

**BENV2423**LOWE

DESIGN AND REAL TIME INTERACTIVITY – A POROSITY STUDIO

**RESEARCH**

**THE TUTORIAL**

# RESEARCH ASSIGNMENT: The Tutorial.

**DUE:** FRIDAY NOVEMBER 5, BY MIDNIGHT.

**TIMETABLE:** Weeks 2 - 13, 20% of final grade.

**OUTPUTS:** 1 x 5-7 minute video clip.

**PREMISE:** That critically evaluating a technique and producing a tutorial elevates ones understanding of the media beyond that of a typical user and presents an opportunity for leadership.

## PROCEDURE

1. Research gaps in the "body of knowledge" regarding video tutorials for Sandbox2.
2. Establish a tutorial subject that occupies the intersection between your work in EXP1 or EXP2 and one of the gaps in the body of knowledge. Write 500 words (max! not including references) that demonstrates your tutorial subject is in some way unique and would elevates one's understanding of the media beyond that of a typical user.
3. Create a 5-7 minute long video tutorial that would allow an enthusiastic and intelligent user to gain the knowledge you've identified in step 2.

**WHAT MAKES A  
GOOD TUTORIAL?**

## ASSESSMENT CRITERIA

**TUTORIAL LEVEL\_** is the tutorial for beginning, experienced or advanced level users? In other words; how much would completing the tutorial elevate one's understanding of the media beyond that of a typical user?

**TUTORIAL SUBJECT\_** 500 words (max! not including references) is the tutorial subject clear and fills a gap in the "body of knowledge"?

**TUTORIAL PRESENTATION\_** is the tutorial presented clearly, is the written or verbal communication at university level standard?

**TUTORIAL CONTENT\_** is the content thorough (is everything that needs to be included present and assumed knowledge clearly communicated)?

**TUTORIAL REFERENCES\_** no research is conducted in a vacuum; is the knowledge that the tutorial is built upon correctly referenced.

# HOW TO PRODUCE A GOOD VIDEO TUTORIAL

<http://www.blendernation.com/2007/01/31/how-to-produce-a-good-video-tutorial/>

PLANNING

PRODUCING

AUDIO

TECHNICAL



# Planning

**Plan.** What are you going to tell? What is the level of your audience? Think of the story that you wish to convey. When writing a tutorial, I always try to give the reader a satisfying end result. No matter how simple, everyone likes to have something to show for their efforts and be able to say "I made this!" **SHOW THE END RESULT AT THE BEGINNING.**

**Write a script,** but don't learn it by heart. I often write an outline, and never full sentences. Writing the full story always results in a boring mechanical lecture. Better make sure you have a good story in your head and a short bullet list to fall back to when you're lost. **REHEARSE.**

**Decide which hotkeys or actions** you will explicitly address and which ones you will take for granted. This kind of ties in to determining what level your audience is. **ESTABLISH ASSUMED KNOWLEDGE.** Explaining too many hotkeys can be boring, but if you're creating a tutorial for new users you can't be too explicit.

**Prepare files.** If you want to show a certain operation that requires a model, be sure to have one handy. It's much more interesting to see a demo on a good object than on a bunch of cubes. **YOU ARE DESIGNERS; THIS IS WHERE YOU CAN DIFFERENTIATE YOUR TUTORIAL FROM THE MANY THAT ARE OUT THERE.**

**Short videos seem to work better than long ones** (well, for me, anyway). I often don't have much time to watch something so I prefer 'atomic' tutorial that explain one thing well. That way I can quickly pick and choose what to watch. **OUTPUTS: 1 x 5-7 minute video clip.**

## Producing

**Edit your work afterwards.** Don't leave mistakes or errors in. There's nothing more annoying than a 'whoops – that wasn't supposed to happen' or a 'as you can see, Blender occasionally crashes'. Also, you should always remove pieces that simply last too long such as rendering or baking a fluid simulation. Don't be lazy – make it a joy to watch for your audience!

**Work in multiple steps/edits.** If you plan to produce your work in multiple steps, you have more room for error. Also, it's a lot easier to record in many small fragments than in one long one.

**Record the audio separate from the video.** If you can, re-record the audio. While actually DOING the demo your mind will be focused on handling the computer and not so much on how to form good sentences or how to speak nicely.

**Let the mouse go if you don't need it.** Don't keep moving it around, or – worse – keep changing the perspective. It's very distracting. **DON'T FUSS WITH DETAILS.**

**Plan for improvements;** keep the original movie files (blender/imovie/whatever). you WILL receive feedback and it's much easier to accept it when you're able and prepared to easily incorporate it. (This is a psychological trick).

**Add title, credits, subtitles.** Doing so will make your work look much more finished and professional. Be sure to include your email address or URL – these videos may travel around the world and it's nice if people can find out who created them. **PROFESSIONALISM.**

## Audio **A CONTENTIOUS SUBJECT!**

Use a good microphone and a quiet room to record. If possible, use a quiet computer. Record on the highest level that you can ...

**ADJUST** the audio level afterwards. Don't surprise your audience with loud passages after a soft one.

Use good audio compression quality. I often find good audio more important than good video, but I guess that's a personal thing.

