# Interactive Streaming Storyboard

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## Research Goal

Use visual Thinking and learning, together with the power that customized visualization and multimedia can usher, to assist users in designing visually compelling interactive lessons.

## Research Approach

• Modular Architecture makes the ISS Platform scalable and extensible

•Exploits the ubiquity of the Internet as delivery medium

•ASP web tools with Javascript and Vbscript for interaction with ODBC interface

## Uniqueness & Related Work

Related works like Microsoft Power Point, Tom Snyder Productions mPOWER, CueVideo(IBM) Hypercard and Hyperstudio lacks the sophistication required for an online streaming presentation

ISS is a web based software platform that delivers streaming content by taking full advantage of the pedagogical power of interactive visualization *without* any programming knowledge

## Role in IMSC

•Assessment tool for High Presence Environments (ITR submission with Stanford University collaborators)

•Use of interactive visualization in science learning

• Transactional approach to human factors that advance our understanding of learning behavior & the engineering technology that can enable it

## Accomplishments

• BioSIGHT™ Interactive Streaming Storyboard (ISS) Platform



## 5-Year Plan

| 2003 -2004 | 2004-2006 |
| --- | --- |
| •Integration into SoE DEN | • Video search capability through DEN interface |
| • Custom plug-in with Virage VideoLogger indexing software | •Teacher preparation workshops for class room implementation of ISS Tool |
| •Speech-to-text transcription with BBN plugin | •Quantitative study of student understanding and impact of ISS Tool |
| •HS RET and classroom implementation summer and fall 2003 | |
| •Pacific Lighthouse (CENIC) users fall 2003 | |