

# Screen recordings as a tool to document computer assisted data collection procedures

A Tutorial using the Open Broadcaster Software (OBS)

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# Installation



*<https://obsproject.com/>*

First, you need to download and install the OBS software. It is available for Windows, macOS and Linux. Choose the version you need and start the installation.



It might be necessary to download some additional files (Visual C++ 2017) or to download the 32 bit version. For this, just follow the instructions displayed on the OBS homepage.

### License Agreement

Please review the license terms before installing OBS Studio 22.0.2.



Press Page Down to see the rest of the agreement.

GNU GENERAL PUBLIC LICENSE Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its

If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install OBS Studio 22.0.2.

< Back

I Agree

Cancel

### Choose Install Location

Choose the folder in which to install OBS Studio 22.0.2.



Setup will install OBS Studio 22.0.2 in the following folder. To install in a different folder, click Browse and select another folder. Click Next to continue.

Destination Folder

C:\Program Files\obs-studio

Browse...

Space required: 230.6MB

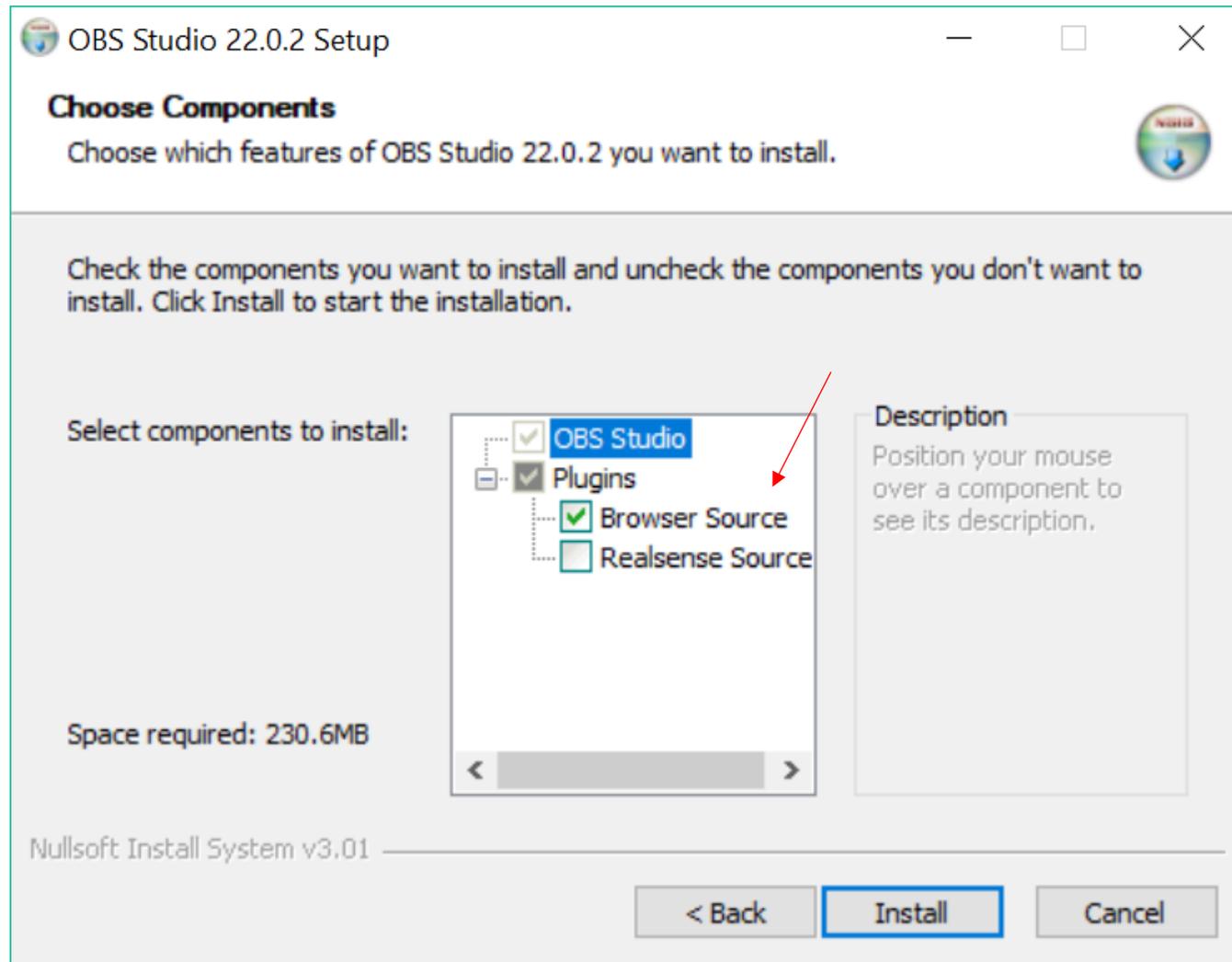
Space available: 53.8GB

Nullsoft Install System v3.01

< Back

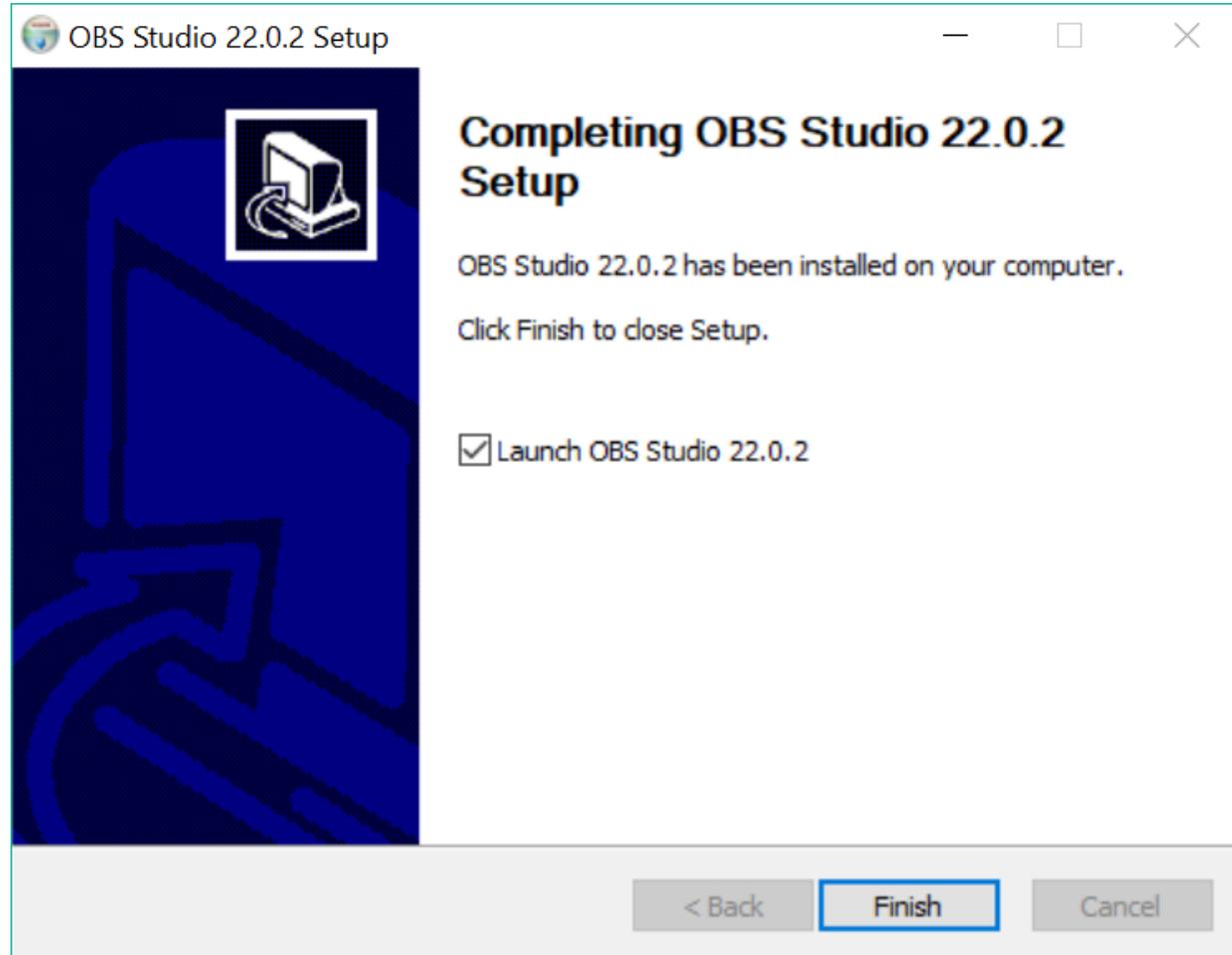
Next >

Cancel



It is important to install „Browser Source“, this will be needed later to record keyboard and mouse input.

