Leading Collaborative Research on Video Corpora. CANEVAS Tools and Methods.

- Laurent Tessier, Institut Catholique de Paris, France l.tessier@icp.fr
- Michael Bourgatte,Institut Catholique de Paris, France m.bourgatte@icp.fr

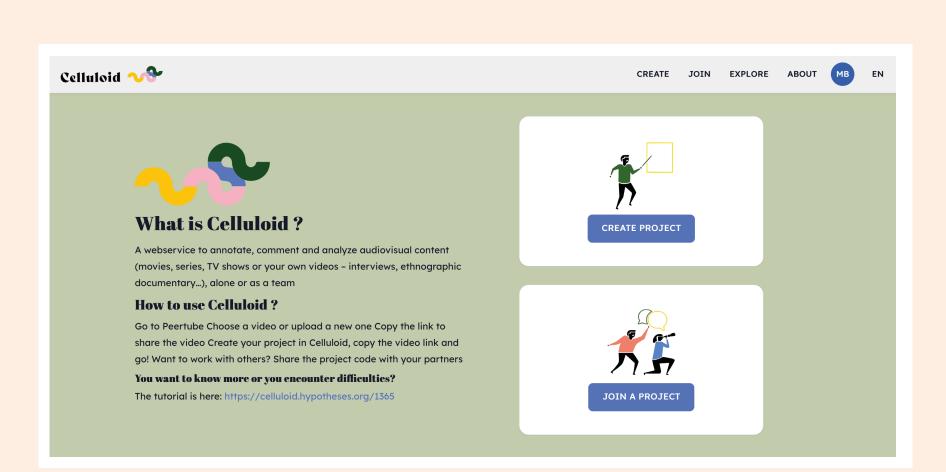


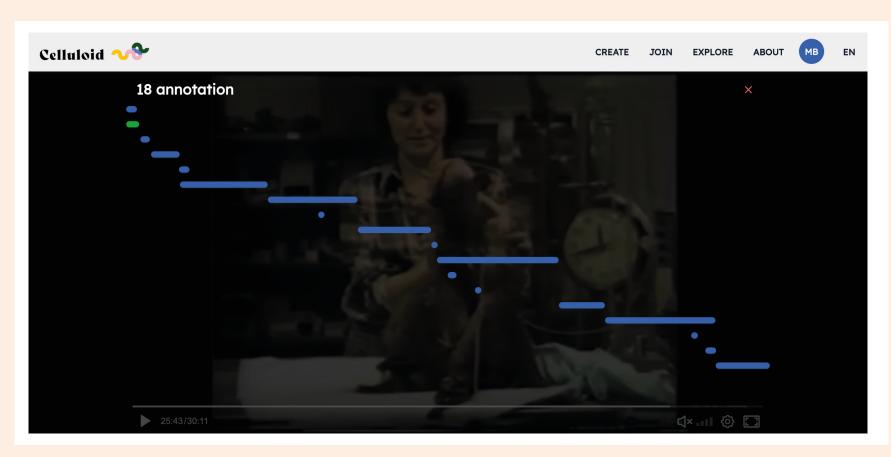
The analysis of audiovisual corpora is a fundamental issue for Humanities and Social Sciences. In History, film analysis is widespread and even institutionalized for decades (Ferro 1974; Delage / Guigueno 2004). These practices also concern a large diversity of research fields: Sociology (Sebag / Durand 2020), Education Sciences (Leblanc / Ria / Veyrune 2013), Media Studies or Film Studies (Fleckinger 2018). The shift to digital technologies has modified modalities and potentialities of the audiovisual analysis. With the growing production of digital videos and movies (Côté-Lapointe 2019), but also their increased broadcasting on the Internet, new horizons are emerging for research (Burgess / Green 2018).