SCREEN your microphone (one of those round thin screens placed between you and the mic.) It softens the consonants, so they don't POP when spoken. (B and P are the worst). **A STOCKING, PIECE OF FOAM, OR SOCK SCREEN OVER THE MICROPHONE WILL WORK.**

## Technical

If possible, **offer multiple resolutions and file formats**. Some people will have slow connections, others fast ones. Try to serve everyone if you can. **LESS OF AN ISSUE NOWADAYS.**

Find a **good fast hosting service** to host your file. If you don't have one of your own, consider [Polorix.net](http://Polorix.net). **YOUTUBE OR VIMEO ARE RECOMMENDED.**

## FURTHER ADVICE

Bmud: show yourself! I think part of Youtube's success is that it allows you to feel like that person is actually talking to you because you can see them talking. Only show me the screen when it's really important. When it's not important, show yourself because body gestures speak LOUD! You know that if you make hand gestures and things, someone that speaks a different language will likely be able to figure out what you're talking about. If you mouse is just sitting there doing nothing while you talk, or you're "circling with the mouse" that doesn't mean nearly as much. **MOST OF WHAT YOU NEED TO SHOW WILL BE ON THE SCREEN, BUT THIS POINT IS STILL A VALID ONE AND YOU MAY BE ABLE TO INCORPORATE IT EFFECTIVELY...**

[t0rc]: creating a table of contents that highlights the times for different, important parts (really only applies to longer tutorials and those that cover multiple things. i.e., "Time Saving Tips", et cetera) and such makes navigation a lot easier – especially if you're viewers are pressed for time and of differing skill levels. **INTERESTING CROSSOVER FROM WRITTEN DOCUMENTATION. CLEAR LABELS THAT RELATE UNAMBIGUOUSLY TO CONTENT ARE VERY USEFUL.**

Pedro: people should avoid recording full screen because it makes hard to see the interface and what's been done once the image is reduced or the compression is set too high in order to get small files. **READABILITY.**

**CONTRAST 1**

# TORLEY'S 13 RULES TO MAKING GOOD VIDEO TUTES

<http://torley.com/torleys-13-rules-to-making-good-video-tutorials>

1. The action must be improvised.
2. No scenes can be staged, no fake enthusiasm is allowed.
3. **Bugs must be left in**, to the extent that they do not grievously interfere with the overall work. Context should, as often as possible, be provided for the education of the viewers. There will always be bugs, but hiding them is dishonest and causes unrealistic expectations.
4. **Surprise while filming is encouraged**. Explanations should be given as unexpected events happen.
5. Maintain an emphasis on presenting an accurate portrayal of Second Life as a Resident will *actually* experience it.
6. **Narration must be memorable**, and can be paced appropriately for the subject matter: rapid discourse is appropriate for a [QUICKTIP](#), while newcomer-oriented material should be paced to allow time for breathing and learning.
7. **Text subtitles should be terse and arranged pleasingly** as to not obscure elements of interest. Occasional trivia to add cultural flavour is welcome.
8. **Pans and zooms should be used to assist focus and compensate for deteriorated video quality** on the World Wide Web.
9. **Multiple takes are allowed**, but preferably kept to a minimum as they degrade the live process. 4 or less is a good rule of thumb.
10. **The video tutorial template file must be improved as new items for streamlining are identified**. The slop must be chopped, with efficiency gains repeatedly applied in a cry of joyous attrition.
11. **Lucid agility** is key. With minimal exceptions, **no single video tutorial should take longer than 10 hours to film, edit, render, & publish**. If more time-consuming, then proportional gains need to be measured and demonstrated. Else, the time spent was not worth it.
12. **New tools must regularly be identified and utilized to [distribute](#) and [promote](#) the video tutorials**, making them easier to find. Education is useless if it is not accessible.
13. **Credit must be given as due, above and beyond, whenever possible**. Openly thank fellow Residents for their contributions, including viewership, suggestions, and featured content. Be an avid replier to worthwhile commentary and discussion. Be gracious.

**CONTRAST 2**



# THE RISE OF VIDEO TUTORIALS

<http://jaap.haitsma.org/2010/01/03/the-rise-of-video-tutorials/>

For one of my websites I wanted to have a page as the homepage for my wordpress install instead of the blog. Hence I did a google search on "wordpress have page as homepage". I clicked on the 3rd result called WordPress Tutorial – How to Make a Static Page Your Home Page because I thought that would give me what I was looking for. It sure did but I needed to watch a 10 minute video for it .

I should have picked the subpage of the second result Creating a Static Front Page « WordPress Codex that just had text explaining what I needed to do at it would cost me just 20 seconds. In this case there was still a text tutorial but I've googled in the past for other stuff and the only thing that came up were video tutorials.

So why o why do more and more people do video tutorials. Just because it's hip to put videos on youtube? Some people claim that video tutorials are better for beginners. However if I had to watch for every setting of a program a 10 minute video I would get really frustrated as a beginner.

What's your take on these video tutorials?

**EXAMPLES**

**WITH BOTH GOOD AND BAD FEATURES.**

<http://www.videocopilot.net/tutorials/> PROFESSIONAL PRESENTATION

<http://structural-engineerings.blogspot.com/> TEXT PLACEMENT AND ADDITIONAL LANGUAGES

[SHOW YOURSELF](#)

[DIGITALTOOLBOX \(ON YOUTUBE\)](#) [LOFT COMMAND IN RHINO, ERRORS/PROBLEMS](#)

**FREE SOFTWARE**

# FREE VIDEO TUTORIAL RECORDING SOFTWARE

VTUTE

WINK

CAMSTUDIO

**QUESTIONS?**