

# Create Compelling Multimedia Documentation

(i.e. how to make tech videos that don't suck)



#### Our agenda

- Introduction
- What is multimedia documentation?
- When should you make a video?
- Pre-work: scripts & storyboards
- Branding
- Usability
- Software / Tools
- Final takeaways



### Hello

#### I'm Alexandra White

Technical writer at Google since December 2018

"Very cool person," says my father

Find me online at @heyawhite

# What is multimedia documentation?



#### **Images & GIFs**

#### Pros

Great for small concepts or pointing out product features

Can be compiled to create a larger story

#### Cons

Accessibility

Can't be translated



#### **Video documentation**

#### Pros

Explain complicated concepts

Create a brand story / marketing

Can be any length

#### Cons

More expensive to create

Harder to maintain

Requires learning new tools



#### Webinar & recorded trainings

#### Pros

You're already doing the work Real time audience feedback

#### Cons

Hard to cut for time / dead space Very long



# Anyone can make a video.

# When should you make a video?



#### When to make a video

Docs are complete

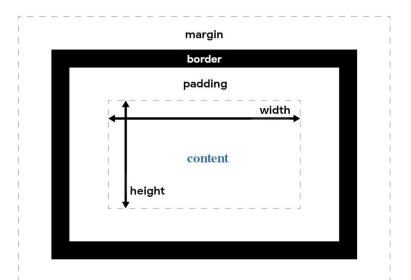
Complicated concepts

Long processes with completed UI

Marketing

Big revenue clients want video

Internal training





#### When to make webinars

Marketing strategy

Repetitive internal training

Process takes 10+ minutes

Multiple outcome possibilities

Seeking feedback



#### When NOT to make a video

No time to learn the software

Unfinished product

Small audience

No content strategy

#### Good videos vs bad videos

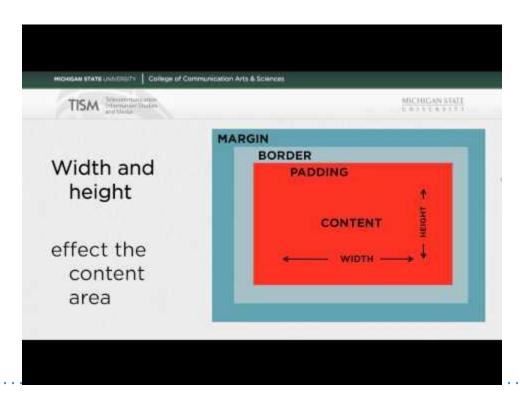












# Pre-work: scripts & storyboards



#### How to write your script

Tell a story

Create sections to break ideas

Avoid buzzwords

Read it out loud

Get feedback



### Get approval.



#### **Creating a storyboard**

	What's seen	What's heard
1	[photo: picture of a cat] [graphic: flow of data] [slide 3 of deck (insert name of deck)] [John speaks to camera]	This is where the text should go that corresponds to what's seen by the audience.
2		
3		
4		
5		
6		
7		



#### **Animations at Google\***

40-60 hours = 1 minute of video Team of three people



\*DVAA Education Video Team statistics

### Style & branding



#### Style guidelines

- Logos / Iconography
- Color
- Typography
- Voice / Tone



Google's guide: goo.gl/1d8mk5



### Be consistent.



#### Video brand guidelines

- Beginning and end frames
- Video-quality graphics
- Branded backgrounds
- Purposeful animation



Google's guide: goo.gl/1d8mk5



### Respect employees like customers.

### Usability



#### Make your videos usable

Do you need audio?

Captions and translations

Transcripts

Timecodes



# Use high quality audio.



#### **Test everything**

Get feedback

Watch the video & perform the actions

Explain the concepts



#### **Software options**

Images	GIFs	Video
<b>Free</b> Gimp	<b>Free</b> Giphy	<b>Free</b> iMovie, Open Shot
Paid	Paid	Paid
Snagit, Pixelmator, Adobe Photoshop	GIF Brewery, ShareX	Camtasia, Adobe Premiere, Final Cut Pro X



View more: alexand.us/tw-tools

### **Making profit**



#### **Measure profitability**

Analytics in the docs

Analytics for the video

Customer service tickets

Get feedback



#### **Getting feedback**

#### **Active feedback**

- Written comments
- Thumbs up / down
- Clicking a button

#### **Passive feedback**

- Collect analytics
- Monitor user behavior



# Success creates joy.



# Final takeaways

- Be brief
- Get approval
- Use a style guide
- Test everything
- Learning > spending money



## Thanks

#### Any questions?

Be my internet friend. Tweet me at @heyawhite.