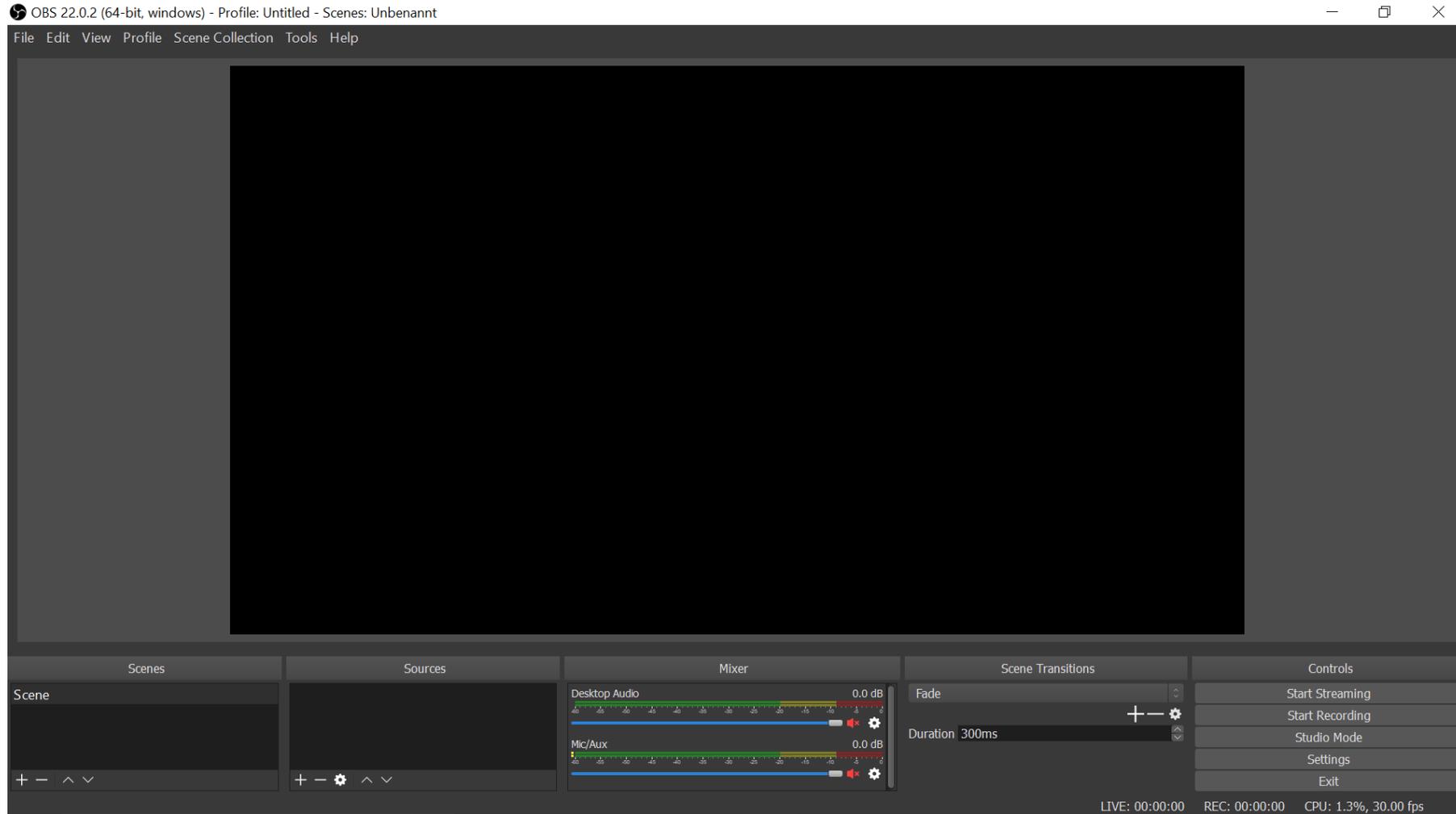
*For Ubuntu, check out this: <https://github.com/bazukas/obs-linuxbrowser>*



