Hypervideo

*Interface Design for Collaborative Documentaries*

Exegesis submitted in partial fulfilment of the Master of Design at Massey University, Wellington, New Zealand

Tim Turnidge

2014
Acknowledgements

Thank you to my supervisors Dr. Max Schleser and Antony Nevin for your guidance and support. Thank you to Julieanna Preston for facilitating the research process and for your feedback. Thanks to Klaus Kremer for always being around to bounce ideas off and for your help with the printed material. Finally, thank you to friends, family and my partner Ashley Kinsey for your love and support.
Abstract

Hypervideo is developed in response to the collaborative mobile-mentary 24 Frames 24 Hours. Through practice-led research an online interface is designed that creates a dynamic remix of user submitted and workshop generated videos. By means of leveraging contemporary web technologies such as APIs, metadata and video databases the interface presents an interactive documentary as a way of exploring innovative possibilities of web 2.0. The interface facilitates a unique viewing experience, which encourages new ways of experiencing and inspires the creation of mobile movies. This interactive documentary film form is influenced by Soft Cinema (Manovich, 2002) and the Korsakow system (Thalhofer, 2000).

The interface is developed through an iterative design process in response to the emerging significance of metadata in online viewing formats and the vertical/horizontal video design problem.

Keywords:

interface design, database cinema, interactive documentary, metadata, web APIs, mobile media
## Contents

### 1.0 Introduction
- 1.1 Research Questions ................................................. 7
- 1.2 Metadata ................................................................... 9
- 1.3 Web APIs .................................................................. 9

### 2.0 Research Process and Theoretical Framework
- 2.1 Creative Mobile Media .................................................. 14
- 2.2 Contemporary Mobile Media ......................................... 14
- 2.3 Database Cinema .......................................................... 17
  - 2.3.1 Man With A Movie Camera .................................. 19
  - 2.3.2 Soft Cinema ......................................................... 19
- 2.4 Interactive Documentary .............................................. 20
  - 2.4.1 Korsakow ............................................................. 23
- 2.5 Online viewing platforms ............................................ 24
  - 2.5.1 YouTube ............................................................. 24
  - 2.5.2 The Original 24 Frames 24 Hours Platform ........... 25
- 2.6 Interface Design for Mobile Media: Portrait, Landscape and Square .................................................. 27

### 3.0 Hypervideo: Design Experiments and Dynamic Interfaces
- 3.1 MINA + Snapr App ...................................................... 34
- 3.2 Popcorn .................................................................... 35
- 3.3 24 Frames Popcorn ..................................................... 35
- 3.4 24 Frames 24 Hours Vimeo ........................................ 36
- 3.5 YouTube API Experiments ........................................ 36
- 3.6 24 Frames 24 Hours YouTube .................................... 37
- 3.7 Metadata Editor .......................................................... 38
- 3.8 24 Frames 24 Hours Split .......................................... 38
- 3.9 Concept ..................................................................... 39
- 3.10 Hypervideo: 24 Frames 24 Hours (previously titled Butter) .................................................. 40
4.0 Conclusions
  4.1 Future Developments and Research

5.0 References
  5.1 Video references
  5.2 Image references

Appendix A: Hypervideo Design Experiments and Dynamic Interfaces
Appendix B: Raw Vimeo metadata
Appendix C: Vimeo response to geolocation feature request
Appendix D: Raw YouTube video metadata
Appendix E: Notification of Low Risk Research/Evaluation Involving Human Participants