### D3.3a

Alpha and Beta Version of the Platform

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Executive Summary

This document describes the alpha and beta Versions of the ClipFlair Web Platform, which consists of the following areas:

- the Learning Area, which is called ClipFlair Studio
- the Virtual Workspace Area for learners and teachers which is called ClipFlair Social Network
- and the Virtual Workspace Area for the partner members, the Collaboration Area

The Dissemination Area, http://clipflair.net, is described in the Deliverable D7.6 “Project Portal”
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1 The ClipFlair Studio

1.1 General Information

ClipFlair Studio is the web-based application (based on Microsoft Silverlight) that has been developed for creating and using Revoicing and Captioning activities for foreign language learning. In the original project proposal it is referred to as “Learning Area”.

![A sample activity in ClipFlair Studio](image)

Figure 1. A sample activity in ClipFlair Studio

It is currently at beta development stage and it is made available as OpenSource software (see “Source Code” section below) that one can launch from the web at http://studio.clipflair.net.

It supports authoring, saving and loading of ClipFlair activity files (with file extension .clipflair.zip). It can load activities from local files or from a URL and also supports launching a specific activity directly from the web browser address bar by visiting a URL like http://studio.clipflair.net?activity=Rosa, where the activity name supplied (“Rosa in this example) is one of the activity names listed at http://gallery.clipflair.net/activity.
It is based on the idea of a **Container** where several **Components** can be placed. There are six component types: **Clip, Captions, Revoicing, Text, Image** and **Map components**. The Activity Container has been implemented as a component itself too, so that Activities can also be nested into other activities in future releases.

### 1.2 Technology overview

#### 1.2.1 Smooth Streaming

Smooth Streaming, an IIS Media Services extension, enables adaptive streaming of media to Silverlight and other clients over HTTP. Smooth Streaming provides a high-quality viewing experience that scales massively on content distribution networks, making true HD 1080p media experiences a reality. ([http://www.iis.net/learn/media/on-demand-smooth-streaming/smooth-streaming-technical-overview](http://www.iis.net/learn/media/on-demand-smooth-streaming/smooth-streaming-technical-overview))

#### 1.2.2 Microsoft Silverlight

After a technology research phase at the start of the ClipFlair project, the Microsoft Silverlight platform was selected to implement the ClipFlair Studio application. Silverlight is a slim cross-platform version of Microsoft .NET with web browser integration.

Compared to Adobe Flash, it was selected due to:

- the mature enterprise-grade programming tools available (Microsoft Visual Studio), which also have free versions. This is important for an open-source project if it is to have third-party followup and contributions.

- support for IIS Smooth Streaming technology via Silverlight Media Framework, which provides dynamic adaptive video based on server-client connection bandwidth and client CPU capabilities and instantaneous (no buffering) video seeking in time.

Compared to HTML5 it was selected due to:

- the availability of mature development and debugging tools, still scarce in HTML5 and Javascript.

- component-based development support and especially support for visual components in Silverlight that is essential for complex projects
- hardware-accelerated graphics in Silverlight both for video playback and for drawing of components
- custom UI component support and graphics scaling in Silverlight, necessary for implementing a ZUI (Zoomable User Interface) container with hosted floating windows as in ClipFlair Studio app
- the crossplatform (Windows and MacOS-X) standard video/audio codec support in Silverlight that HTML5 doesn't have. Even on the same Operating System among different HTML5 browsers there may be different codec support due to licensing and performance concerns of browser makers and no mandate on that important issue by W3C's HTML5 spec. Regarding Silverlight media support see: http://msdn.microsoft.com/en-us/library/cc189080(v=vs.95).aspx

1.2.3 Zoomable User Interface

To cater both for varying display sizes and flexibility regarding font and UI element sizes, and to provide users with a facility for laying out and arranging their content and ideas, we opted for implementing a Zoomable User Interface (ZUI - http://en.wikipedia.org/wiki/Zooming_User_Interface) as a zoomable window container of floating window components, inspired by the late Jef Raskin's pioneering Zoomworld UI concepts (http://en.wikipedia.org/wiki/Zoomworld) and by successful current ZUI software like Microsoft DeepZoom (http://www.microsoft.com/silverlight/deep-zoom/) and Prezi (http://prezi.com/).

1.3 ClipFlair Studio Goals, Objectives and Targeted audience

The ClipFlair Studio enables ClipFlair users to create and use language learning activities. Its main targeted audience consists of Learners, Teachers and Activity authors. Both teachers and learners can act as authors and create their own activities (see Figure 1)
The ClipFlair goals and objectives by target audience category are the following:

1. **Learners**
   
a. **Goals**
   
   To serve as a web tool for online Language Learning through interactive activities and assignments using different types of Media (image, video, text, audio and map)
   
b. **Objectives. Towards this end:**
   
The platform has the form of an interactive, zoomable web-application that can load media of different types in the form of language learning lesson activities. Minimal software installation is required: the first time the learners access the Studio, they are asked to install Silverlight. There is no need for exchanging files, as the activity can be accessed through a single URL link. All activities are listed in the ClipFlair gallery where the URL link can be copied from. Thus, the learners only need to click on a URL link, sent by their teacher by email, through a blog, etc. All the tools necessary to carry out the activity are available through the ClipFlair Studio.

2. **Teachers**

   a. **Goals**
      
      To serve as a web platform where teachers can access and correct activities completed by ClipFlair learners.
      
   b. **Objectives. Towards this end:**
      
      See objective 1b above.
3. Activity authors

a. Goals

To serve as a web platform where authors can create and share their own language learning activities combining the various different components of the application.

b. Objectives. Towards this end:

The platform combined with the free online library of resources serves as a workplace where authors can create activities from scratch, or use templates, where certain components are already inserted.