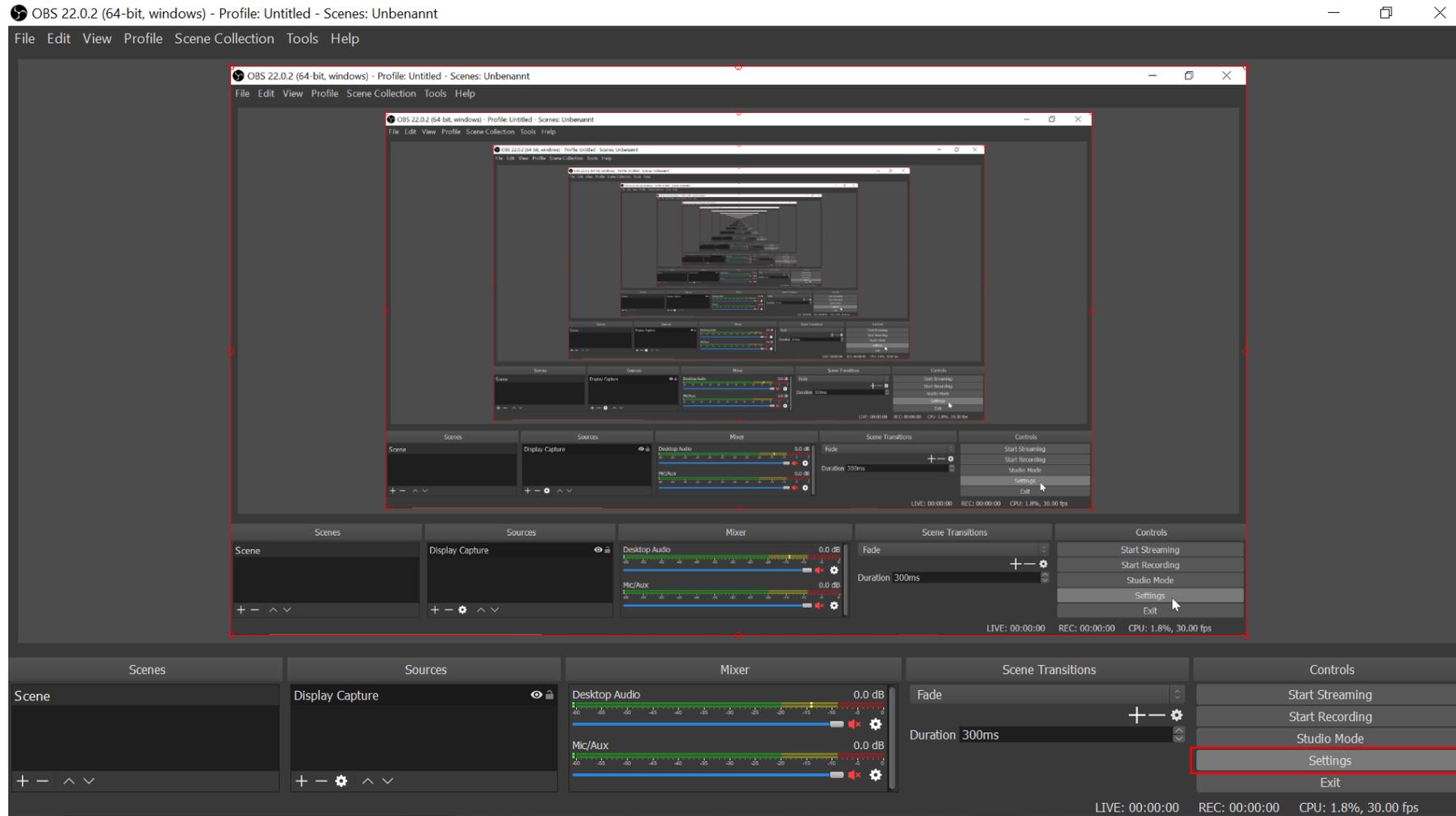
After installing and agreeing to the terms of usage, OBS can be used on your computer.