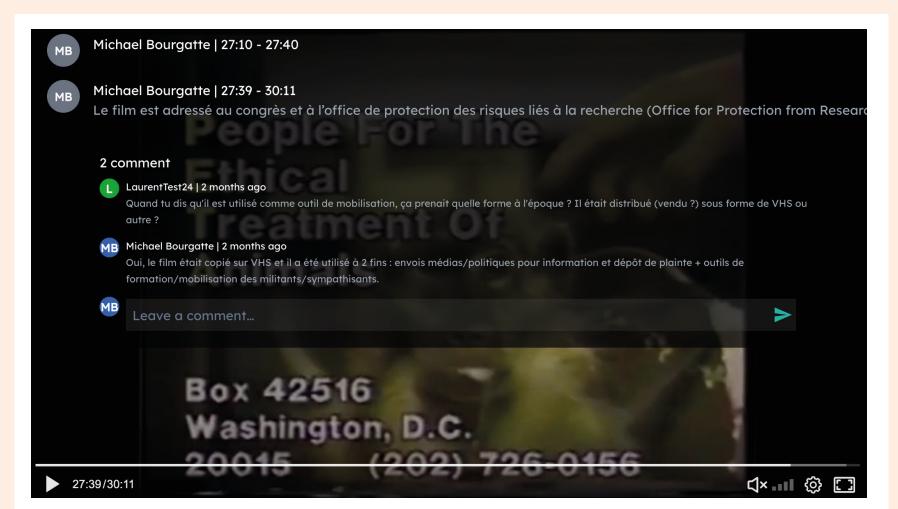
For digital humanists, the development of technological devices adapted to their research practices is mandatory. Mediascope, a software of the French *Institut National de l'Audiovisuel* has provided a solution adapted to enter the analysis of their collections. Other experimental solutions coexist (Bourgatte / Tessier 2017). However, researchers working on audiovisual corpora often still lack tools and methods adapted to their practices. They also lack norms and standards that allow them to make their work accessible in a long-term manner. This explains why some forms of "DIY" remain.

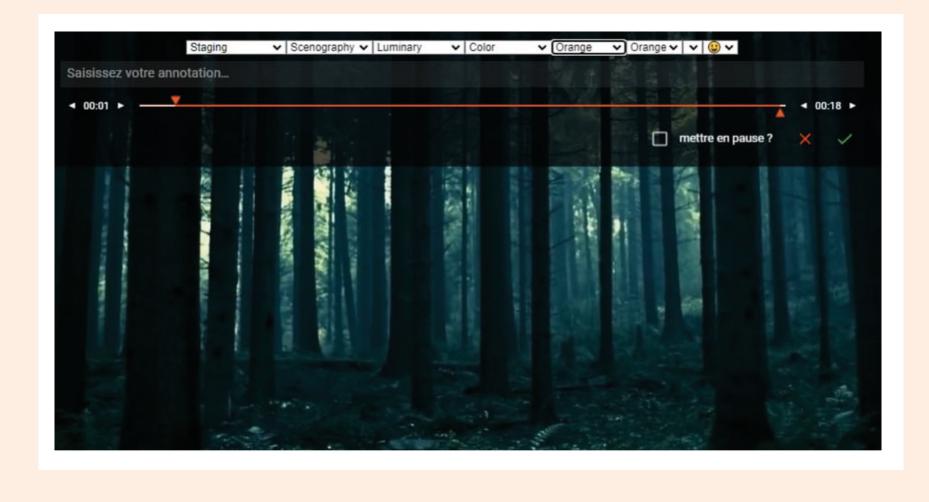
How should we treat, investigate and analyze the contemporary profusion of digital audiovisual documents? This is the purpose of the "Huma-Num CANEVAS consortium" inaugurated in 2022, which brings together researchers whose common interest is to handle video corpora in their research. Implementing research in social sciences and humanities based on audiovisual corpora implies addressing different types of key issues: finding the best suited search and analysis tools, hosting and archiving audiovisual data, and sharing valorization strategies. All these topics are at the heart of experiments but have not found long-term answers.

The CANEVAS consortium first took shape around the question of annotation. As notetaking is the natural support of research activity, it is essential for the researcher to have, during his/her activities, the opportunity of associating analyses or comments with the materials that constitute his/her corpus. This is made possible, among others, by tools such as Celluloid or E-Spectator.