1.4 Basic concepts

ClipFlair Studio uses the concepts of Container, Component and Activity. The Container is the main workspace where ClipFlair users create, run or edit an Activity. Users can add one or more Components in the Container. The available Components are: Clip, Captions/Revoicing, Text, Image and Map. An Activity is a complete exercise created by activity authors and addressed to learners.

1.5 The Container

The Container is basically a “bucket” where all the Components are placed.
The *Container* consists of three (3) distinct areas:

1.5.1 **The Container Title bar**

The *Container* Title bar is the bar placed at the top of the *Container* and contains the *Activity Title* and the top-right panel’s buttons (Help, Options and Close buttons).

The *Activity Title* is the text shown on the left and may be edited from the *Container View Options*.

The **Help button** (question mark icon) provides a direct link to the *Tutorials* section ([http://social.clipflair.net/Pages/Tutorials.aspx](http://social.clipflair.net/Pages/Tutorials.aspx)) of the ClipFlair Social Platform.
The **Options button** (wrench icon), when clicked, flips the container displaying the **Options panel**.

![Figure 5. The Container Options button](image)

### 1.5.2 The Container Back-panel (options panel)

Clicking on the **View Options label** expands and shows the following available options:

- **ID field** (non-editable)
- **Title field**: Defines the **Activity Title** as shown at the **Container Title bar**
- **Opacity slider**: Defines the opacity of the **Container**. Moving the slider towards the left would make the **Container** more transparent, whereas moving the slider to the right would make the **Container** more opaque.
- **Warn on closing** property: If checked, a Confirmation window will pop-up whenever the user pushed the **Close button** (only when ClipFlair is installed onto your computer, see below)

![Figure 6. The Container Options panel (View options)](image)

Clicking on the **Content Options label** expands and shows the following available options:

- **Time field** (not editable)
• **View Width** field (not editable)

• **View Height** field (not editable)

• **Zoom** slider: sets the zoom level of the *Container* (dragging towards the left zooms content out)

• **Content Zoomable** property: If checked, *Container’s* zoom shortcuts are enabled and *Zoom to fit* button and *Zoom* slider are available. If the property is unchecked, the *Container’s* zoom shortcuts are disabled and *Zoom to fit* button and *Zoom* slider are not available.

• **Content Zoom to fit** property: If checked, the *Activity* automatically zooms (on load) to fit the window. Also, it will automatically zoom to fit when the window is resized. Finally, when the property’s state changes to “checked” the *Container* would zoom to fit its *Components*.

• **Options Button Visible (at Components)** property: If checked, the *Options* (wrench icon) button for each *Component* is available

• **Toolbar Visible** property: If checked, the *Container’s Toolbar* (placed at the bottom of the *Container*) is visible.

![Image](image_url)

Figure 7. the *Container’s* Options panel (Content options)

### 1.5.3 The *Container* Main Area

The *Container Main Area* is the area reserved for the *Activity* content to be displayed. This area can host an unlimited number of ClipFlair *Components* (*image, text, video, audio, map*) that form a ClipFlair language learning *Activity*.
1.5.4 The Container Toolbar

The Container Toolbar is placed at the bottom and contains the zoom tools (zoom to fit button, zoom slider), the Activity Load/Save buttons and the “+” buttons (Add Clip, Add Captions, Add Revoicing, Add Text, Add Image, Add Map) that add new Components in the Container Main Area.

Clicking the Zoom to fit button changes the Container's zoom level so that all the Components inside the Container would fit your screen.

The Zoom slider when dragged changes the zoom level of the Container ((dragging towards the left zooms content out).
Next to the Zoom slider are the Container Save/Load buttons. The Container Load options from URL button will load a new Activity from a web server. Upon loading, the Container will reset to the settings (Components and Options) of the new loaded Activity.

The Load options button will load a new Activity saved in the user’s computer.

The Save options button brings up a new window requesting a destination folder for the activity to be saved.

The Save/Load buttons are also placed at the top-left corner of the Container back panel.

With the next six buttons you can add new Components in the Container Main Area. Each button adds the indicated Component:

- The Add Clip button adds a new Clip Component
- The Add Captions button adds a new Captions Component
- The Add Revoicing button adds a new Revoicing Component
- The Add Text button adds a new Text Component
- The Add Image button adds a new Image Component
- The Add Map button adds a new Map Component.

1.6 The Components

An Activity implemented with ClipFlair Studio consists of one or more Components. For example, if the authors intend to show an image and ask the students to describe it, they can do so by Adding an Image Component to display the image and a Text Component to write their question (Figure 10.). Each Component has unique features. The available Components are: Clip Component, Captions/Revoicing Component, Text Component, Image Component and Map Component. New Components can be added to the Activity by pressing the corresponding button at the Container Toolbar at the bottom of the Container.
1.6.1 The Clip Component

The *Clip Component* is the most important *Component* in ClipFlair Studio since ClipFlair aims at learning through captioning and revoicing of CLIPS. With the *Clip Component authors* can add video or audio to an *Activity*. The *Clip Component* is basically a media player (as noticed by the Play/Pause button) where a clip can be added.
The *Clip Component* consists of the *title bar*, the *playback area*, where the video is displayed, and the *playback buttons*.

The *Clip Component title bar* is the header of the *Component* and contains the *Clip Title* and the top-right panel’s buttons (Help, Options and Close buttons).

