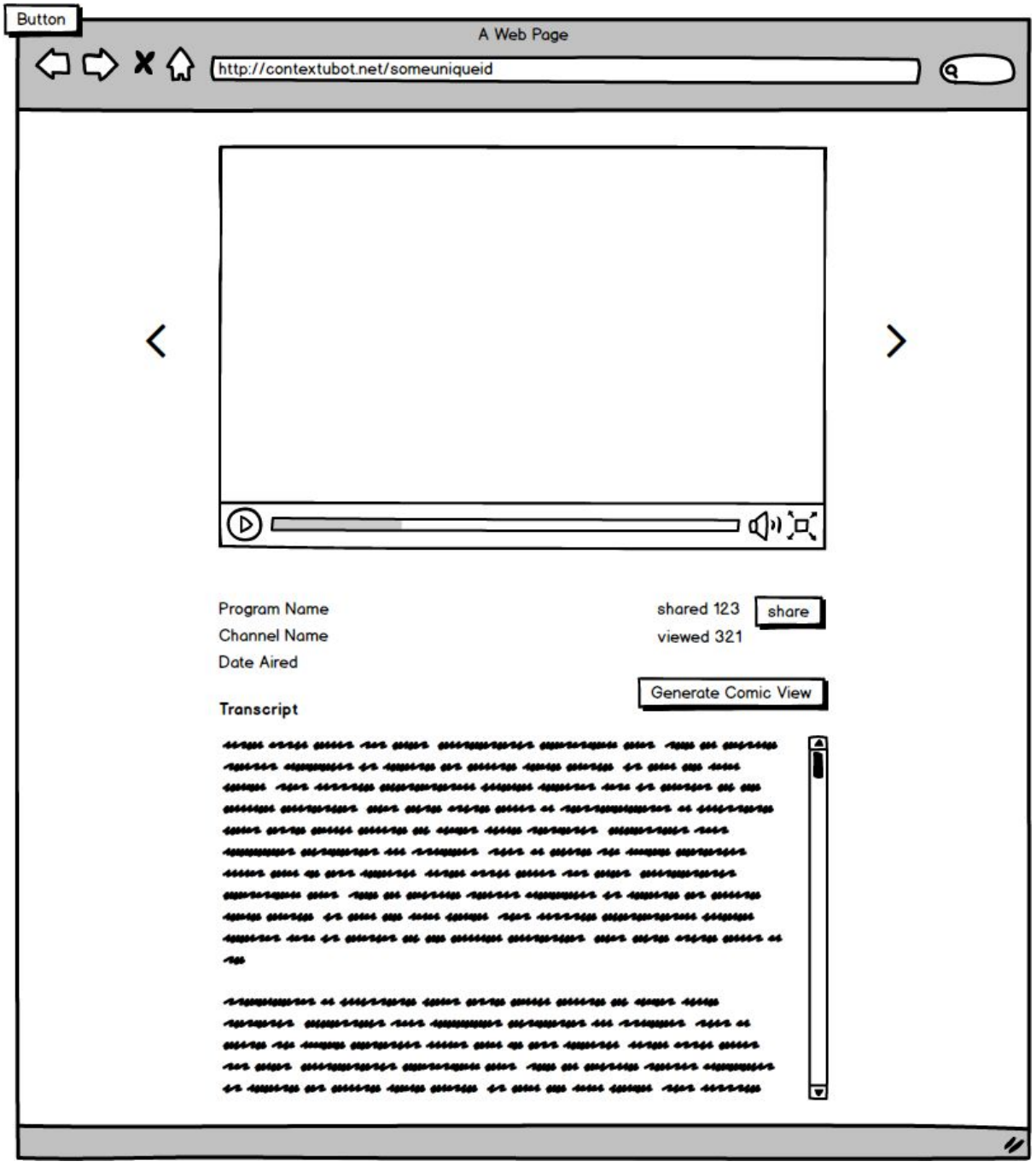
Synopsis

Search results will be returned as a number of thumbnails together with media name and other metadata.

Considerations

- There may be a number of high probability matches.
- We would like to show related videos as well as matches.
- Users can continue to search from this page.
- Metadata could include date, duration, channel, title, people, views.

