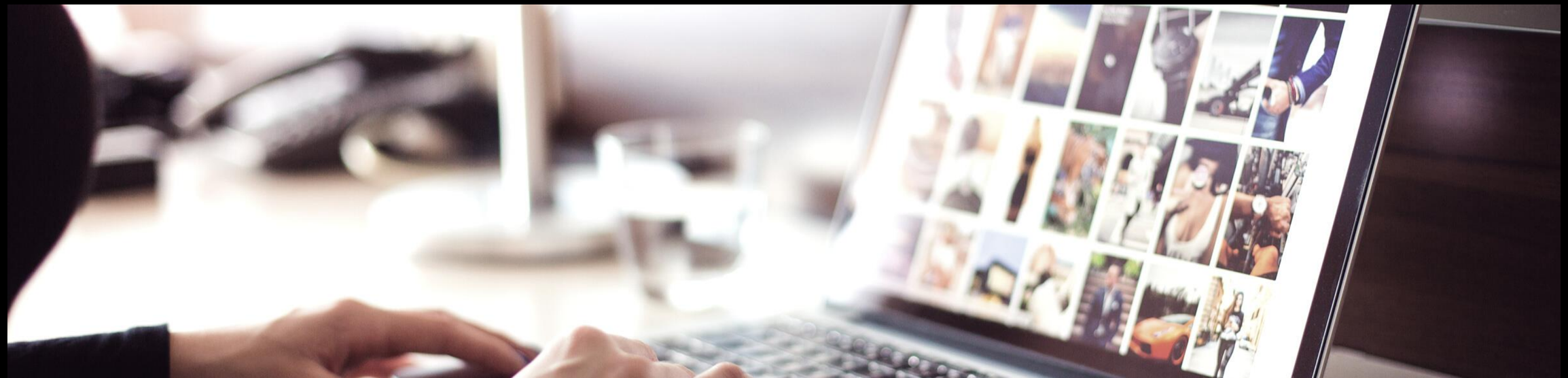
Interactable Video Player



Class: TY Comp.

Sem: 2

Academic Year: 2019-2020

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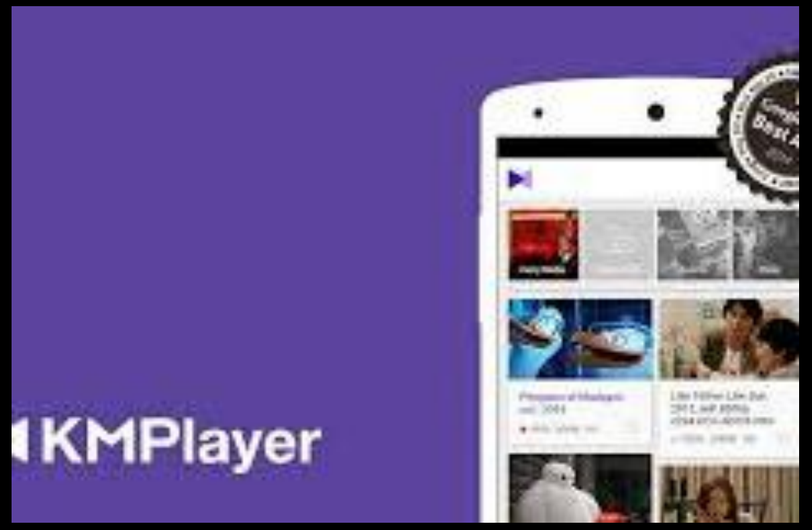
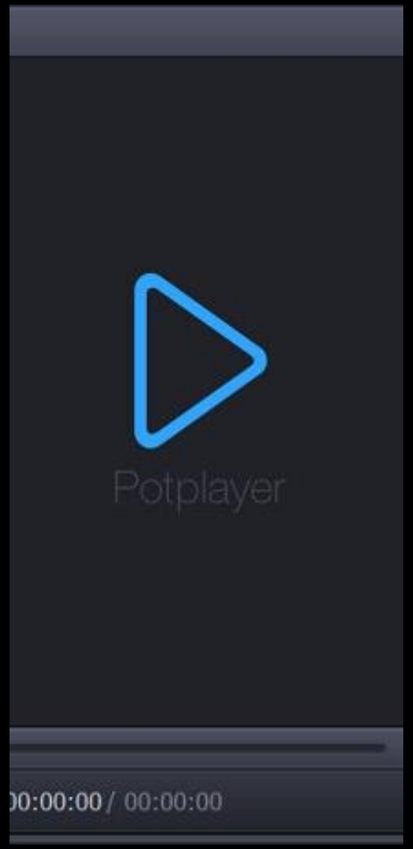
Motivation for choosing the topic