![Clip Component title bar](image)

**Figure 12. Clip Component title bar**

The *Clip Title* is the text shown on the left and may be edited from the *Component’s View Options*.

The *Help button* (question mark icon) provides a direct link to the *Tutorials* section ([http://social.clipflair.net/Pages/Tutorials.aspx](http://social.clipflair.net/Pages/Tutorials.aspx)) of the ClipFlair Social Platform.

The *Options button* (wrench icon) flips the *Component* displaying the *Options panel*.

### 1.6.1.1 The Clip Component options panel

Clicking on the *View Options label* expands its panel and displays the following available options:

- **ID** field (non-editable)
- **Title** field: where you can set the *Component’s Title* as shown at the *Title bar*
- **Position** field (non-editable)
- **Width** field: where you can set the *Component’s width*
- **Height** field: where you can set the *Component’s height*
- **Zoom** field: where the *Component’s zoom* can be set.
- **Opacity** slider: where the *Component’s opacity* is set.
- **Movable** property: If checked the *Component’s position* can change in the *Container*, else *Component’s movement* is disabled.
• **Resizable** property: if checked the *Component’s dimensions* can change by dragging it’s edges.

• **Zoomable** property: if checked the *Zoom shortcuts* can be used, else they are disabled.

• **Warn on closing** property: if checked a *Confirmation* window will be shown when about to close the *Component*.

Clicking on the *Content Options label* expands its panel and displays the following available options:

• **Media Source (URL) field**: where the url of the clip is set

• **Store playlist offline** button: when this button is pressed the *Clip Component’s* set of videos is saved offline

• **Load playlist previously stored offline** button: when pressed the Clip Component loads a previously saved offline playlist

• **Time field**: where the clip’s current time is displayed.

• **Automatic playback** property: if this property is checked, the clip will start automatically each moment the Media Source (URL) field is edited

• **Looping** property: if checked, the *Clip Component* will replay the clip (or clips) when the playback finishes

• **Volume slider**: sets the sound level of the *Clip Component*

• **Video visible** property: when checked the *Clip Component* would show the video of the clip (if any), else no video will be displayed.

• **Controller visible** property: when checked the playback buttons are visible.

• **Captions visible** property: when checked the clip’s captions are displayed.

• **The Troubleshooting** properties: if checked would display messages for the developers.

The *Save option* button, placed at the *Component’s Options panel* header area prompts the users to save their preferences.

The *Load component* and the *Load component from URL* buttons ask the users to load a previously saved file from their computer or a web server respectively.
1.6.2 The Captions/Revoicing Component

By using the Captions/Revoicing Component a user can add captions and record an audio related to the clip. The Captions/Revoicing Component consists of the Captions/Revoicing Component title bar, the Captions/Revoicing Component Toolbar and the Captions/Revoicing area.

![Figure 13. Captions/Revoicing Component](image1)

The Captions/Revoicing Component title bar is the header of the Component and contains the Component’s Title and the top-right panel’s buttons (Help, Options and Close buttons).

![Figure 14. Captions/Revoicing Component title bar](image2)

The Help button (question mark icon) provides a direct link to the Tutorials section ([http://social.clipflair.net/Pages/Tutorials.aspx](http://social.clipflair.net/Pages/Tutorials.aspx)) of the ClipFlair Social Platform.

The Options button (wrench icon) flips the Component displaying the Options panel.
1.6.2.1 Clip Component Back panel (Options)

The View Options label expands its panel and displays its options as described on section 1.6.1 for the Clip Component’s View options.

The Content Options label expands its panel and displays the following available options:

- Time field (not editable)
- Start Time visible property: if the property is checked then the Start column will be displayed
- End Time visible property: if the property is checked then the End column will be displayed
- Duration visible property: if the property is checked then the Duration column will be displayed
- Role visible property: if the property is checked then the Role column will be displayed
- Caption visible property: if the property is checked then the Caption column will be displayed
- WPM (Words per minute) visible property: if the property is checked then the WPM column will be displayed
- Audio visible property: if the property is checked then the Audio column will be displayed
- Comments visible property: if the property is checked then the Comments column will be displayed

The Save option button, placed at the Component’s Options panel header area prompts the users to save their preferences.

The Load component and the Load component from URL buttons ask the users to load a previously saved file from their computer or a web server respectively.

1.6.2.2 Clip/Revoicing Component: Front panel (main area)

The Captions/Revoicing Component Toolbar is the area located under the title bar and contains buttons that enable users to handle the captions related to the Activity’s clip. The available buttons are:

- Add caption at current time: where users can add a new caption at the current time of the clip
• **Remove selected caption:** where users delete the selected caption from the Captions Component

• **Set selected caption’s start time:** where users set the current time of the clip as the start time for the selected caption

• **Set selected caption’s end time:** where users set the current time of the clip as the end time for the selected caption

• **Import captions from TTS, SRT and other file formats:** where users can import captions from TTS, SRT and other caption formats files

• **Export captions to TTS, SRT and other file formats:** where users can export the captions in TTS, SRT and other caption formats

![Figure 15. The Captions/Revoicing Component Toolbar](image)

The Captions/Revoicing area is the area located under the Component Toolbar and contains a table grid in which each row represents a specific caption or revoicing addition at a specific time of the clip. Users can add, delete or edit existing captions using the tools provided in the Component Toolbar.