Playback



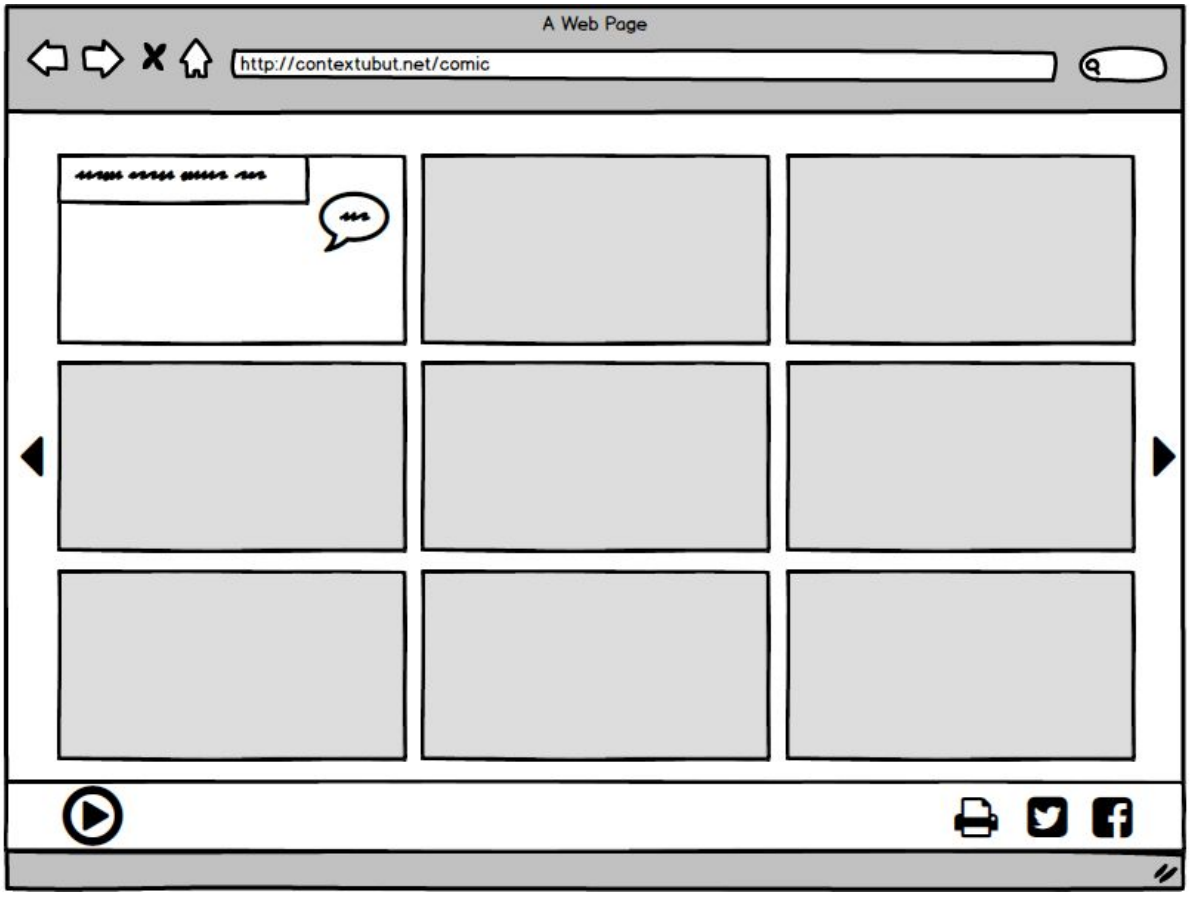
Synopsis

Upon selection from the Search Results page users will be able to play and navigate the primary source video using media playback controls and an Interactive Transcript.

Considerations

- Not all media will have transcripts.
- We should indicate where the clip lies within the primary-source material.
- We may wish to link directly to `comic view` from this page, but maybe it’s better for people to view the primary source material first.
- The left/right arrows either side of the video will lead to related videos however this may be more than we need for a prototype.

Simple Comic View



Synopsis

The comic view is a representation of a video clip that uses metadata and image filters to create a comic-strip style view.

The simple comic-view consists of a number of equally sized filtered video frames stills.

From the metadata that includes word-timed transcripts or captions, location and time we can generate speech bubbles and text boxes to match image stills taken from the video.

We could use face detection to identify people and scene detection to separate people from ‘backgrounds’.

