Establishing Community Standards for Underwater Video Acquisition, Tagging, Archiving and Access

Vicki Ferrini (LDEO)

Dwight Coleman (URI)

Adam Soule (WHOI)

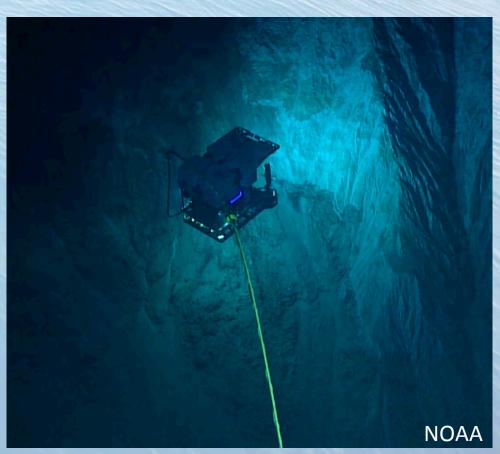






Motivation

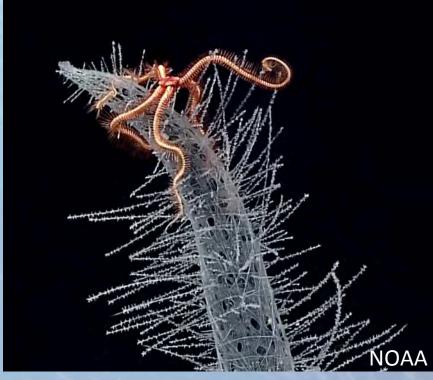
- Underwater video
 imagery has become a
 critical data stream
 - Guide sampling and exploration activities during dive operations
 - Acquired by many groups on many platforms: ROV, HOV, AUV
 - Fundamental
 observations for post-dive
 and post-cruise research



Motivation

- Video archives have the potential to:
 - provide broad significant scientific benefits long after data acquisition
 - engage the public in exciting ocean science research





Motivation

- The oceanographic community has yet to fully capitalize on modern technologies for managing, streaming, discovering, tagging video for:
 - Scientific research
 - Citizen science
 - Public engagement

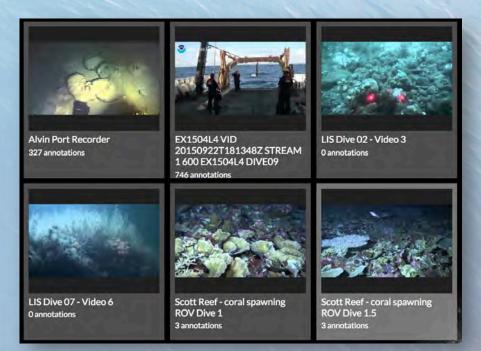




Goal

Move the community toward the common goal of broad public access to distributed video content for scientific research and public engagement.





Understanding the Landscape

- Coordinate within the community of stakeholders to identify current practices and needs
 - Science Users, Data Professionals, Vehicle Operators,
 Education & Outreach Professionals
 - Community Survey (> 130 participants)
- What solutions exist outside our community?
 - Film & television industry
 - Commercial software
 - Pre-workshop input + workshop participation



June 2016 Workshop

- > 40 participants (+ ~30 remote)
- Consensus on best practices full data life cycle
 - Acquisition, Formats, Naming Conventions, Media
 - Metadata, Annotation, Tagging
 - Storage, Archiving and Access
- Develop a roadmap
 - Short-term (low-cost) solutions
 - Longer-term (higher-cost) solutions
 - Sharing ideas, tools, workflows, vocabularies, etc.



Outcomes

- Workshop Report [Oct. 2016]
 - Currently focused on underwater video but recommendations can be applied to other video
- Collaborative space
 - GitHub + Slack
 - Workshop Presentations & Materials
 - Survey Results
 - Ongoing discussions

https://github.com/underwatervideo/ UnderwaterVideoWorkingGroup