- 78% People watch at least 1 video everyday
- When the person is wrapped up in watching the video, any sort of interruption is irritable.
- Also not being able to follow what is being said might make the viewer lose interest.


KMPlayer


Potplayer


Potplayer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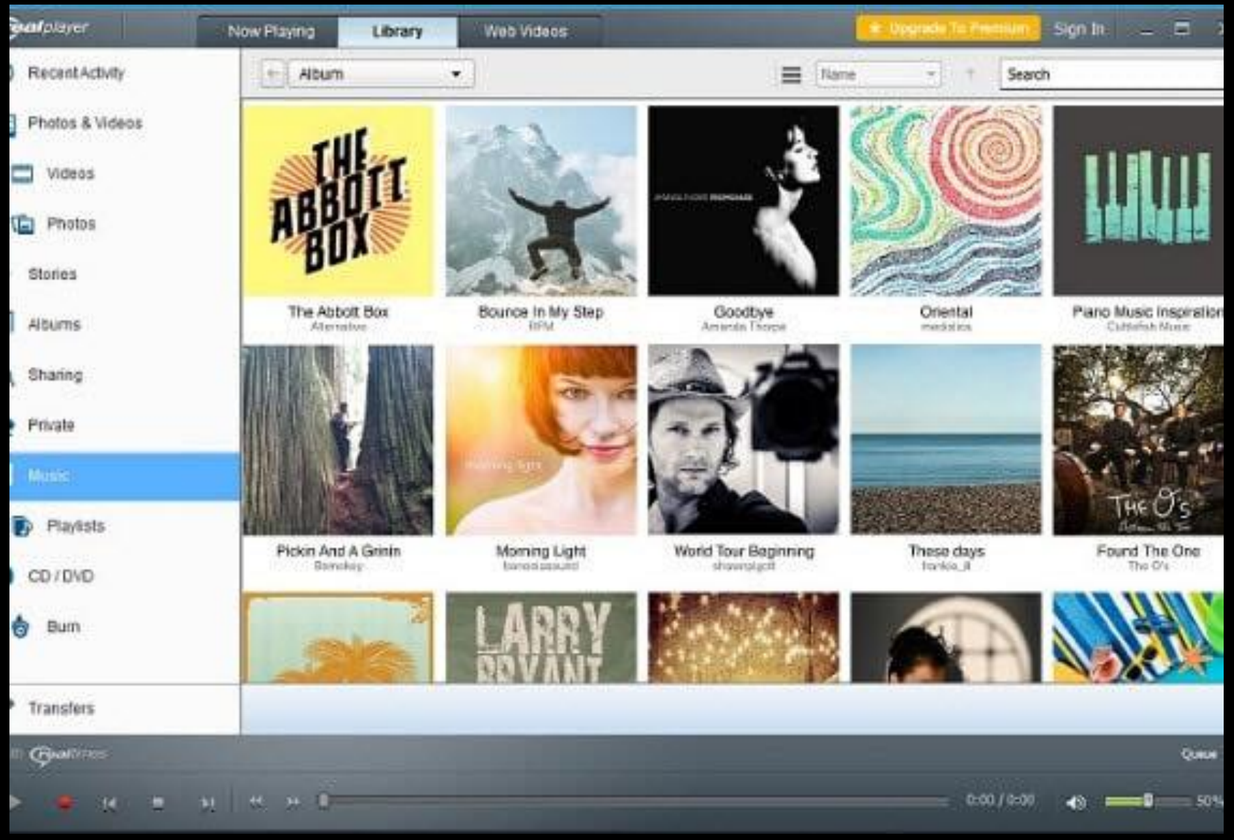
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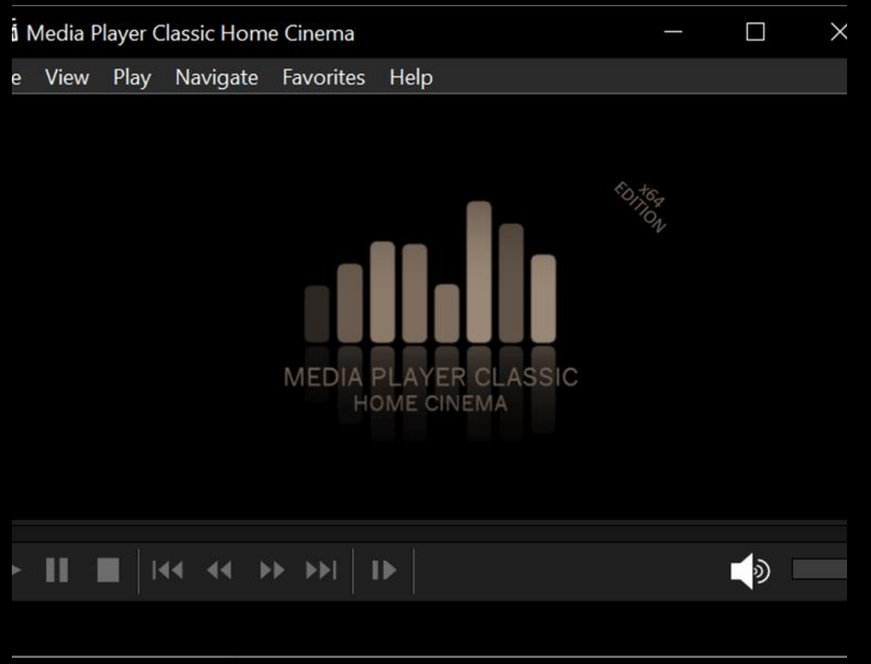
World Tour Beginning
These days
Found The One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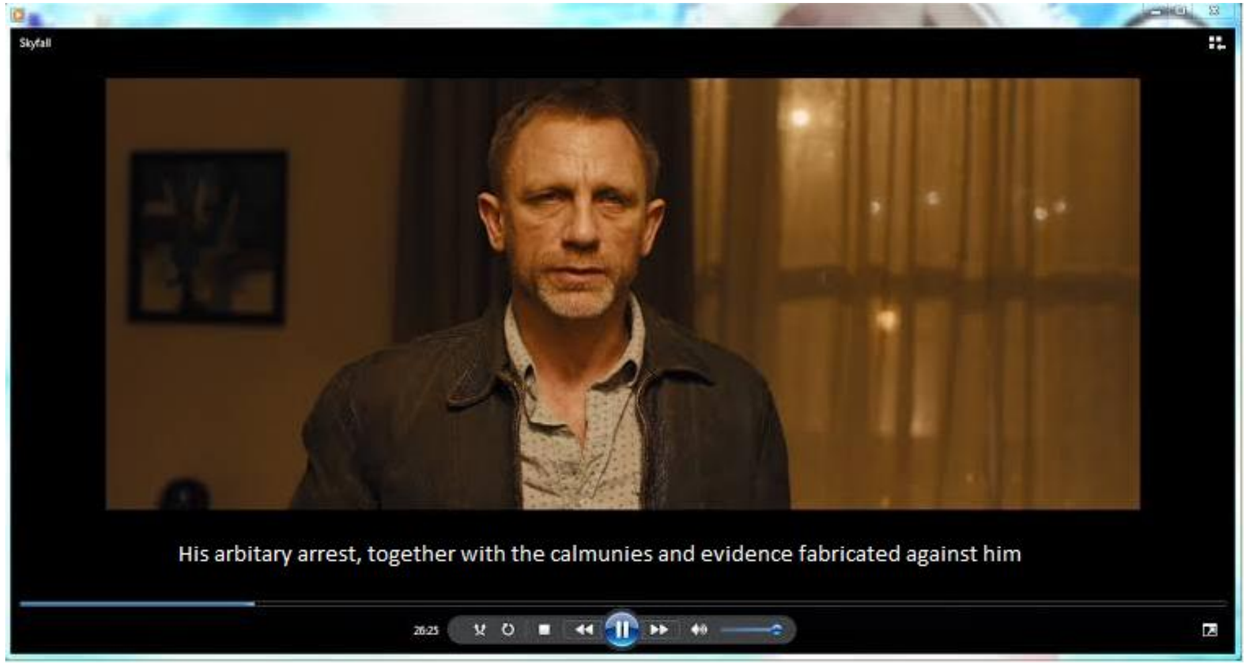
Problem