Comic panes or entire comic views can be shared on social media (together with a link back to the original comic and primary source material).
A PDF version of comic view can also be generated, suitable for printing.

Importantly the user can choose to view the video clip ‘behind’ the comic pane and watch the comic as a series of sequential video clips that return to comic view after being played.

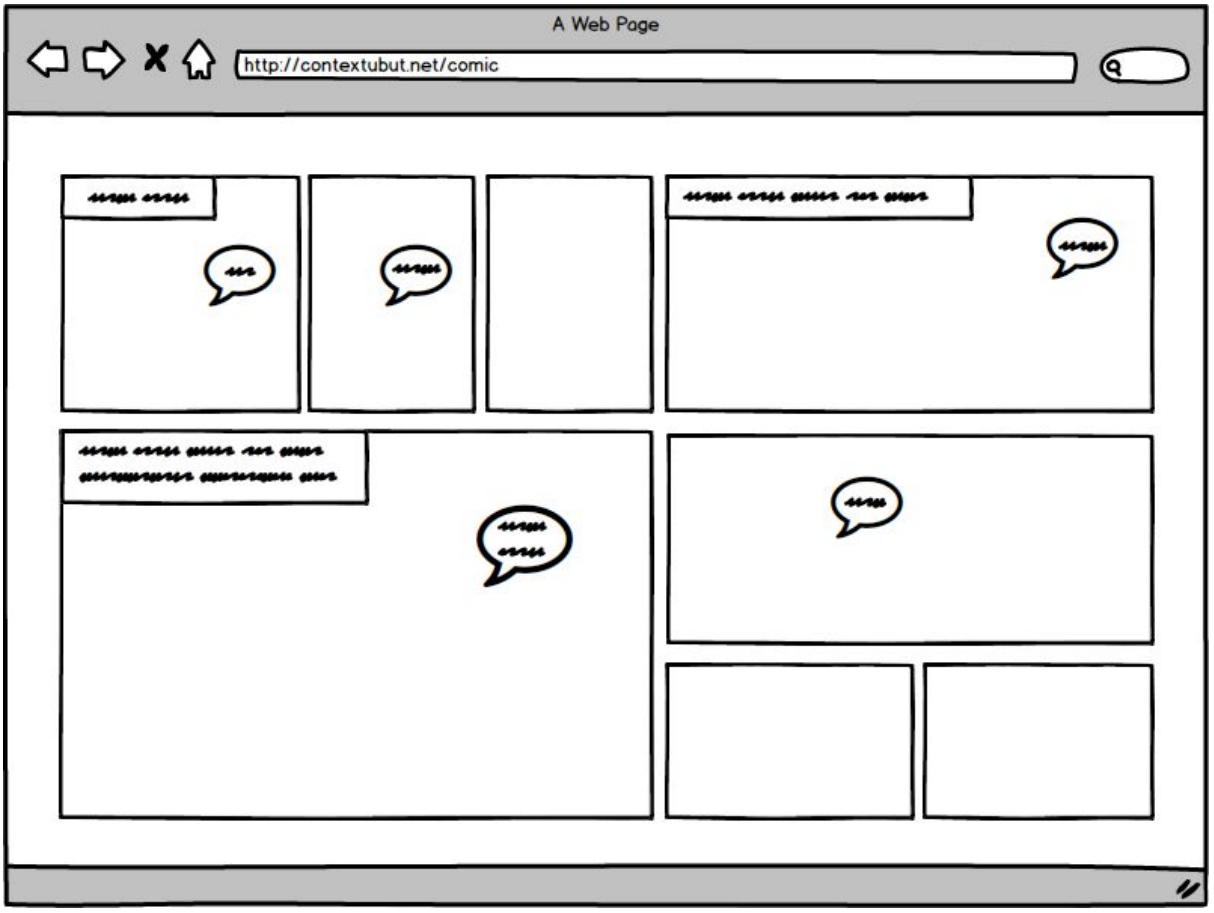
An option to play through the comic view with background audio should also be available. In this view words could highlight within speech bubbles as they are spoken and panes could be highlighted as their associated audio is played.

In the initial prototype only one type of comic filter will be applied. Later we will give the user the choice of filters.

