The Accessible Video Interface

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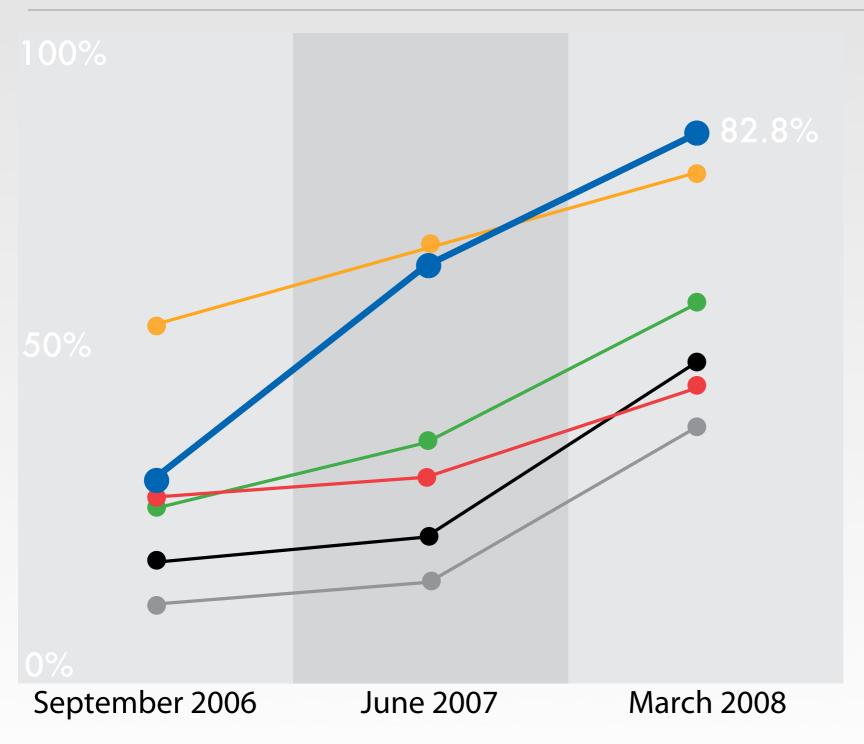
Internet killed the TV star







Internet killed the TV star

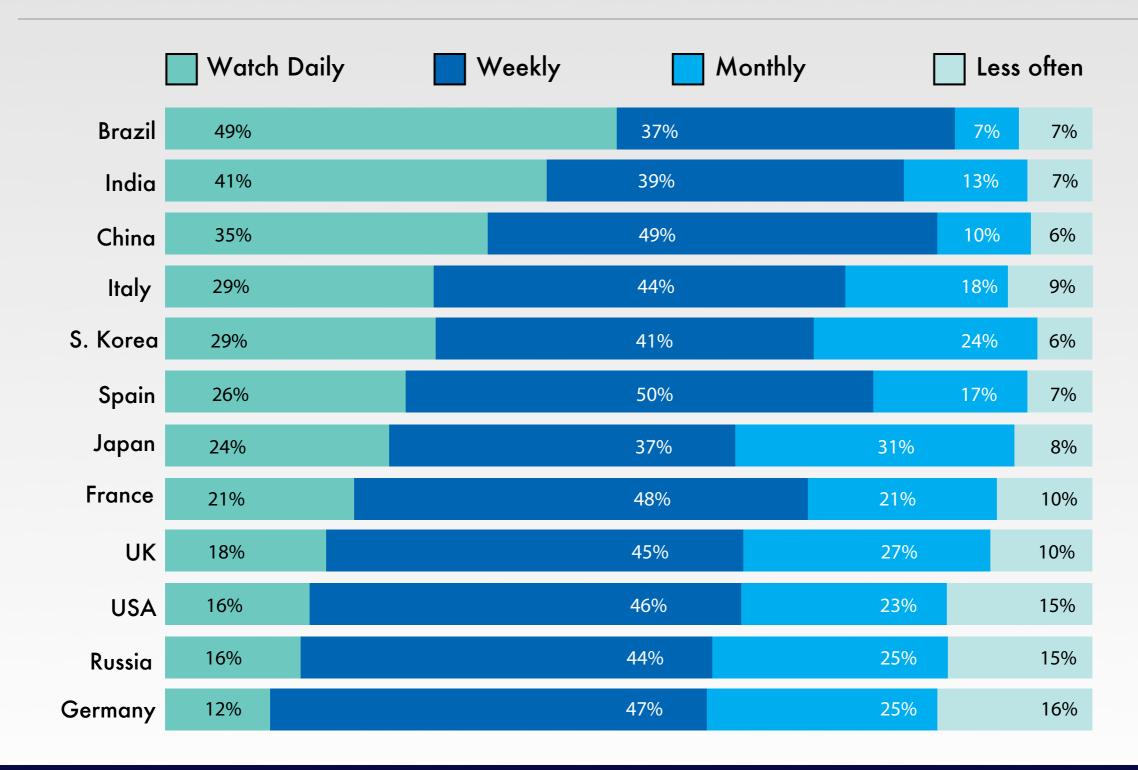


"Thinking about using the Internet, which of the following have you ever done?"