Depending on the properties selected through the Component’s Options panel, the Component can act only as a Caption Component only, as a Revoicing Component only or as a combined Captions/Revoicing Component (Figure 16.). Also, for the author’s convenience, the Activity Toolbar displays two different buttons, of which the first (Add Caption button) adds a Component with the Revoicing options inactive, whereas the second (Add Revoicing button) adds a Component with the Revoicing options enabled. At any time, users can alter these predefined configurations through the Component’s Options panel.
1.6.3 Revoicing component

In order for an audio to be recorded there is a set of buttons located in the audio grid column. This buttons, called the Revoicing buttons are:

- The Record audio button: By pressing the Record audio button the user’s voice can be recorded through a connected microphone. While recording, the button’s state changes to a red square symbol (Stop Recording button) indicating that, by pressing, the recording process stops.
- The Load audio from .WAV file button: when pressed, a previously saved audio file can be loaded in the Component.
- The Play audio button (appears only when the user has initiated a recording process by clicking the Record audio button): This button, when pressed plays-back the recording.
- The Save audio to .WAV file button (appears only when the user has initiated a recording process by clicking the Record audio button): when pressed, prompts the user to save his recording.
1.6.4 The Text Component

With the Text Component ClipFlair users are able to write notes and tasks and also provide a text area for the students to write their answers. The Text Component is an advanced text editor that still keeps all the properties of a Component.

The Text Component consists of the Text Component title bar, the Text area, where the text is written and edited and the Text Component Toolbar where text formatting tools are provided.
Figure 18. Text Component

The Text Component title bar is the header of the Component and contains the Component’s Title and the top-right panel’s buttons (Help, Options and Close buttons).

Figure 19. Text Component title bar

The Help button (question mark icon) provides a direct link to the Tutorials section (http://social.clipflair.net/Pages/Tutorials.aspx) of the ClipFlair Social Platform.

The Options button (wrench icon) flips the Component displaying the Options panel.
1.6.4.1 Text Component Back Panel (Options)

Clicking on the View Options label expands its panel and displays its options as described on section 1.6.1 for the Clip Component’s View options.

Clicking on the Content Options label expands its panel and displays the following available options:

- **Toolbar visible** property: if checked, the Toolbar at the top of the Component will be available; otherwise the Toolbar will not be visible.
- **Editable** property: if unchecked, the Text Component cannot be edited.
- **Right to Left (RTL) text Direction** property: if checked then the text’s direction inside the Text Component will be from right to left else it is set to the default left to right direction.
- **Time field** (not editable)

The Save option button, placed at the Component’s Options panel header area prompts the users to save their preferences.

The Load component and the Load component from URL buttons ask the users to load a previously saved file from their computer or a web server respectively.

1.6.4.2 Text Component Front Panel (main area)

The Text Component Toolbar is the area located under the title bar and contains buttons that enable users to edit and style the content of the Text Area. The available tools are:

- **Open existing document**: where users can load a previously saved text
- **Save changes**: where users are prompt to save their text file
- **Clear**: if pressed the user is asked to verify the deletion of the current text.
- **Print document**: enables users to print the existing text document
- **Paste text**
- **Cut text**
- **Copy text**
- **Text formatting options**
- **Insert Hyperlink**
- **Insert Timestamp**: If pressed, the user’s current time is pasted in the Text Area
- **Text Direction**: if Toggled, the text’s direction inside the Text Component will change (Left to Right, Right to Left options available)
• **Highlight:** If Toggled, users can highlight certain line of the text document
• **Insert Image**
• **View / Edit mode toggle buttons**

![Text Component Toolbar](image)

Figure 20. Text Component Toolbar

The **Text Area**, located under the **Text Component Toolbar** is the area where the text is displayed.

1.6.5 **The Image Component**

With the **Image Component** users can place one or more images in their **Activity**. It consists of the **Image Component title bar and the image Area**, where the image is displayed and edited.
The Image Component title bar is the header of the Component and contains the Component’s Title and the top-right panel’s buttons (Help, Options and Close buttons).

The Help button (question mark icon) provides a direct link to the Tutorials section (http://social.clipflair.net/Pages/Tutorials.aspx) of the ClipFlair Social Platform.
The *Options button* (wrench icon), when pushed, flips the *Component* displaying the *Options panel*.

### 1.6.5.1 Image Component Back Panel (Options)

Clicking on the *View Options label* expands its panel and displays its options as described on section 1.6.1 for the *Clip Component’s View options*.

Clicking on the *Content Options label* expands its panel and displays the following available options:

- *Image Source (URL)* field: where the url of the image is set.
- *Stretch* field: this field defines the way the image is displayed in the *Component*. Available values are: *Fill, Uniform, Uniform to fill*

The *Save option* button, placed at the *Component’s Options panel* header area prompts the users to save their preferences.

The *Load component and the Load component from URL* buttons ask the users to load a previously saved file from their computer or a web server respectively.

### 1.6.6 The Map Component

The *Map Component* adds a map to the *Container*. It consists of the *Map Component title bar* and the *Map Area*, where the map is displayed.
The **Map Component title bar** is the header of the **Component** and contains the **Component’s Title** and the top-right panel’s buttons (**Help**, **Options** and **Close** buttons).

The **Help button** (question mark icon) provides a direct link to the **Tutorials** section ([http://social.clipflair.net/Pages/Tutorials.aspx](http://social.clipflair.net/Pages/Tutorials.aspx)) of the ClipFlair Social Platform.

The **Options button** (wrench icon) flips the **Component** displaying the **Options panel**.
1.6.6.1 Map Component Back Panel (Options)

Clicking on the View Options label expands its panel and displays its options as described on section 1.6.1 for the Clip Component’s View options.

