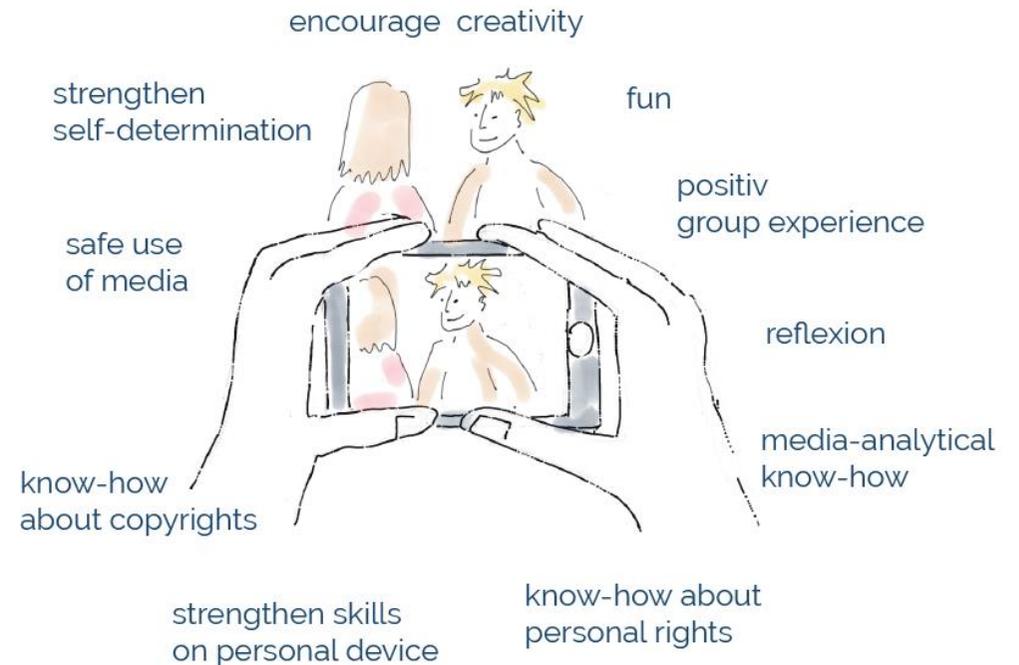


## „Bring your own device“ - video projects in youth work

Today, most teenagers own a smartphone. Mobile devices have become powerful tools for creative production which can be easily used for action-orientated projects in youth work. Film making has never been as easy as it is today, because you don't need any special equipment.

What is the best way to go about it? Which steps are necessary so that the group will experience a sense of achievement?

This training material is a hands-on beginners' guide for youth workers who want to realize short video productions in a group setting. It provides an insight into various approaches to media education and an overview of useful methods and outlines a set of criteria for the selection of useful apps.



## Example video workshop

**Group size:** 4 to 12 kids, teenagers

**Age:** 12+, the participants should have their own smartphones or tablets

**Duration:** 1.5 to 3 hours

**Equipment:** flip chart, beamer or TV with the necessary adapter cables (for iOS and Android), PC (optional) to collect and display the videos from the mobile devices.

### 1. Preparation

A byod video project with kids or teenagers can be organised spontaneously and just takes a short amount of time. Nevertheless, it is recommended to organise a preparatory meeting with the kids to clarify the following questions:

#### Consent

The teenagers should expressly consent to taking part in a video project, to filming and being filmed. Depending on the applicable national law, parents or legal guardians may have to give their consent for children under a certain age (in Austria: up to the age of 13 years).

#### Which video editing app should be used?

Kids are often experts in handling mobile devices. It can be motivating for them to become involved in the selection of useful apps for video editing. The above criteria for choosing the right app can be used as a basis for assessing various options.

### Chances, stepping stones and challenges for byod-media projects in youth work

#### Chances

- \* Low threshold – no special equipment required
- \* Peer learning – cooperation
- \* Increasing media literacy through action-orientated methods
- \* Tapping the full potential of mobile devices and apps

#### Stepping stones and challenges

- \* Missing infrastructure (WLAN)
- \* Technical hurdles (various systems)
- \* Use of private devices in youth work (responsibility, insurance, privacy)
- \* Development of new methods and guidelines
- \* No open-source or freeware apps available
- \* Dubious and expensive payment models for apps

## 2. Video workshop

A casual atmosphere is important to make sure that the participants feel at ease. If the participants don't know each other, it is a good idea to have a playful round of introduction at the beginning of the workshop. Furthermore, it is also advisable to discuss basic rules for the way in which they want to work together, e.g., consideration for each other, no secret filming, etc.

### Questions for the beginning:

Have you recorded a video recently? Do you edit your videos? Who has taken more than 20 photos in the last two days?