- Watch video clips online
- Read blogs
- Join a social network
- Download a podcast
- Start a blog
- Subscribe to an RSS feed

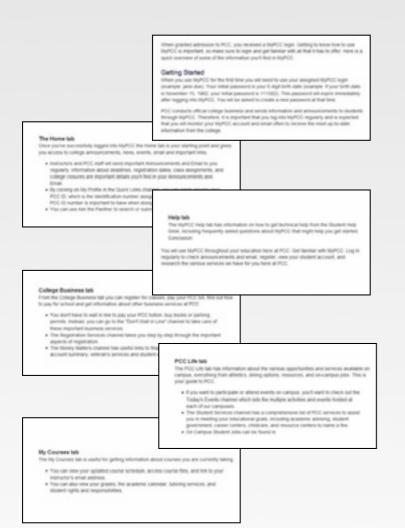


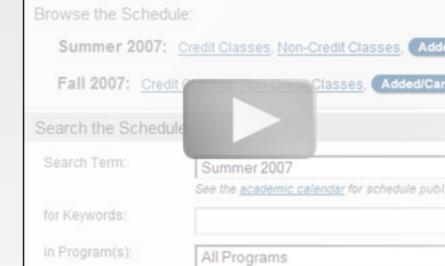
Internet killed the TV star





Internet video in education





Reading the Schedule

●)|cc

Requirements



Accessible

The degree to which a system can be used by the population.



Sustainable

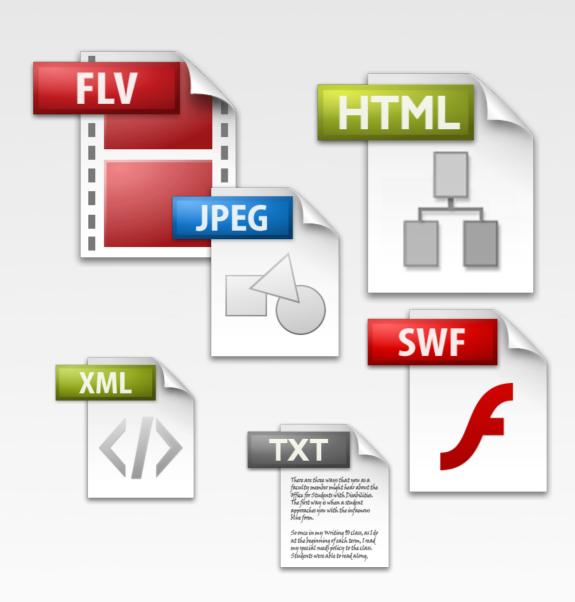
The ability to maintain a system or process indefinitely.



Customizable

The capacity to adapt the system to meet your changing needs.