Clicking on the Content Options label expands its panel and displays the following available options:

- **Navigation Visible** property: where users set whether they want the navigation buttons (top-left corner) to be visible or not
- **Scale Visible** field: where users set whether they want the scale bar (bottom-right corner) to be visible or not
- **Language-Culture** field (not editable)
- **Mode** field: where users choose whether they want Aerial or Road map style
- **Labels Visible** field: where users choose whether they want the map’s labels to be visible or not
- **Labels Fading** field: where users choose whether they want the map’s labels to fade when they change the zoom level or not
- **Latitude and Longitude** fields: where users can set the latitude and longitude of the map’s center
- **Map Zoom** slider: where users can adjust the map’s zoom level

The **Save option** button, placed at the Component’s Options panel header area prompts the users to save their preferences.

The **Load component and the Load component from URL** buttons ask the users to load a previously saved file from their computer or a web server respectively.

1.6.7 The Components are synchronised

The Captions/Revoicing Component is synchronised with the Clip Component, as they both have a time dimension. No matter how many Captions Only or Revoicing Only or Captions and Revoicing Combined Components there are, they are all synchronised with each other and with the Clip Component. The Revoicing Component and Captions Component work together. If users have already added captions they will notice that the Revoicing Component will be filled with the same lines as the Captions Component with the same Start and End times for each caption.
Moreover, if they add, edit or delete a line in one component the change will automatically apply to the other, e.g. if they add a new captions line in the Captions Component a new line also will be added in the Revoicing Component with the same Start and End times and vice versa, or if they delete a line in the Revoicing Component the line for the corresponding times will be deleted from the Captions Component.

Finally, when a clip is played on the Clip Component users can notice that when a caption is shown over the clip the same caption is highlighted on the Captions Component and the corresponding line is also highlighted in the Revoicing Component.

Figure 25. Components’ synchronisation
2 The ClipFlair Social Network

2.1 Introduction

This section is a description of the project Virtual Workspace Area, named ClipFlair Social Network (http://social.clipflair.net) developed by the Computer Technology Institute and Press “Diophantus”.

2.2 General Information

2.2.1 ClipFlair Social Network web address

The ClipFlair Social Network is accessible at the following web address: http://social.clipflair.net

When selecting to register the Internet domain ClipFlair.net, we opted for the top-level domain .net, to signify the "networking" aspect of it, both in the web-launchable ClipFlair Studio application (hosted under subdomain Studio.ClipFlair.net) and the ClipFlair Social network website (hosted under subdomain Social.ClipFlair.net). The ClipFlair Gallery with its educational resources (activities, clips, etc.) was then naturally hosted under the subdomain Gallery.ClipFlair.net.

Links from the ClipFlair Project Portal (http://www.clipflair.net) to the ClipFlair Social Network (http://social.clipflair.net) and reverse are provided.

2.2.2 Design, Development and Hosting

The portal is based on the open source Content Management System and Social-Networking Platform, MonoX. This platform was chosen because it provides tools for quick and intuitive construction of dynamic and fully editable ASP.NET portals and social networks. It supports Open ID and RPX, flexible friendship modules, a multi-user blog engine, media galleries, discussion boards, video conversion and sharing, walls, comments, ratings and tags.

The Platform is hosted on a dedicated web server located in CTI “Diophantus” premises in Patras, Greece.
2.2.3 Maintenance & Content Updates

The ClipFlair Social Network is a Platform where registered users publish, maintain and share their own content, such as news, user profile information, lesson plans, group activities and discussion board updates.

Informational content is provided by the Project Coordinator to CTI “Diophantus”, who is responsible for updating the content according to the information provided.

CTI “Diophantus” is responsible for the ongoing support of the web.

2.3 Social Network’s Goals, Objectives and Targeted audience

The ClipFlair Social Network aims to enable users to access and share ClipFlair Activities, Clips and other resources, listed in the Gallery, form online communities, and study guidelines and tutorials for activity creation and evaluation.

Its main targeted audience consists of Learners, Teachers and Activity authors. Both teachers and learners can act as authors and create their own activities (see Figure 1)

![Figure 26. The targeted audience](image)

Furthermore, the purpose of the network is to give learners and instructors the opportunity to cooperate with other users and provide their own input to the process.

The categories of targeted users and the respective network’s goals and objectives are the following:

1. General Public
   c. Goals
      i. to create awareness of the goals and outcomes of the ClipFlair project
ii. to attract new users
d. Objectives. Towards this end, the network:
i. Invites potential users to form part of the ClipFlair Online Community
ii. Presents a Library of Language Learning Activities freely accessed (Gallery).

4. Learners
a. Goals
i. To serve as a web access point for learners to share information and interests.
ii. To serve as a discussion board (Groups, Wall, and Forum engine) where learners can publish and share their work and get rated for their activities.
iii. Enable users to access a Library of Resources, called the Gallery.

b. Objectives. Towards this end:
i. • The network has the form of a Social Networking Platform offering web 2.0 (blogs, wikis, tags) features that improve the learning process.

5. Teachers
a. Goals
i. To serve as a web access point for teachers to share information and interests.
ii. To serve as a discussion board (Groups, Wall, Forum engine) where teachers can rate learners’ activities.
iii. Enable teachers to form lesson plans and add new ClipFlair Activities.

b. Objectives. Towards this end:
i. • The network has the form of a Social Networking Platform offering web 2.0 features (blogs, wikis, tags) that facilitate the collaboration between the learner and the teacher.