Somebody facing difficulties in understanding some of the words, has to

- Minimize the player screen
- Open browser
- Look up the word
- Again go to the player and resume

PROPOSED SOLUTION

- We are going to attempt to make the subtitles appearing on the screen be interactable
- So the user can click on each word of the subtitle instead of them just being displayed on the screen

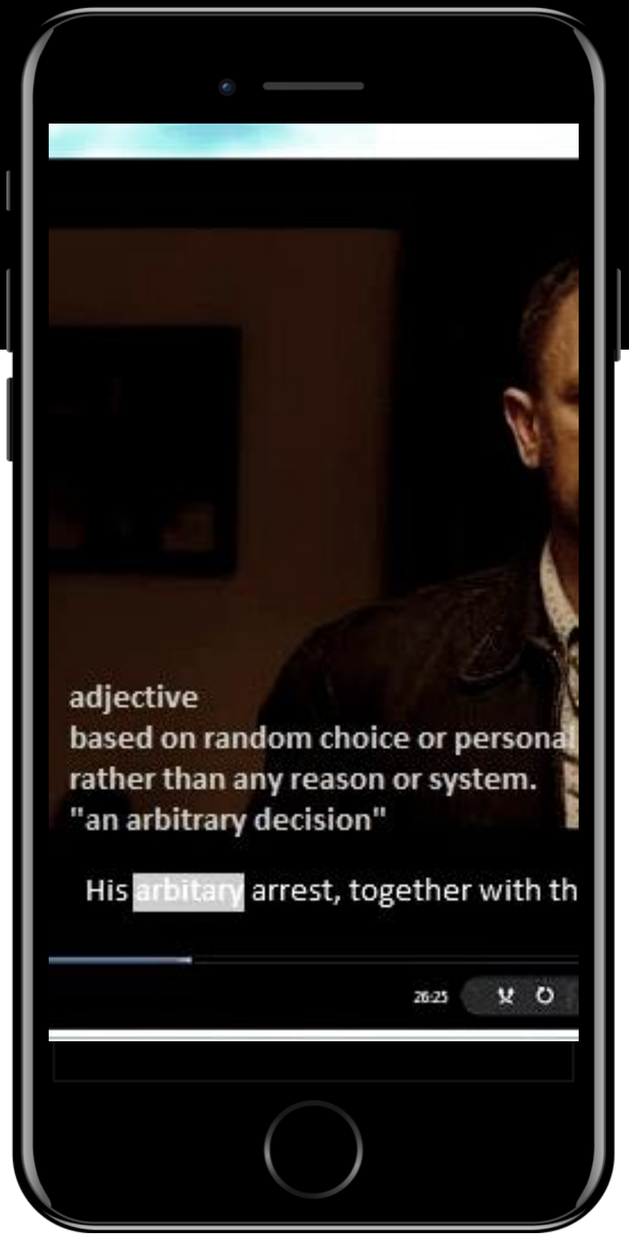
When a word is clicked the following instructions are to be executed:

1. Highlight the selected word.
2. Pause the video
3. Search the selected string in the inbuilt dictionary of the video player