What's Involved?



```
actions
■ controls
⊿ cc
                                     s:Object = LoaderInfo(this.loaderI

txt:String = flashVars["title_text"]

eo:String = flashVars["path_video"]

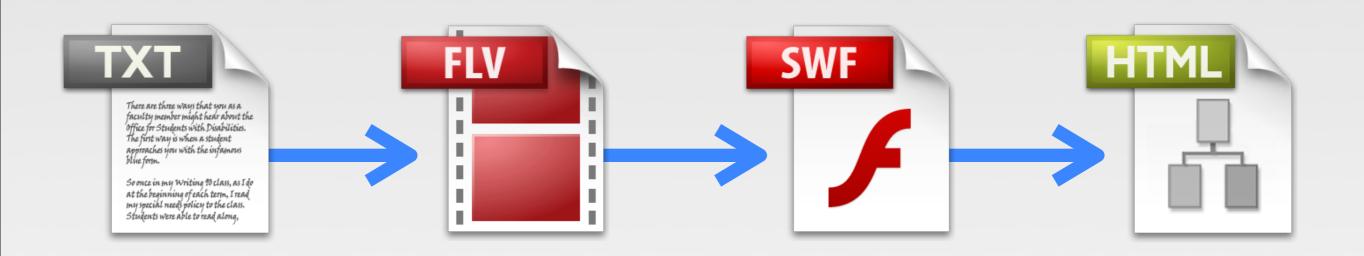
String = flashVars["path_cc"];

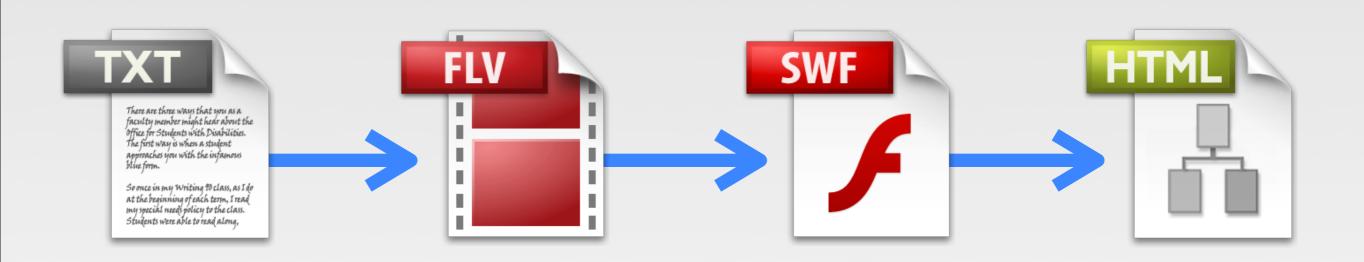
pacr_tmage:String = flashVars["path_image"]

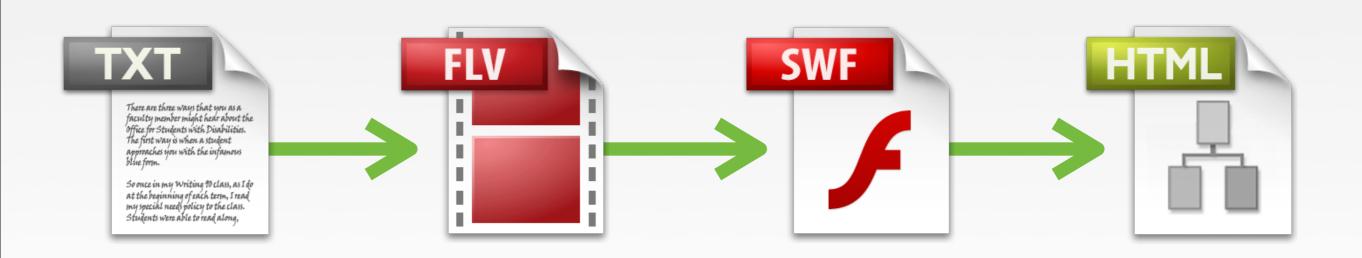
√ image

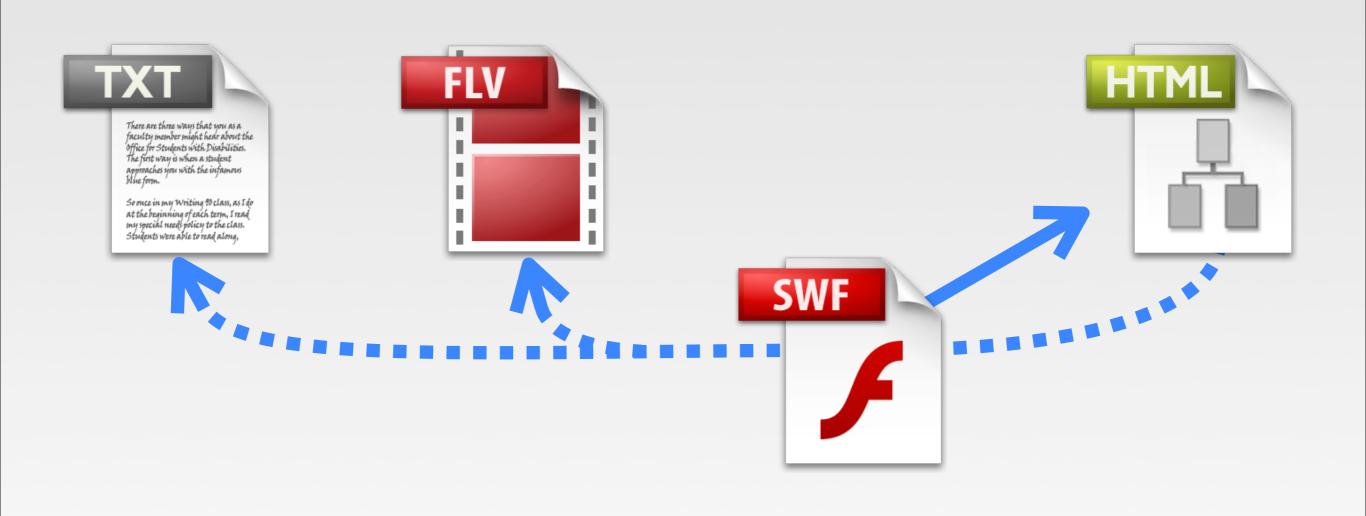
√ video

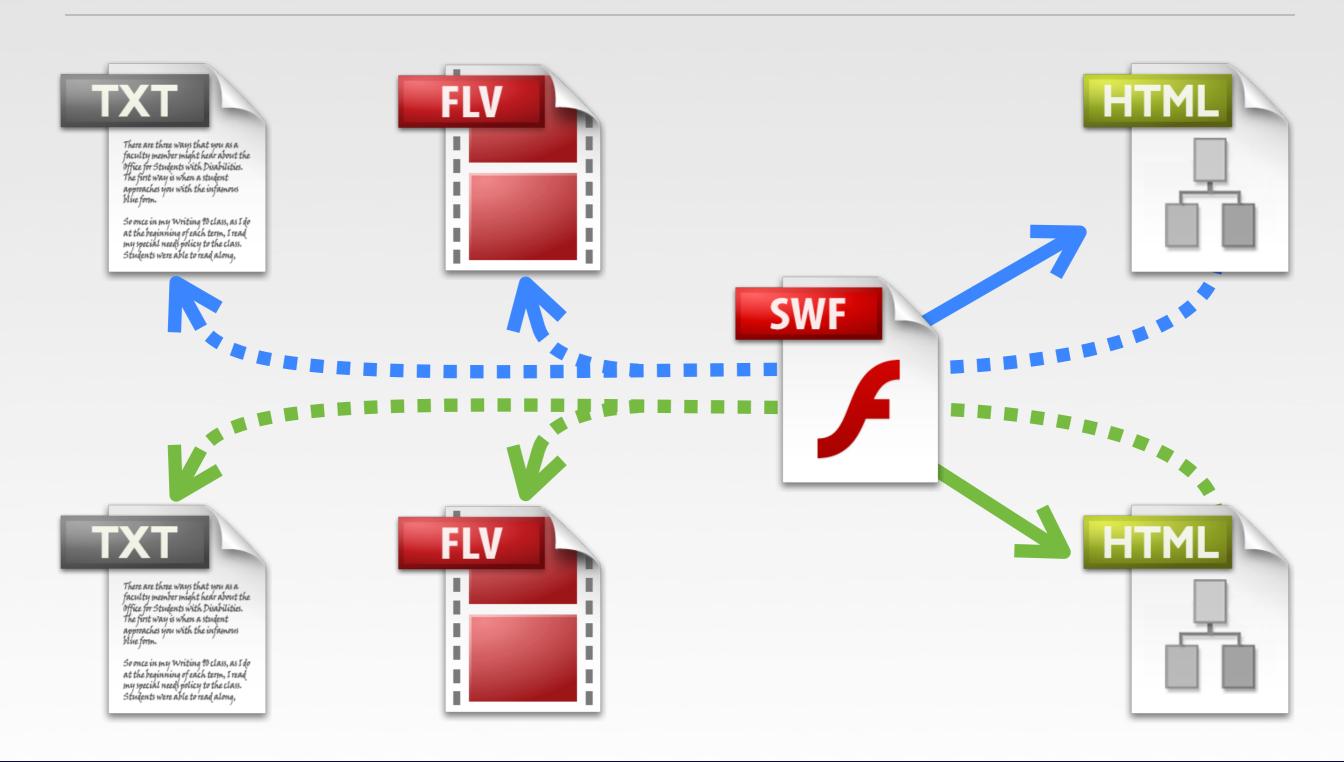
background
                           10
11
                                  if(!path_video){
                                        titleText.text = "Error: No Video";
                           12
13
14
15
16
17
18
19
20
                                  else if(!path_image){
                                        setupVideo();
                                  else {
                                        titleText.text = "Loading Video...";
                                        imagePane.source = path_image;
                                  var nStart:Number;
                                  function progressHandler(event:Event):void {
                          23
24
25
26
27
28
29
30
31
                                        nStart = getTimer();
                                  function completeHandler(event:Event):void {
                                        var nSeconds:Number = (getTimer() - nStart
                                        var kBTotal:Number = imagePane.bytesTotal
                                        var nKbps:Number = (kBTotal * 8) / nSecond
                                        var nBps:Number = Math.floor(nKbps *1024);
                                        setupVideo(nBps);
```