6. Activity authors
a. Goals
i. To serve as a reference point for guidelines and tutorial lessons for activity creation and evaluation criteria.
ii. To serve as a Library where authors can place their activities

b. Objectives. Towards this end:
i. • The network has an increasing online Library of Resources, called the Gallery and Documentation content for the purposes of Foreign Language Learning with the use of audiovisuals (video, image, audio, text).
2.4  Structure of the Social Network

The ClipFlair Social Network consists of three (3) distinct areas, each one serving specific functionalities and tools:

(a) **Header**: promotes the Project Logo, provides a Horizontal Menu for accessing the various tools of the Platform (e.g. Forum, Studio etc.), offers a search engine and provides registered access to ClipFlair members (learners, teachers, authors) through a Login link.

![Figure 27. Header](image)

(b) **Main Area** (the section of the Project Platform where the various tools and main content are presented)

- The Main Area sometimes consists of two distinct areas:
  - (a) **Main Content Area**: the sub-section where the specific tools and main content are presented
  - (b) **Sidebar Area**: where extra features [e.g. tag search, latest posts, forum updates etc.] are displayed
Participate in online communities

Create vibrant online communities. Connect with your friends. Kick up your own groups and join people that share your interests. Post blog articles. Share photos and videos. Write wall notes and comment on other people’s activities. Follow activity streams.

Figure 28. Main Area (one area): community
Figure 29. Main Area (two distinct areas): A Group page

(c) Footer: copyright, “privacy policy” and “Terms of use” links, Footer Horizontal Menu, funding program information, “share to social media” buttons, and “powered-by logo” display.

2.4.1 Horizontal Menu Items

The Horizontal Menu has the following structure:

- Home
- Social
  - Community
  - Groups (displayed only for registered users)
2.5 ClipFlair Social Platform: Main Area Content

A detailed description of the information (content) presented in the Main Area of the Social Platform is given below:

2.5.1 Information under the items of the Horizontal Menu

2.5.1.1 Home

It contains a welcome message for new and existing users, provides an introduction to the project’s main concepts and terms (ClipFlair Activity, Captioning, Revoicing) and displays active links to the Information Portal (http://www.clipflair.net) and to the ClipFlair Studio (http://studio.clipflair.net)
2.5.1.2 Social

This section of the menu contains online communities of ClipFlair users (Learners, Teachers and Authors) as well as a list of active blogs.
2.5.1.3 Community

This page is a panel displaying a list of blog posts, groups and active ClipFlair users. From here, users can navigate to inner pages where user-created information such as blog-posts, comments and media is presented.

- Groups (registered user)

This page is a list of Groups in which the ClipFlair user participates.

- Blogs

This page is a list of blogs created by ClipFlair users on specific topics defined by tags and categories.

- Wall (registered user)

This page is virtual space on every user's profile or group page.

- Messages (registered user)

This page is the ClipFlair user's virtual mail box. Here users can compose, send, receive and archive messages sent to/by other ClipFlair users

2.5.1.4 Studio

Direct link to the project’s Learning Area where revoicing and captioning tools are provided for activity use and creation.

2.5.1.5 Gallery

This section contains online lists of Activities and Clips which are part the project’s Library of Resources

2.5.1.6 Events

This section contains an online calendar where registered users can display and organize events.

2.5.1.7 Feedback Forum

A discussion-board page where ClipFlair users can post messages and comments to the community. There are three main Forums:

- Suggest Material: a forum where users can post activities, clips and other material to be included in the Gallery.
• Feedback on Studio: users post comments, suggested and bugs concerning the ClipFlair Studio.
• Feedback on Social Network: users post comments, suggested and bugs concerning the ClipFlair Social Network.

2.5.1.8 Help

A section where ClipFlair users as well as the general public can access the ClipFlair Activities Tutorials or place questions to the development team
• Tutorials

A list of freely accessed video tutorials presenting and explaining the ClipFlair application (Studio)

Figure 32. Tutorials page content

• FAQ

A page displaying Frequently Asked Questions
• Contact

A page displaying contact information and a contact form through which visitors can place their inquiries.
D3.3a Alpha and Beta Version of the Platform

Figure 33. Contact page content

2.5.2 Information presented at the Sidebar Area

2.5.2.1 ‘My groups’ page sidebar
2.5.2.2 ‘Blogs’ page sidebar

Blog list

Best Learning practices
Some tips to enhance Language Learning

2.5.2.3 ‘Wall’ page sidebar

Search people

Add a friend View profile

My friends

Stavroula

Activities

Panagiotis has added a new discussion topic Famous Japanese Expressions
2 hour(s) ago

Panagiotis has added a photo(s) to an album Japanese sumi-e
2 hour(s) ago

Panagiotis uploaded a file
Panda_in_Sumi_E_by_catharinejao.jpg
2 hour(s) ago
2.5.2.4 ‘Messages’ page sidebar

Search people

A page where visitors can login or register to the ClipFlair Social Platform by using the provided registration forms.

2.5.3 Information under the Login link

2.5.3.1 Login page

A page where visitors can login or register to the ClipFlair Social Platform by using the provided registration forms.

Figure 34. Login
2.5.4 Information under the Footer Horizontal Menu

2.5.4.1 “ClipFlair” link

Direct link to the ClipFlair Social Network FrontPage ([http://social.clipflair.net](http://social.clipflair.net))

2.5.4.2 Privacy policy

A page describing how the ClipFlair Social Platform uses and protects any information that visitors give when using this web site.

