# Underwater Video – Community Perspectives on Needs, Challenges and Opportunities

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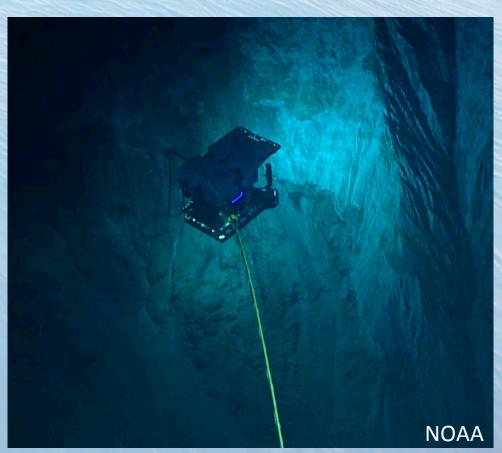
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### Motivation

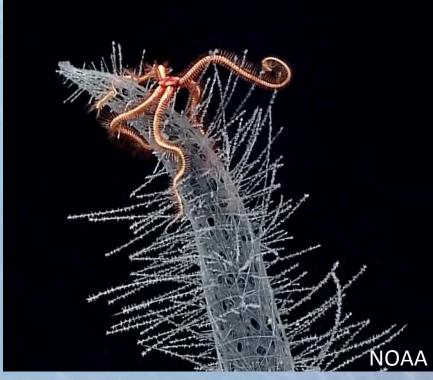
- Underwater video
   imagery has become a
   critical data stream
  - Guide sampling and exploration activities during dive operations
  - Acquired by many groups on many platforms: ROV, HOV, AUV
  - Fundamental
     observations for post-dive
     and post-cruise research



#### 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

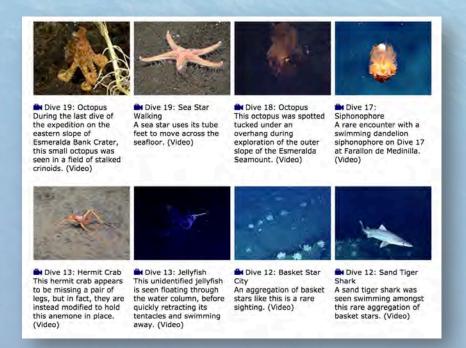
- The oceanographic community has yet to fully capitalize on modern technologies for managing, streaming, discovering, tagging video for:
  - Scientific research
  - Citizen science
  - Public engagement

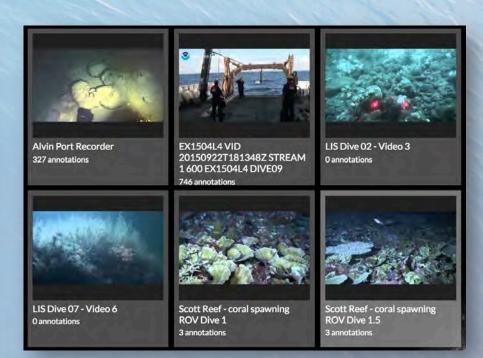




## **Overarching Goal**

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





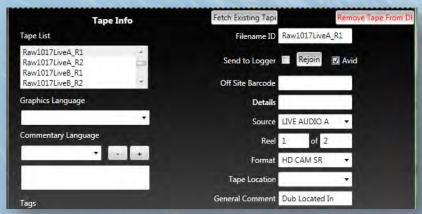
## Understanding the Landscape

- 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



# TV/Video/Film Industry Input

- Gathered input from professionals
  - AMC Networks\*, Disney\*, NBC News, WWE\*,
     Freelance video professionals\*
- Tools practices are dictated by specific needs, workflows, and business models
  - Media Storage and Management
  - Tagging & Annotation
  - Proxy video + full resolution



## 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.



## **Recording - Recommendations**

- Consensus on file naming convention
- Video files should be temporally continuous
- Frequent time-stamped frame-grabs encouraged
- Real-time narration encouraged
- If resources permit, create 3
   versions of video files:
  - Offline
  - Near-line
  - Online (proxy)



### **Metadata - Recommendations**

- Critical situational metadata defined
  - Recommend providing in accompanying file
  - Encourage including on CC channel
- If possible, discontinue:
  - Video overlays
  - Audio time code
- Continue to seek mechanisms and standards for embedding metadata in video files



#### **Access – Recommendations**

- Video should be open access
- Need to develop standards and APIs for making distributed content discoverable & interoperable
- Need to develop a community-wide solution for long-term archiving of and access to video
- At-risk legacy video needs to be digitized!

## Conclusions

- Lots of excitement about underwater video!
- Several challenges and opportunities remain
  - Online access
  - Long-term storage
  - At-risk media
  - Annotation approaches
- Ongoing coordination and collaboration will be important in moving community toward common goals

## The beginning...



Final Workshop Report Released Oct 2016

https://github.com/underwatervideo/UnderwaterVideoWorkingGroup