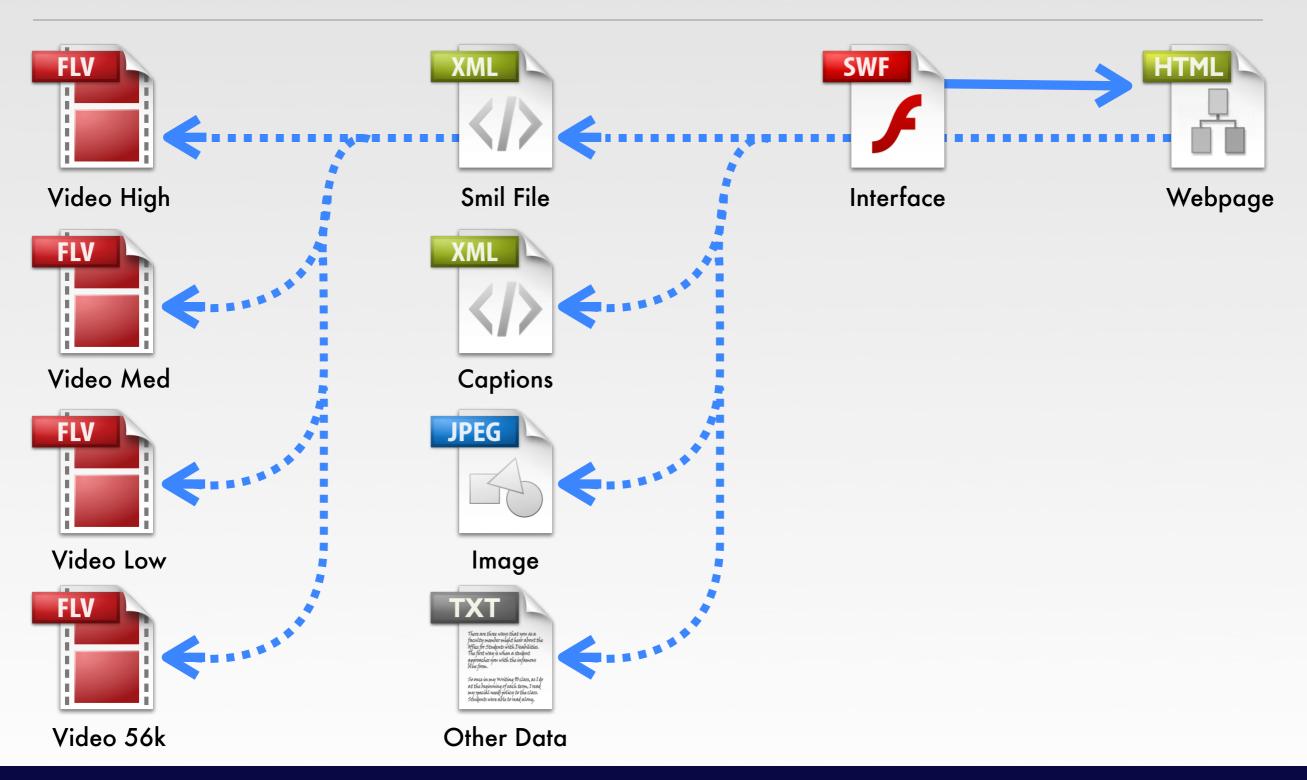




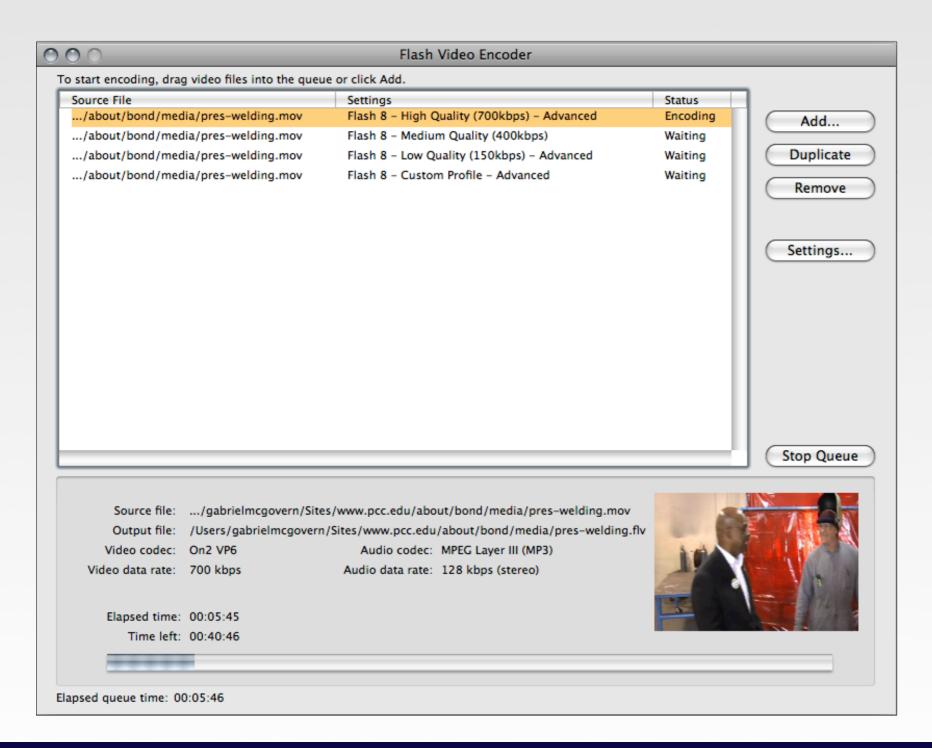








Gather the Pieces: Compress the Video





Gather the Pieces: Create the smil.xml

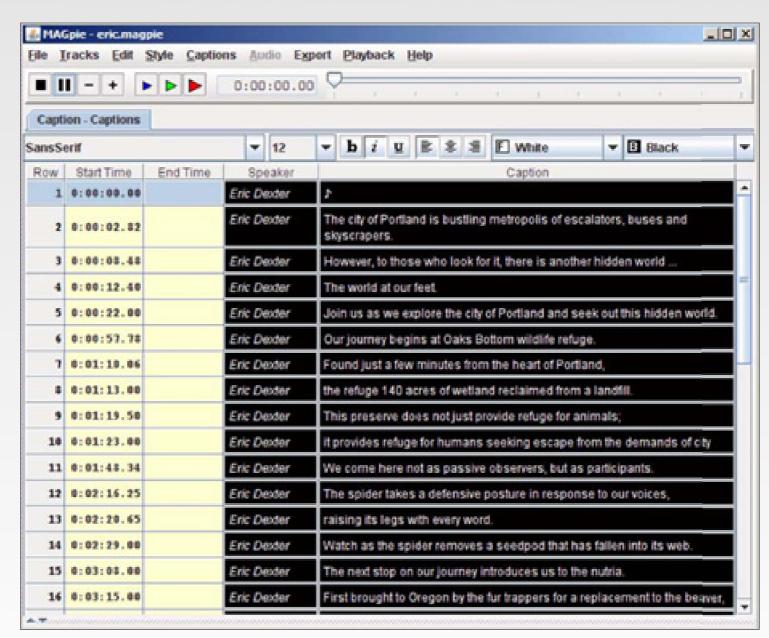
```
Ksmil>
         Khead>
              <!-- path for progressive download -->
              Kmeta base="/resources/web/documentation/video/media/" />
              <layout>
                  Kroot-layout width="320" height="240" />
              K/layout>
         </head>
9
         <br/>
<br/>
du>
10
         Kswitch>
              <!-- Show video: "base+src" When users connection is: "system-bitrate"-->
11
              Kvideo src="eric-vp6-700kb.flv" system-bitrate="700000" />
12
              <video src="eric-vp6-400kb.flv" system-bitrate="400000" />
13
              Kvideo src="eric-vp6-150kb.flv" system-bitrate="150000" />
14
              <!-- If connection is even slower, just use the following -->
15
              Kref src="dexter/eric-vp6-56kb.flv" />
16
         K/swiitch>
17
18
         </body>
     </smile
19
```

```
<!-- path for streaming -->
<meta base="rtmp://flash-r1.vitalstreamcdn.com/portlandpcc_vitalstream_com/_definst_/public/dexter/" />
```