![Privacy policy](image)

Figure 35. Privacy policy

2.5.4.3 Terms of use

A page describing the Terms of use of The ClipFlair Social Platform web site.
Terms of use

Welcome to our website. If you continue to browse and use this website, you are agreeing to comply with and be bound by the following terms and conditions of use, which together with our privacy policy govern Clipflair’s relationship with you in relation to this website.

The term ‘Clipflair’ or ‘us’ or ‘we’ refers to the owner of the website, Clip Technology (http://www.clipflair.com). The term ‘you’ refers to the user or visitor of our website.

The use of this website is subject to the following terms of use:

- The contents of the pages of this website, including all its general information and data, is subject to change without notice.
- Neither we nor any third party provides any warranty or guarantee as to the accuracy, timeliness, performance, completeness or suitability of the information and materials found or offered on this website for any particular purpose. You acknowledge that such information and materials may contain inaccuracies or errors and we expressly exclude liability for any such inaccuracies or errors to the fullest extent permitted by law.
- Your use of any information or materials on this website is entirely at your own risk, for which we shall not be liable. It shall be your own responsibility to ensure that any products, services or information available through the website meet your specific requirements.
- The website contains material which is owned by or licensed to us. This material includes, but is not limited to, the design, layout, text, appearance and graphics. Reproduction should be in accordance with respective copyright norms.
- All trademarks reproduced in this website which are not the property of, or licensed to, the operator are acknowledged on the website.
- Unauthorized use of this website may give rise to a claim for damages and/or be a criminal offence.
- From time to time this website may also include links to other websites. These links are provided for your convenience to provide further information. They do not signify that we endorse the websites. We have no responsibility for the content of the linked websites.
- Your use of this website and any dispute arising out of such use of the website is subject to the laws of the United Kingdom.

Figure 36. Terms of use
2.6 ClipFlair Social Platform usage

2.6.1 Groups Usage

2.6.1.1 Groups’ first page

In the **Groups’ first page** the ClipFlair user can browse to a list of all community groups in which he/she participates.

Users have access to the following actions:

- **Browse All Groups** (where users can view a list of all the existing groups and join if they wish).
- **Add New Group** (where users can create their own group from scratch)
Figure 38. New Group Form

- **Leave this Group** (by pressing this button, users can cancel their participation in a specific group)
- **Edit this Group** (Similar to the action “Add new Group” the creator of a specific Group can directly access and edit it’s information).
- **Delete group** (by pressing this button, users can directly delete a group they have created).

2.6.1.2  Groups’ inner page

In the **Groups’ inner page** the ClipFlair users can interact with each other around a common topic.
Users have access to the following modules:

- **Wall** (where users can post new comments and information directly viewable by every group member)
- **Photos** (where users can upload image content)
- **Discussion board** (where users can start up or follow a conversation on specific topics)
2.6.2 Wall usage

The ClipFlair Wall is each user’s own virtual space where he can post information and thoughts viewable to anyone. In addition, other users can place posts given that the owner of the wall has given permission.
2.6.3 Messages usage

In this page the ClipFlair user can access his/her mailing inbox and compose/send new messages.
Users have access to the following actions / tabs:

- **Received** (where users can browse, view and delete their received messages)
- **Sent** (where users can browse, view and delete their sent messages.
- **New message** (where users can compose and send a new message)

![Figure 44. Messages Panel (2/3)](image)

![Figure 45. Messages Panel (3/3)](image)

### 2.6.4 Gallery usage

This set of pages is the, so called, **Library of Resources** where ClipFlair users can find, display and directly use a list of **ClipFlair Activities** for Foreign Language
Learning. In addition, users can browse a similar list of **Clips** (videos, audios, images) that can use in order to compose their own Activities.

![Figure 46. Gallery](image)

### 2.6.5 Events (Calendar) usage

In the events calendar, the user may find all scheduled or planned events in relation to the project. Users may see the events per day, week and month.

By selecting **“day”**, the user may browse through all the events of the current day. Alternatively, the user may select **“week”, “month”**.

Administrator and registered users can add events by pressing the **“add new event”** button.
2.6.6 Feedback forum

In the user forum, subscribed users – members of a user group may participate in discussions regarding different topics related to Language Learning Activities.

In the user forums, subscribed and authorized users have the possibility to:

- See the discussion topics
- Access the published messages
- Add a new topic or reply to a message
- Check the existing user groups
- Browse topics by tag
- Access a list of options (short criteria, spam deletion etc.)

Figure 49. Feedback forum (1/4)
Figure 50. Feedback forum (2/4)
Figure 51. Feedback forum (3/4)
2.6.7 Multilinguality

Multilinguality functionality has been implemented and supports all UTF-8 languages. This functionality when integrated with translations from partners will allow the Platform information, menus, and functionalities to be translated into the following languages:

- Basque
- Catalan
- English
- Estonian
- Greek
- Irish
- Polish
- Portuguese
- Romanian
- Spanish
2.6.8 Share

Content-sharing to other Social Platforms (such as Facebook, Twitter) is available by clicking the corresponding buttons placed in the Content Area.