Considerations

- We may decide that there are better ways to navigate through comic strips than left and right buttons.
- Comic rendering may take time so some sort of progress indicator or spinner may be required.
- Word highlighting can only sensibly be applied if we have word level timed transcripts. Not all media will have these.
- We may consider the option to fullscreen or enlarge a comic pane.
- Each comic should have a unique id reflected in the URL (for easy bookmarking and sharing).

Enhanced Comic View



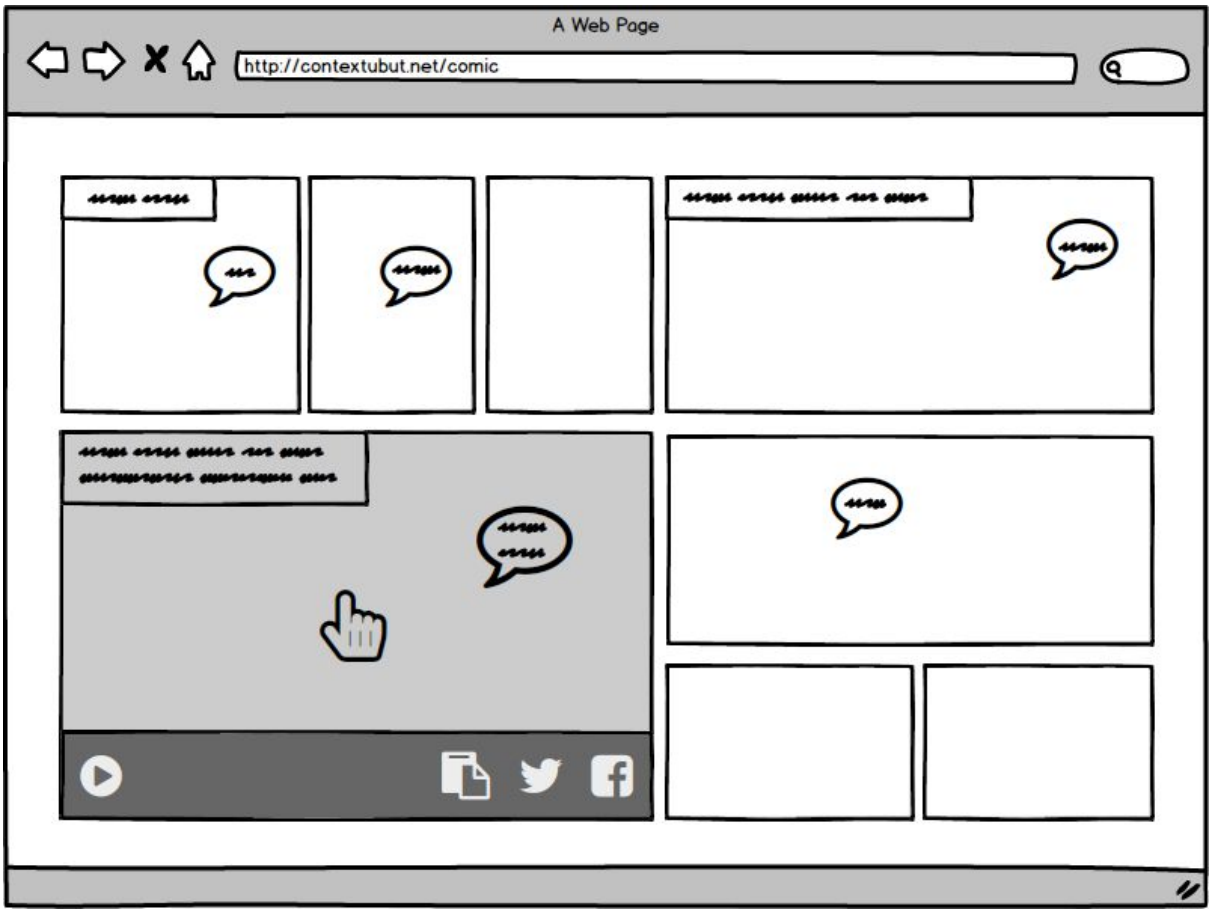
Synopsis

The enhanced comic view will take advantage of scene detection and differences to automatically generate more interesting (comic-like) layouts.

For example:

- moments of silence could be detected and represented by smaller panes
- walking or other movement could be detected and represented by a series of similar frames
- shouting could be detected and represented with closeups and/or bold lettering.

Comic View Pane Hover-Over



Synopsis

Hovering over a comic pane gives the user the option to share, print or play the underlying video.