Gather the Pieces: Now for the Captions





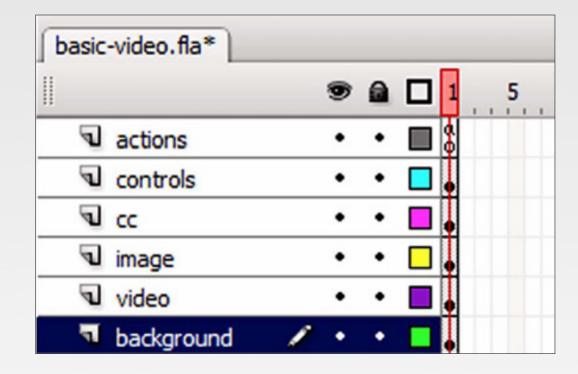


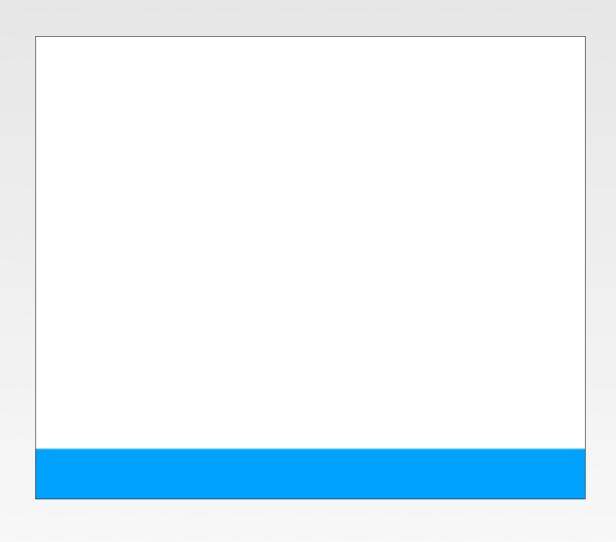
Gather the Pieces: Poster Image





Construct the Interface





Construct the Interface: Components



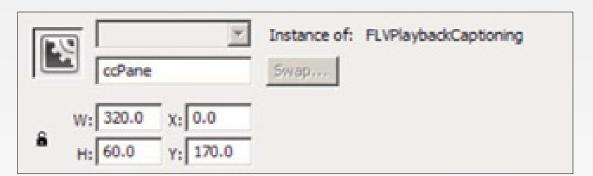
FLVPlayback

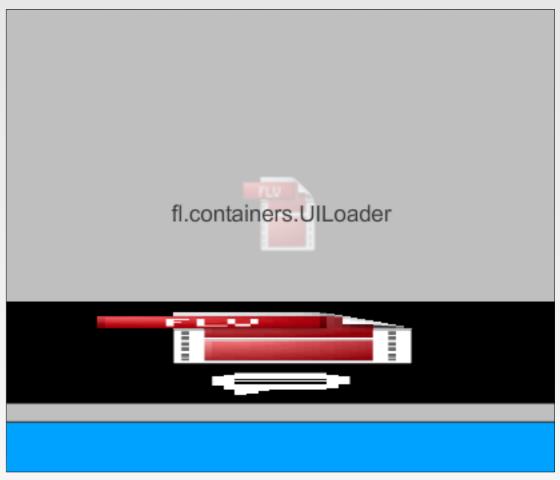


FLVPlaybackCaptioning

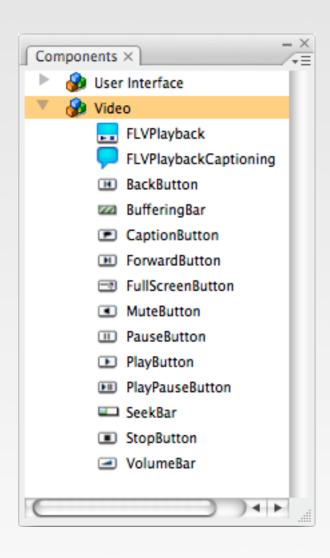


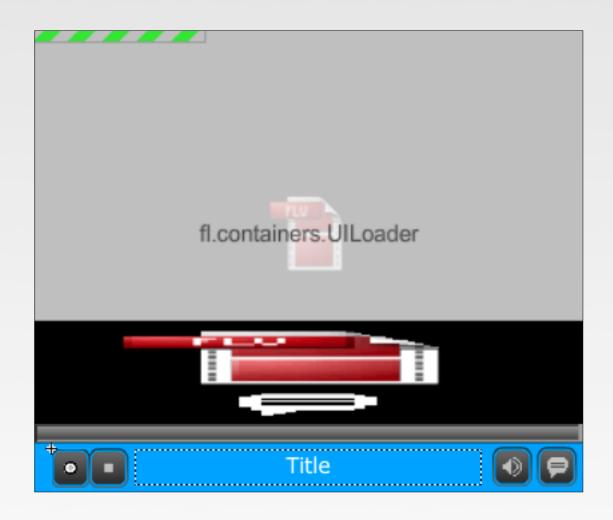
UILoader



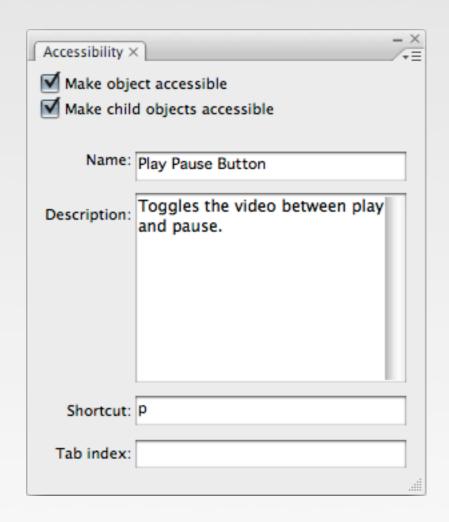


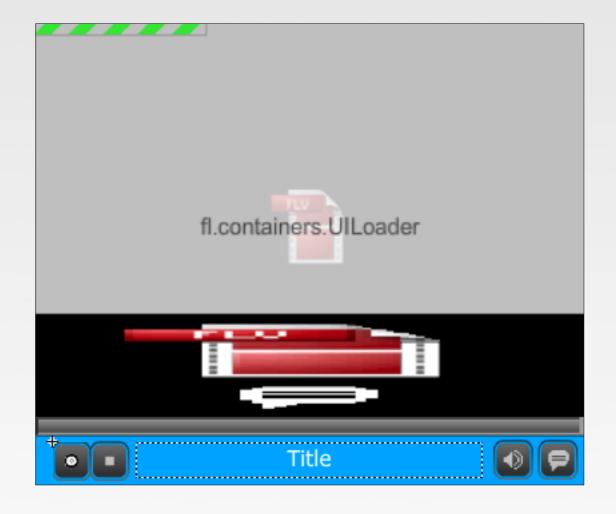
Construct the Interface: Add Controls





Construct the Interface: Accessibility Panel





Construct the Interface: ActionScript

For what the components can't do directly:

- Read variables from the html.
- Set up the video and handle video events.
- Estimate the bandwidth.
- Add the access key behaviors.

Construct the Interface: Read Variables

```
// Load Variables
 4 var flashVars:Object
                            = LoaderInfo(this.loaderInfo).parameters;
   var text title:String
                            = flashVars["text title"];
   var path video:String
                           = flashVars["path video"];
   var path cc:String
                            = flashVars["path cc"];
   var path image:String = flashVars["path image"];
   // Lets see what we have to work with...
18
19
   if (!path video) {
20
        textTitle.text = "Error: No Video";
21
   else if (!path image) {
23
        setupVideo();
24
25
   else {
26
        textTitle.text = "Loading Video...";
27
        imagePane.source = path image;
28
```

Construct the Interface: Video Events

```
30
    // Set up the video
    function setupVideo(bitRate:Number = 0):void{
31
             videoPane.autoPlay = false;
32
             videoPane.autoRewind = true;
             videoPane.source = path video;
34
35
             videoPane.bitrate = bitRate;
36
37
             if (path cc) {
38
                 ccPane.source = path cc;
39
                 ccPane.showCaptions = false;
40
41
             textTitle.text = text title;
42
```

```
// FLVPlayback Event Handler
60
61
    function videoStateHandler(event:VideoEvent):void{