Figure 53. Social-Share options
3 The Collaboration and Project Management Platform

3.1 General information about the Platform

Redmine (http://www.redmine.org/) is an open source web-based collaboration and project management software package utilized to plan, track and manage projects implemented by multiple people or teams. The software includes an issue tracking system, calendar and Gantt charts to aid visual representation of projects and their various deadlines or deliverables. Among others, Redmine’s main features include:

- Multiple projects support
- Issue tracking
- Gantt charts
- Calendar
- Forums
- Activity tracker
- Flexible role based access control
- Gantt chart and calendar
- News, documents & files management
- Feeds & email notifications
- Time tracking
- SCM integration (SVN, CVS, Git, Mercurial, Bazaar and Darcs)
- Issue creation via email
- Multiple LDAP authentication support
- User self-registration support
- Multilanguage support
- Multiple databases support

While those are the core functions of the platform, many more features can be added to the system via add-on plugins available through the Redmine community third-party tools page (http://www.redmine.org/projects/redmine/wiki/ThirdPartyTools).
Entering the overview part of the project provides a global view of the status and latest news. Also provided are the description of the project and the team members currently active in the project’s development.

Figure 54. Overview

3.2 Project planning & issue tracking

Redmine provides a plethora of tools as far as project planning is concerned. In general, creating custom issue categories (such as tasks, deliverables etc.) and assigning them to people in the team is a first approach to planning the project’s workflow. In Clipflair, the Activity feed was especially useful for an at-a-glance look on the latest developments in the project’s progress.
The issue tracker has numerous filtering and information control features which enable a project member to keep the information he or she needs and avoid issues pertaining to parts of the project which are not relevant to their responsibilities. While issues are the default type of responsibility-entity present in a Redmine installation, the project administrator is able to create new types, like tasks, deliverables.

A task’s status can be described as “new”, “closed”, “in progress”, “feedback” etc. There is always the option to add more status types but the default types allow for a workflow which includes a quality assurance round if needed. Priority is another point where the user creating or updating the task can announce something important to the team, or mark something as less important so as to focus on more important tasks first.
Figure 56. Updating an existing issue 1

Figure 57. The issue tracker
The Gantt chart is another tool which is very important for the planning and overview of a project’s deadlines and milestones. Every feature, issue, bug or deliverable has a progress bar which gets filled while time goes by and the relevant progress proceeds closer to 100% completion. This provides a convenient way to see at a glance which issues are going to be completed on time and which ones are falling behind.

While planning ahead and especially for big picture tasks like work packages and deliverables, the Gantt chart was particularly revealing about what kind of milestones were up ahead for the team and gave the opportunity for the Project Manager to engage project members who needed to complete tasks in time in a very straightforward manner.
Redmine provides a calendar which presents upcoming issue deadlines, milestones and failed or succeeded targets. Filtering is also supported on the issues that will be visible.
3.3 Managing multiple users and social aspects

User management in Redmine is done via the general administration panel. While users can be added to specific teams and groups, the admin has a general overview and has all the classic add, delete, and update functions available for all users in his Redmine installation.
### 3.4 Information sharing

In order to keep up to date with the latest developments in a project a user is participating in, there are numerous feeds and parts of the Redmine installation that a user can keep track of. There are always RSS atom feeds available on each page as well, for people using RSS clients. One such example is the news page, the forums and the activity feed page.
The Forums are a big aspect of how Redmine contributed to the progress of Clipflair as an ambitious and multi-member project. The team’s meet ups act as a way to solve long term problems and discuss features, but being few in number and far apart, there needed to be a way where the project members could continue the public discussion even in between those meetings. The Redmine forums provided this kind of environment, where many of the issues at hand, new ideas and user experience discussions were held.
A very helpful feature of Redmine is the support of SCM systems like Git, Mercurial, SVM, Bazaar etc. Redmine can be used as a repository source code browser. The repository component integrates into other Redmine components such as the issue tracker and Wiki by providing the user the option to link their code repository with their Redmine project. Once the link is established, issues, bugs and features documented in the project’s main activity feeds are connected to specific commits in the repository. For example, committing new code with the summary description of “#1234 fixed bug” will automatically resolve the issue number 1234 while giving proper credit to the user who submitted the commit to the repository.

The Source Code Repository in Redmine automatically clones the Mercurial repository of http://ClipFlair.codeplex.com OpenSource project, hosted at https://hg.codeplex.com/ClipFlair
Email notifications

An important feature of Redmine, which keeps its users inside the information flow at all times is its email notification system. There are numerous options for filtering the messages that the system will send to the user, but just keeping the default preferences in mind, a user will be notified by mail:

- When a new issue is assigned to them
- When some user replies to a forum thread they have started
- When an update is done on an issue they are either watching or are assigned to

Etc.
As said above, while people will be notified for important tasks and developments, they can always turn off email notification for some features or altogether, if they seem to have a problem with a “spammy” project.

3.7 Document and file management

Redmine offers a system for keeping track of, uploading and administering a multitude of documents and files. This way, members are able to share documents with each other and have a centralized way of knowing where to find older designs, discussion examples etc.
3.8 Multi-lingual support

Redmine provides localization for over 20 languages. This means that each user can modify their profile in order to enjoy Redmine in their native language. This feature is especially helpful for projects with members from different countries, which is also true for Clipflair. For example, a user wanting to see their dashboard and controls in German, would opt for ‘Deutsch’ as their default language with every part of Redmine (apart from the user-generated content) being transformed into German.
3.9 Technology stack

Redmine is built with Ruby using the Ruby on Rails framework. This has the added advantage of the project management system benefitting from the very active and flourishing RoR community, with plugins for it being published every day. As its core functionality is largely database agnostic, Redmine can be used with MySQL, Postgres and SQLite database backend. Which of those will be used is up to the server administrator and the maintainer of the Redmine installation.

As far as the web server goes, Redmine can be run under Apache or nginx with Phusion’s Passenger acting as a proxy module.

In general, Redmine is using a cutting edge technology stack as far as web applications are concerned, providing great performance and usability for insignificant cost.