Audiovisual Materials and Tools

Audiovisual materials and tools are nowadays fundamental to **impart knowledge and make certain activities more engaging**. There are several online tools that can be used to achieve this, helping to make activities and learning more accessible and successful for youngsters. These tools can help to **manage audiovisual content, streamings, broadcasting, and to develop collaborative behaviors and group work.** They can also be **educational tools** that allow young people to be involved in the process of **making their own videos** about the activities they are involved in.

Among the vastness of existing digital tools to make this type of content and activities, we highlight one software and one cultural project to help and inspire you. **Click on each case study to know more:**

OBS - OPEN BROADCAST SOFTWARE

Title

OBS - Open Broadcast Software

Target Audience

Everyone who has the need to record, connect, organize, broadcast and live stream audiovisual sources and materials

Description / Work Plan / Other useful information

OBS is a free and open source software for managing and streaming audiovisuals sources and materials, useful for creating audiovisuals ecosystems for recording or streaming in realtime to every web platform.

It could be useful even at a "local" level, using the software as a directing tool in which you can organize scenes and transitions making presentations or digital scenography appealing easily.

Why is it a good practice in the digital area?

It is a free open source digital environment that can multiply and expand creative possibilities in every cultural or didactic project. It can be used in a creative way and beyond it's main purpose to create appealing and creative audiovisuals ecosystems, connecting multiple audiovisual sources (video, audio, web, powerpoint, text, webcams, external sources, among others), as well as a powerful tool to connect and spread live or recorded acts and materials over the web, or just to record a performance.

It is also a cross platform (win, mac, linux - it is able to be used on different types of computers or with different software packages).

Goals:

Facilitate and multiply ways of connecting different audiovisual sources into an integrated all in one tool.

Developed Skills:

- Audiovisual Content Management
- Transmission and Broadcasting of Audiovisual Content
- Collaborative Behaviors and Group Work
- Competencies and Practices in Studio Direction

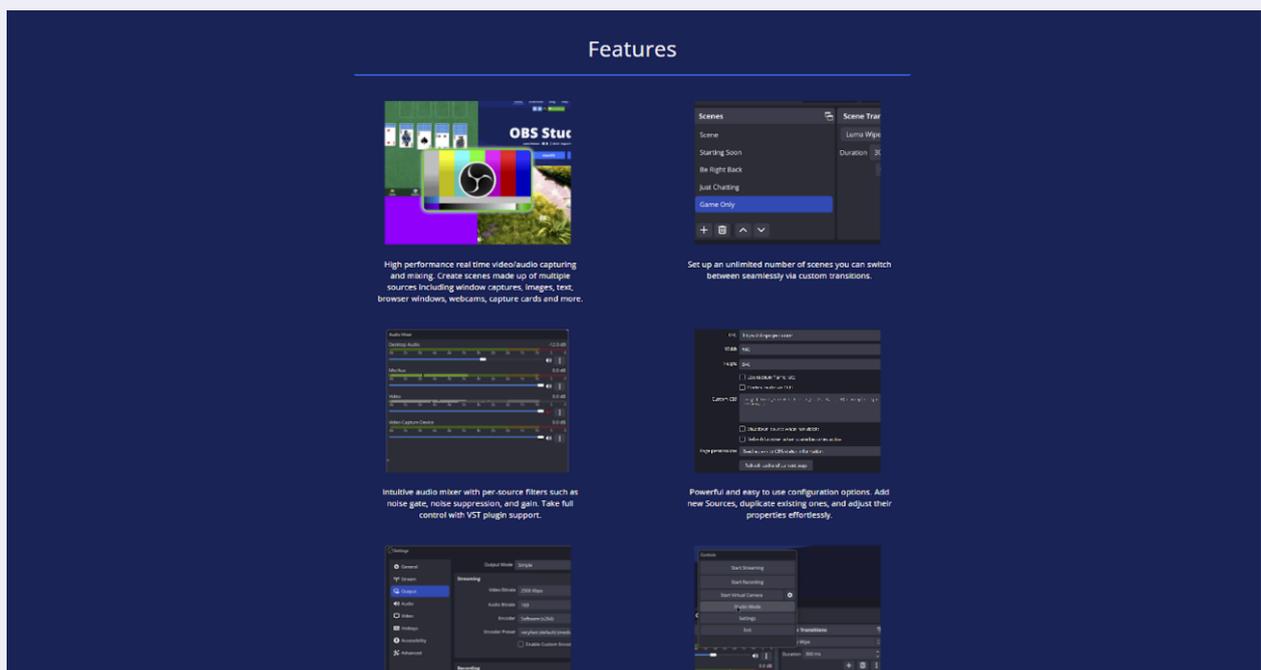## Training Team that is necessary to implement the activities:

