Collaborative Video Editing for Wikipedia

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1.   Introduction

Collaborative video for Wikipedia faces several challenges from social and community adoption to technology limitations. This presentation explores how each of these problems are being addressed. The presentation focuses on building a collaborative educational video community and how the html5 technology platform has evolved to better support rich media applications such as HTML5 video editing in the browser and standardization around the royalty free WebM video format. Finally we propose a in-browser collaborative video sequencer to enable broad participation in video editing within Wikimedia projects.

2.   Video on Wikipedia

Collaboration around text content on Wikipedia is common with hundreds of thousands of edits every day[1]. Video on Wikipeida on the other had is rare occurrence, and its rare that you see a video on a given article page. Video makes up less than 0.1% of media hosted on the Wikimedia commons media repository site used across all Wikimedia projects [2]. Motivations for contributions of video assets to Wikimedia have been outlined in documents such as "Video for Wikipedia and the Open Web" by Peter Kaufman. Anecdotally the vast quantities of user generated video content on the web on sites such as youtube and vimio seems to be indicative of base ecosystem supportive of user gennerated video, but mass video contributions have not yet manifested on Wikimedia sites. This lack of video on Wikipedia can be traced to several technical and social factors. For the purpose of this presentation I will focus on the technical factors, and only briefly touch on the social factors with references to projects and efforts to address these impediments to collaborative video on Wikipedia.

3.   Collaborative Video Editing

As we address the basic technical impediments to video contributions, we also wanted to explore creating systems for collaboration that enable Wikipedias to share and collaborate in the process of visual media production. The addition of an in-browser tool for video editing should broaden the number people who can participant in creating educational video. Since not everyone will have tools necessary to do source video capture or have access to expensive video editing software. But more importantly the in-browser editor opens up the edit decision list to consensus based authorship.

With this tool, we aim to extend the same collaborative wiki text editing tools and conventions as much as possible. For example, versioned edits, reverting and shared templates are all also part of collaborative sequence editing.
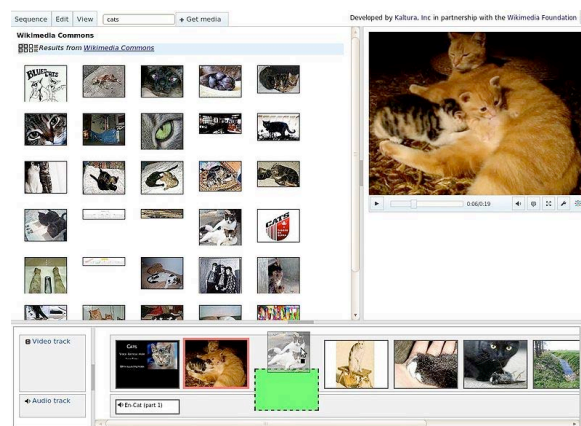
Figure 1: Collaborative sequence editing interface

4.   Future work.

The sequencer has many area for improvement and increasing the tools flexibility as a collaborative video authoring tool. Many basic enhancements and plugins could bring feature parity to simple desktop video editors. Many aspects of 'collaborative' video editing are yet to be explored, although we can already see promise in the adopting some principals form collaborative text systems. Tools for rapid review of differences between sequences and reusable components would be of interest.

5.   Acknowledgments

6.   References

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