

SDSA¹ Lecture Streaming and Recording in Higher Education

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Abstract

As more and more sectors of life have become impacted by computers education institutions have followed this trend as well. At first almost in all cases instruction takes place in the traditional classroom or in the computer laboratory, and only during the delivery of e-learning, or blended learning programs facilities called cyber space for lack of the better word are introduced. Consequently, a group of students participating in such programs is named virtual class, and the respective section of the cyber space bears the name of the virtual classroom.

Traditional and virtual classroom presentations made by noted professors are established means of knowledge transmission in higher education. The need for recording these lectures has always been present and equipment reflecting contemporary technological standards was used for this purpose. Following the rapid proliferation of personal computers, presentation programs allowed instructors to make their lectures available for students in a concise summary format enhanced with slides, sounds and moving images.

The increasing use of presentation programs following the Millennium led to rising student demands for the Internet-based availability of lectures. Since on-line publishing of the given slides or the rapid eLearning method was not always efficient, as the understanding and processing of concise presentation outlines required the explanation of the given instructor as well, a method was elaborated to making both the respective slides and video version of the instructor presentation accessible on-line.

Thus rising user demands led to the improvement of the system, allow to stream and to record dynamic content of the presenters computer and to take controll of students computer in the classroom. In my presentation I would like to define the types of lecture streaming and recording, examine their main features, and show examples of application in education.

Keywords: elearning, lecture recording, virtual classrooms

¹Static, Dynamic, Synchronous, Asynchronous