IBM Research Report

ELM-N: E-Learning Media Navigator

Chitra Dorai, Parviz Kermani, Avare Stewart

IBM Research Division
Thomas J. Watson Research Center
P.O. Box 704
Yorktown Heights, NY 10598



Research Division Almaden - Austin - Beijing - Haifa - India - T. J. Watson - Tokyo - Zurich

ELM-N: E-Learning Media Navigator

Chitra Dorai
IBM T. J. Watson Research
Center
P.O. Box 704, Yorktown
Heights
New York 10598, USA
dorai@us.ibm.com

Parviz Kermani IBM T. J. Watson Research Center P.O. Box 704, Yorktown Heights New York 10598, USA parviz@us.ibm.com Avare Stewart
IBM T. J. Watson Research
Center
P.O. Box 704, Yorktown
Heights
New York 10598, USA
astewar@us.ibm.com

ABSTRACT

E-learning or learning via the Web is now changing the way universities and corporations offer education and training. Rather than using conventional means for remotely distributing and delivering courses and classroom lectures, universities and enterprises are moving towards Web-based academic and training offerings. While content acquisition and distribution can be automated in a systematic fashion, research challenges remain in the area of personalized content delivery, access, and augmented interaction. Automated content indexing and annotation for easy and efficient access and navigation of various media elements associated with the course material become key tasks in flexible content delivery and use. E-Learning Media Navigator (ELM-N) from IBM Research is a system with which a user can access and interact with online courses presented as audiovisual material, along with related slides and white board contents in a time-synchronized fashion. In this demonstration, the system capabilities and the research technologies behind them will be presented.

Categories and Subject Descriptors

[Multimedia]: Multimedia Processing and Coding

1. INTRODUCTION

Web-based learning is rapidly emerging as an alternative to traditional classroom-based education. The Internet is changing the way universities and corporations offer education and training as it propels them away from conventional means for remotely distributing and delivering university courses and classroom lectures, and steers towards Web-based academic offerings. This online learning, often referred to as *e-learning* is fast becoming an accepted means of employee training and education among business enterprises because of its compelling cost saving advantages, especially with respect to time and travel parameters. Delivery via the Web leads to availability of training-on-demand and instant knowledge whenever and wherever is needed for either groups or individuals, reducing lost time as well as travel and administrative expenditures. According to International Data Corporation, the corporate e-learning market

will grow to 11.4 billion by 2003 [4]. Additionally, e-learning opens up exciting possibilities of self-driven education, with the flexibility to set one's own pace of learning and focus, thus leading to increased participation and self-directed learning when needed.

Over the past few years, researchers in media and education have focused on building systems for classroom content acquisition, distribution, and delivery. IBM Research's e-Seminar [6] is a working example of such a media distribution system, tailored to acquire and deliver seminars and classroom lectures. E-Seminar serves as a prototype content acquisition and streaming system that facilitates IBM researchers worldwide to gain access to videos and slides of seminars and presentation events that happen in any of the IBM laboratories. The main design philosophy underlying the development of e-Seminar is to automate content acquisition as much as possible in various room settings and arrangements. More examples of such content capture systems are listed and discussed in [6].

2. PROBLEM STATEMENT

While content acquisition and distribution can be automated using e-Seminar like systems, challenges remain in the area of easyto-use content delivery, access, and augmented interaction. Automated content indexing and annotation for media searching and browsing become key tasks in flexible content delivery and consumption. Particularly in the context of e-learning, there are a slew of materials such as slides, white-board contents, etc associated with the audio and video streams of the courses taught. A useful course/lecture browsing system would enable cross-referenced access to all the materials pertaining to a course in a synchronized manner. Further it will facilitate searching for a topic, or a slide, or a specific instance of captured white board content in a course. It would also provide smart browsing interfaces based on the content of the captured course materials, and would assist in guided navigation via automatically structured course content. It is also vital for the presentation interfaces to be engaging and allowing for collaboratory learning.