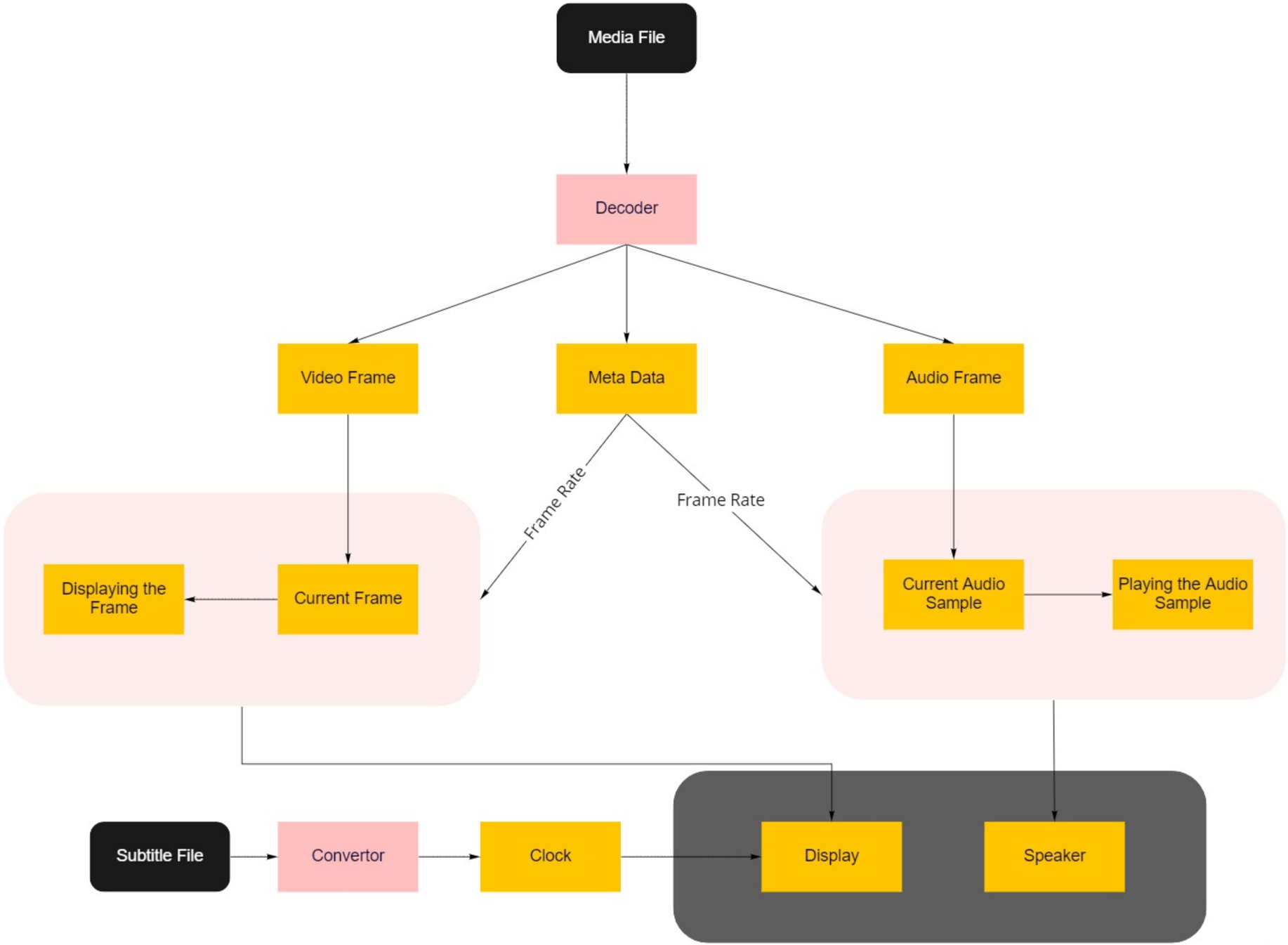
3.1 If found go to 4.

3.2 else search for the meaning of the selected string on the internet

4. Display the meaning on the screen
5. Resume the video when the user clicks on the screen again



FLOW CHART



Challenges

- To keep up with the modern system we will have to keep up with different video formats
- To keep up with the current encoders a variety of decoders will have to be created
- Synchronization of audio and video
- Controlling both hardware monitors and speakers
- Synchronization of subtitles with audio and video
- A system to add subtitles externally

The End