Group discussion: What makes a good video? (collect everything on flip chart), discuss central concepts: shots, perspective, sound design, ... At this point, it would probably be a good idea to include the short film analysis (see example). It is important for the kids to understand the basic camera settings.

### Using one's own device as a video camera:

Everyone fetches their mobile devices and tests the camera function. Talk about different camera field sizes and common aspect ratios, vertical and horizontal videos. What are the advantages and disadvantages? Why would you use vertical videos? Why horizontal video? It is important that the teenagers get to know the key concepts of making a video.

### The smartphone / tablet as a photo and video camera

#### Advantages

- \* Availability
- \* High image and video quality
- \* Special features, e.g., slow-motion
- \* Easy to operate
- \* Useful photo and video apps
- \* Use of a single device for editing and publishing

#### Disadvantages

- \* Bad audio quality of video recordings
- \* Difficult handling because of small screens
- \* Not enough memory, weak battery life
- \* Tripods and microphones need special extensions (mounts, adapters)
- \* HDMI connections with beamer and TV require special HDMI adapters

## Camera field size?



Long shot



Medium shot



Medium close up

## Horizontal or vertical video?

Smartphones have changed the common aspect ratios of videos as we know them from cinema or television (horizontal, 16:9). In recent times, new square and vertical video formats have become popular on social media. There is no right or wrong format, but it is important to make a conscious decision for one's own video production because mixing formats may result in unused image space (black stripes) in the video.



16:9  
Cinema, TV  
YouTube  
Facebook



1:1  
Instagram  
Facebook



4:5  
Instagram



2:3  
Facebook



9:16  
Snapchat  
Instagram  
Facebook

## Simple method for analysing films

Choose a short clip (max. 1 minute, e.g., from an online video platform such as YouTube or Vimeo)

Tip: commercial "Double Life":

<https://vimeo.com/34464718>

Watch the first seconds and then pause the video. (Double Life: 18 sec)

Discuss:

- \* What have we seen so far?  
Where is the scene set? Who is in the picture? What is happening?
- \* Continue watching the video till the end.
- \* Analyse 3 different shots (field size, framing, perspective,...)
- \* Which influence does the sound design have on the video?
- \* Watch the video again and count the number of shots.
- \* Discuss: What is the message of the video?

### 3. Topic of the video workshop

It is advisable to use a very specific set of questions that will set a reasonable framework for the whole video production for the brainstorming process. The question will allow you to focus on a specific topic that can be discussed with the kids before the actual filming process. Example: Name something you could never do without. Why are the media important (or not important) to you?

#### **Guideline for the production**

After the question to be addressed has been clarified, the group should split into pairs. It is easy for pairs to support each other during the video recording process, e.g., when filming a long shot.

Each participant should film 3 to 5 shots, not more, and add a title and credits. Everyone should make their own video, but if this is too difficult, the pairs can record one video together to make it easier for them.

#### **Time frame**

Idea: 30 minutes, filming: 30 minutes, editing: 30 minutes.

#### **Presentation**

The presentation of all videos in the group is a nice ending of the project. Mutual feedback can be a good motivation, especially when it is appreciative.

#### **Criteria for useful apps for video editing on smartphones and tablets**

- \* Can the app export edited videos as video files to the device?
- \* Which image aspect ratios does the app support?
- \* Is it possible to trim and join video clips?
- \* Is it possible to add text to the video?
- \* Is it possible to add music?
- \* Is it possible to record audio for the video (audio dubbing)?
- \* Is the app available on different systems (Android, iOS)?
- \* Is it possible to use the app for free?
- \* If so: Which limitations come with free usage? E.g, advertisements in the app? Limitations for video import and export? (Length? Watermark? Video resolution?)
- \* How much is the app? One-time payment or subscription?

## Addressing copyright

In the course of a video project, there are lots of opportunities to address the topic of copyright, especially in the context of music use, or the question of authorship after the videos have been finished.

### Music use

Most of the music we listen to on the radio or via streaming services is protected by copyright. If you want to use such a song in a self-made video, it is necessary to acquire the right of use, which can be time-consuming and expensive. Alternatively, there is a growing number of artists who publish their music tracks with creative commons licenses (<https://creativecommons.org/>), which makes it very easy to use them.

Creative commons platforms:

- \* Free Music Archive: <http://freemusicarchive.org/>
- \* CCmixter: <http://ccmixter.org/>

Tip: Some video editing apps include music archives which can be used without incurring additional costs.

### How do the kids want to handle their copyright?

The kids are the authors of the videos they have produced. As such they can decide what they want to do with their own work. Some questions which may help them in the decision-making process: Who should be allowed to watch the video? Do they want to keep the video file only on their device (and/or in the cloud)? Should it be possible to watch the video only on their device? Do they want to publish the video on a video platform? Do they want to allow others to edit and adapt the video? If the video is the result of group work, the decision should be taken unanimously by all the member of the respective group.



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