1-2 Facilitators (depending on the number of participants) with some basic expertise on the tool.

We suggest starting exploring the software following the guidelines on OBS official website: https://obsproject.com/help

Duration proposed

Depending on the activity.

DIGITAL TRAINING KIT

Trainers4Creativity: Innovative training tools for Youth Workers active in cultural and creative areas
Project Code: 2021-1-PT02-KA220-YOU-000028974

Images

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Promoting Organization

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Development by OBS Studio Contributors.

Starting Year

2012

Links (website, social media, videos or other content)

- Official website: https://obsproject.com/
- Download link: https://obsproject.com/download
- Help section: https://obsproject.com/help
- Facebook: https://www.facebook.com/OpenBroadcasterSoftware
- Discord server: https://discord.com/invite/obsproject

Tutorials

Here's an example tutorial that covers the software. Due to the popularity and professional features of the software, there are several resources available online:

- https://www.youtube.com/watch?v=-puA85ciDEM
- https://www.youtube.com/watch?v=1cnpVLaD6Y0

OMG CAMERAS EVERYWHERE

Title:

"OMG Cameras Everywhere"

Target Audience:

Kids from Los Angeles, New York and London who want to make short films and music videos.

Description / Work Plan / Other useful information:

OMG Cameras Everywhere is a week-long camp that gives children the chance to pick up cameras and make music videos and short films with some exciting local up and coming bands. The project hosts free artistic workshops for kids to provide them a unique opportunity to collaborate directly with filmmakers, musicians and artists.

In this project kids learn about the basics of filmmaking and receive hands-on experience through group sessions covering areas such as writing, working with cameras, creating special effects, creating sets, stunts, editing, and much more.

This project is about learning to be creative. The kids pair up with working filmmakers, all collaborating together with the aim of directing their own music video performances. In this way, audiovisual tools are used as a fundamental method to work on individual and group expression, providing the necessary tools for participants to innovate in the way they communicate their ideas.

At the end of each workshop, the children display their filmmaking creations on the big screen at local movie theaters and later share them online so everyone can see their art. Therefore,

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audiovisual is also an outcome, since the purpose is to produce a final product that can be displayed and distributed.

Why is it a good practice in the audiovisual area?

The project allows kids to develop filmmaking skills and learn about several topics, from working with cameras to directing and producing an entire music video.

In this project, children have the opportunity to work closely with renowned music video directors and various other professionals in the area, learning techniques and developing tools that allow them to grab a camera and create their own music videos. In addition to improving their skills in the audiovisual area, the project also provides children a space to learn and develop their creativity, expression, argumentation, and independence.

At the end of the project all participants are invited to share their videos with the community (both local and global) giving them the opportunity to see their projects on the big screen.

Goals:

- To provide kids an opportunity to experiment creatively and develop new skills through collaboration with artists.
- Fostering an open and creative environment.
- Empowering children's imagination.

Skills developed:

- Video making/Filmmaking
- Creativity
- Expression and communication
- Argumentation
- Independence
- Writing
- Working with cameras
- Creating special effects

- Creating sets
- Editing

Training Team that is necessary to implement the activities:

Filmmakers and music video directors with recognised experience and the ability to develop workshops for kids.

Staff to look after the group of children, to keep the camp in order and avoid chaos.

Duration proposed

One week

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