

Enhancing Research Dissemination through Video Generation Tools

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Abstract Title: Mastering Video Generation: Enhancing Research Dissemination through Advanced Animation Tools

Interest Area:

Online vs Print Journals, Research Communication

Keywords:

Video Abstracts, Animation Tools, Digital Engagement

Level:

Intermediate

Mode:

Online, Via Zoom Settings

Date and Time:

18th October 2024, Friday – 5-7 pm.

Rationale:

In today's digital landscape, effective communication of research findings is essential for engaging a broad audience. Video abstracts have emerged as a powerful tool for disseminating research, offering a dynamic alternative to traditional text-based summaries. Mastering the use of advanced video generation and animation tools is critical for researchers and editors aiming to enhance their digital content and maximize audience engagement.

Overview:

This workshop is designed to equip participants with the skills necessary to create engaging video abstracts using advanced video generation and animation tools. Attendees will learn how to effectively translate research findings into visual content that captures and retains audience attention. The session will cover practical aspects of video production, including scripting, storyboarding, and utilizing animation tools to enhance content clarity and impact.

Learning Objective(s):

- Understand the role of video abstracts in enhancing research dissemination and engagement.
- Explore advanced tools and techniques for video generation and animation.
- Apply best practices in creating compelling and informative video content.

Abstract Details:

The workshop will begin with an introduction to the importance of video abstracts in modern research communication. Participants will be guided through the process of creating high-quality videos, from conceptualization to final production. Using real-world examples and case studies, we will demonstrate how advanced tools and techniques can be employed to improve the quality and effectiveness of video content. Hands-on exercises will provide practical experience in using these tools, helping participants to apply what they have learned to their own research projects.

Workshop Interactivity:

The session will be highly interactive, featuring demonstrations of video generation and animation tools, group discussions, and hands-on exercises. Participants will have the opportunity to create and review video content, receiving feedback to refine their skills.

Room/Equipment Needs:

Online workshop. Participants should have workable internet and personal laptops to work on.