3. E-LEARNING MEDIA NAVIGATOR

The eClass [1], the BMRC lecture browser [5], and our E-Learning Media Navigator (ELM-N) are some of the experimental prototype systems that are targeted at achieving these capabilities.

The eClass system, previously known as Classroom 2000 [2], equips a classroom with many technical enhancements to make teaching and learning an easy experience. One or more electronic white boards, as well as audio and video equipment in a classroom help to record slides and other material projected on the white board,

in addition to the lecturer's voice. The system integrates several media and organizes as Web pages for access and study.

The BMRC lecture browser [5] is a web-based tool providing access to streaming video and synchronized slides used in courses. Various media elements collected during a lecture are managed in a database and can be searched and retrieved by the user. It uses the RealNetworks, RealPlayer for streaming audiovisual material. It also allows for slide search independently of the lecture video.

Currently E-seminar and other lecture browsers are manually annotated involving a large investment of time and labor. The goals of our E-Learning Media Navigator (ELM-N) are to reduce human effort and manual annotation, and to support functions such as content-based access, easy navigation of the medium in terms of automatically structured content, and topic-driven browsing. Our work targets automatic indexing of content and its organization into useful, easy-to-use access structures beyond today's story boards that are voluminous.

Towards that goal, technologies are being developed at IBM Research [3] to (i) parse and structure media content with an ability to automatically establish semantical relationships between the various elements (such as audio, slides, white boards, and video) in the content and derive thematic access structures for concise, but expandable organization and (ii) develop joint audiovisual algorithms that deliver multi-layered concept-oriented content descriptions that are parsimonious as opposed to existing verbose low-level features such as shots, key frames, or keywords form speech for search. Such an ability will lead to provision of easy-to-use aggregate to fine-grained media search and browsing services. The ELM-N interface is currently implemented using SMIL 1.0 and QuickTime 5. Figure 1 shows a snapshot of our system illustrating its current capabilities.

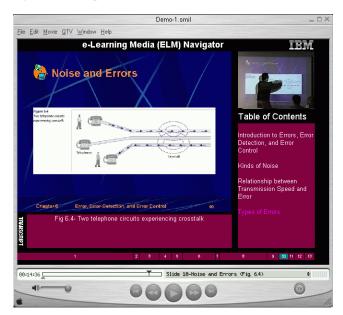


Figure 1: A snapshot from E-Learning Media Navigator.

4. CONCLUSION

The highlights of the ELM-N system are the following: (i) Independent video, audio, and slide access and browsing; (ii) slide-

timeline mediated audio/video access; (iii) slide indexed course and lecture browser; (iv) time synchronized speaker transcript with slide browsing; and (v) structured video Table of Contents for navigation. In this demonstration, research technologies behind these capabilities will be presented and experimental use-cases will be discussed.

5. REFERENCES

- G. D. Abowd. Classroom 2000: An experiment with the instrumentation of a living educational environment. *IBM Systems Journal, Special issue on Pervasive Computing*, 38(4):508–530, October 1999.
- [2] G. D. Abowd, J. A. Brotherton, and J. Bhalodia. Classroom 2000: A system for capturing and accessing multimedia classroom experiences. In *CHI 1998 Demonstration Paper*, May 1998.
- [3] C. Dorai. Automatic structuring of e-learning media for nonlinear access and navigation. Working document, IBM T.J. Watson Research Center, Yorktown Heights, New York, May 2001.
- [4] A. Grimes. E-commerce: On the battlefield A matter of degree. Wall Street Journal, July 17 2000.
- [5] L. A. Rowe and J. M. Gonzlez. BMRC lecture browser demo. In WWW document, URL http://bmrc.berkeley.edu/frame/projects/lb/index.html, 2000.
- [6] A. Steinmetz. Media and distance: A learning experience. *IEEE Multimedia*, pages 8–10, April-June 2001.