        if (videoPane.state == "playing") {
62
63
             imagePane.visible = false;
64
        else if (videoPane.state == "stopped") {
65
             imagePane.visible = true;
66
67
             ccPane.showCaptions = false;
68
         }
69
70
    videoPane.addEventListener( VideoEvent.STATE CHANGE, videoStateHandler);
```

Construct the Interface: Bandwidth

```
// Estimate the user's bandwidth
    var nStart:Number:
46
    function progressHandler(event:Event):void {
        nStart = getTimer();
47
48
49
    function completeHandler(event:Event):void {
        var nSeconds:Number = (getTimer() - nStart)/1000;
50
        var kBTotal:Number = imagePane.bytesTotal / 1024;
51
52
        var nKbps:Number = (kBTotal * 8) / nSeconds;
53
        var nBps:Number = Math.floor(nKbps *1024);
54
55
        setupVideo (nBps);
56
57
    imagePane.addEventListener(Event.OPEN, progressHandler);
58
    imagePane.addEventListener(Event.COMPLETE, completeHandler);
```

Construct the Interface: Access Keys

```
// Set up access keys
    function keyPressed(event:KeyboardEvent):void{
73
74
         //trace("Key.getCode = " + event.charCode);
         switch ( event.charCode ) {
75
76
             case 101:
77
                 videoPane.stop();
78
                 break:
             case 112:
79
80
                  if(videoPane.state == "playing") {
                     videoPane.pause();
82
83
                  else{
84
                     videoPane.play();
85
                  }
86
                 break:
87
             case 114:
88
                  videoPane.seek(videoPane.playheadTime-5);
89
                 break:
90
         }
92
    stage.addEventListener(KeyboardEvent.KEY DOWN, keyPressed);
```

Beyond the basic





Share and share alike

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The sample files, source code and more.



Special thanks to:

The National Center for Accessible Media for creating MAGpie Geoff Stearns, the author of SWFObject Robert Reinhardt for his quick help on the GoToAndPlay forum Everyone on the PCC web team

Screenshots and data:

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