

Recording with MEDIALecture

MEDIALecture is a desktop screen recorder that connects directly to the <u>University online video server</u> and is licensed by the same company (<u>MEDIAL</u>).



Install MEDIALecture on your computer from <u>AppsAnywhere</u> and thereafter it will always be available in the Cloudpaging Player on your computer task bar.

Launch MEDIALecture by signing-in to the <u>online video server</u> with your University ID and password.

Then click the record button to launch the recorder.

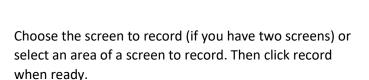


1. Starting a recording

The SETTINGS tab is where you can check your microphone levels, and set the screen recording resolution. Recordings will be stored temporarily on your computer C: drive before being uploaded to the video server.

The recorder has four options to choose from:

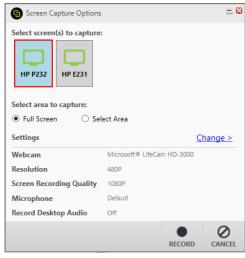
- Voice only
- Webcam and voice
- Screen and voice
- Screen, voice and webcam.



The recorder will count down. Note the hotkeys Alt+P to pause/resume a recording, and Alt+D to draw.









Clicking the MEDIALecture application in the task bar (circled) will open the control menu in the bottom right-hand corner of your screen.

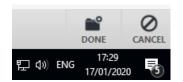


2. Preview the recording

Once the recording is complete it will open up in a preview window and start playing through it. The recording is displayed in a film reel at the top of the window, and the progress bar can be dragged across the film reel to seek through the recording.

There are four editing options for the clip to be trimmed, chopped, and titles and credits can be added.

Click Done to commit any edits and to begin uploading the recording.





3. Upload the recording

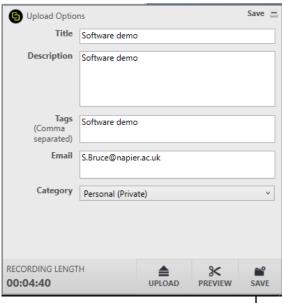
Enter a title, description and tags that are displayed for the recording in the video server.

Select which category to store the video and then click *Upload*.

You will receive an email confirmation from streaming@napier.ac.uk which contains the playback URL.

You can change the privacy options by clicking the *Share* icon when viewing the video.





SAVE will store the clip in your local library. It can be accessed at a later time and edited if necessary, then uploaded to the video server.