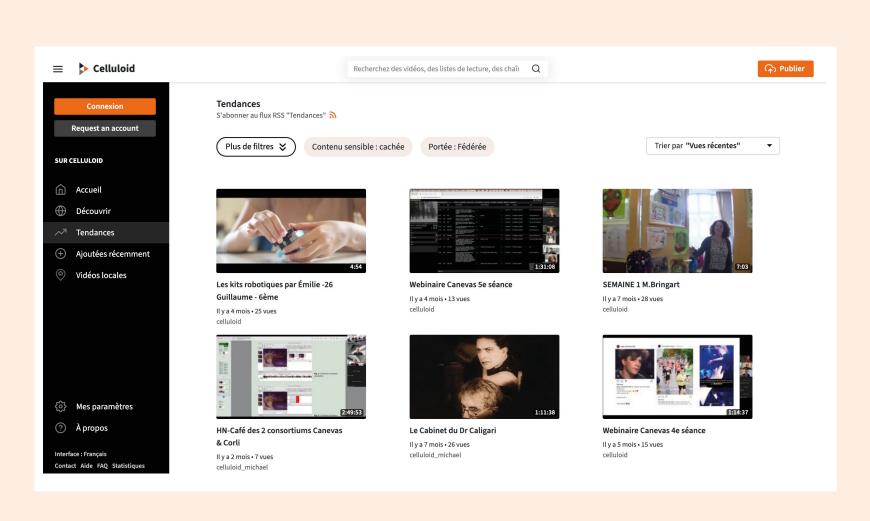






Screenshot E-Spectateur (https://espectateur.huma-num.fr/)

The question of long-term archiving of data sets was then raised, searching for solutions offering similar options to those offered by platforms such as Youtube or Vimeo, but in an open source/decentralized way, which is made possible, for e.g, by PeerTube instances.

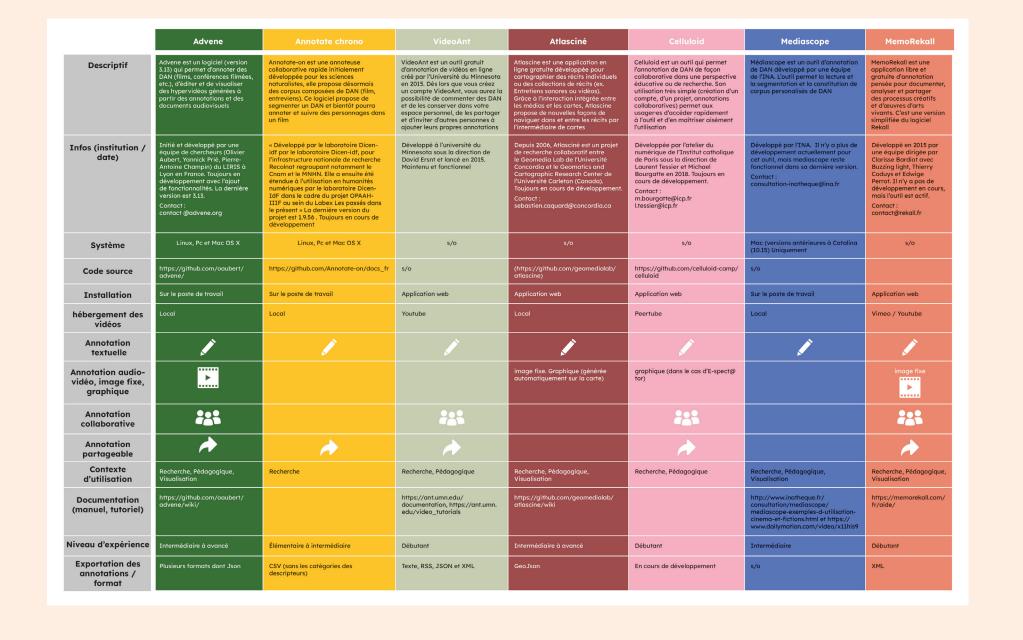


Screenshot PeerTube (https://celluloid-media.huma-num.fr)

There is also the question of interoperability of the annotations (for e.g, with common metadata formats such as IIIF, which is currently applied to images and which is also being experimented with 3D, but not yet with video corpora).

In line with the FAIR principles, Canevas is committed to developing generic, free, open-source tools and common standards.

The consortium white paper suggests a selection of tools and methods identified by the Canevas research community (Besson / Lavorel 2023). When most of these tools are only usable locally for individual work or allow online collaborative work by relying on proprietary services which are not DH compliant (Youtube/Vimeo), Celluloid or E-Spectator allow remote collaborative work with free and open-source technologies. Tools that all allow the export of annotations in various formats (JSon, CSV, RSS, XML), which is essential in a logic of sharing research results: however, no common standard has been adopted yet.



This table summarizes the comparison of 7 tools useful for analyzing and annotating audiovisual corpora. The detailed analysis of these softwares is available in the white paper, freely accessible on the Hal open archive, via this QR code:



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