# Settings

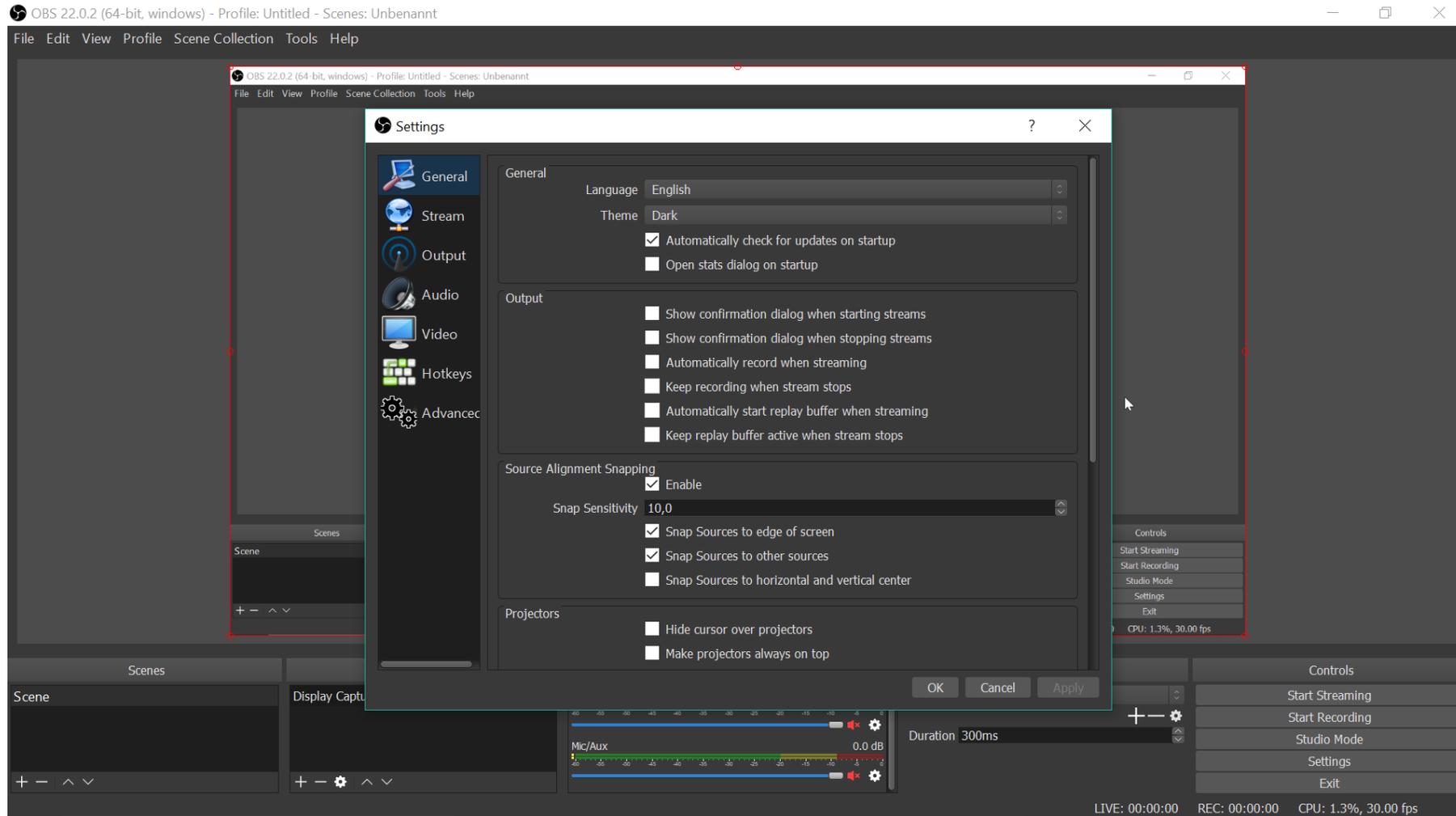
When opening OBS, the auto configuration assistant may be displayed that automatically sets up the optimal standards for your PC. You might use it, but nevertheless there are some settings that need to be attended manually. These will be described in the following section.



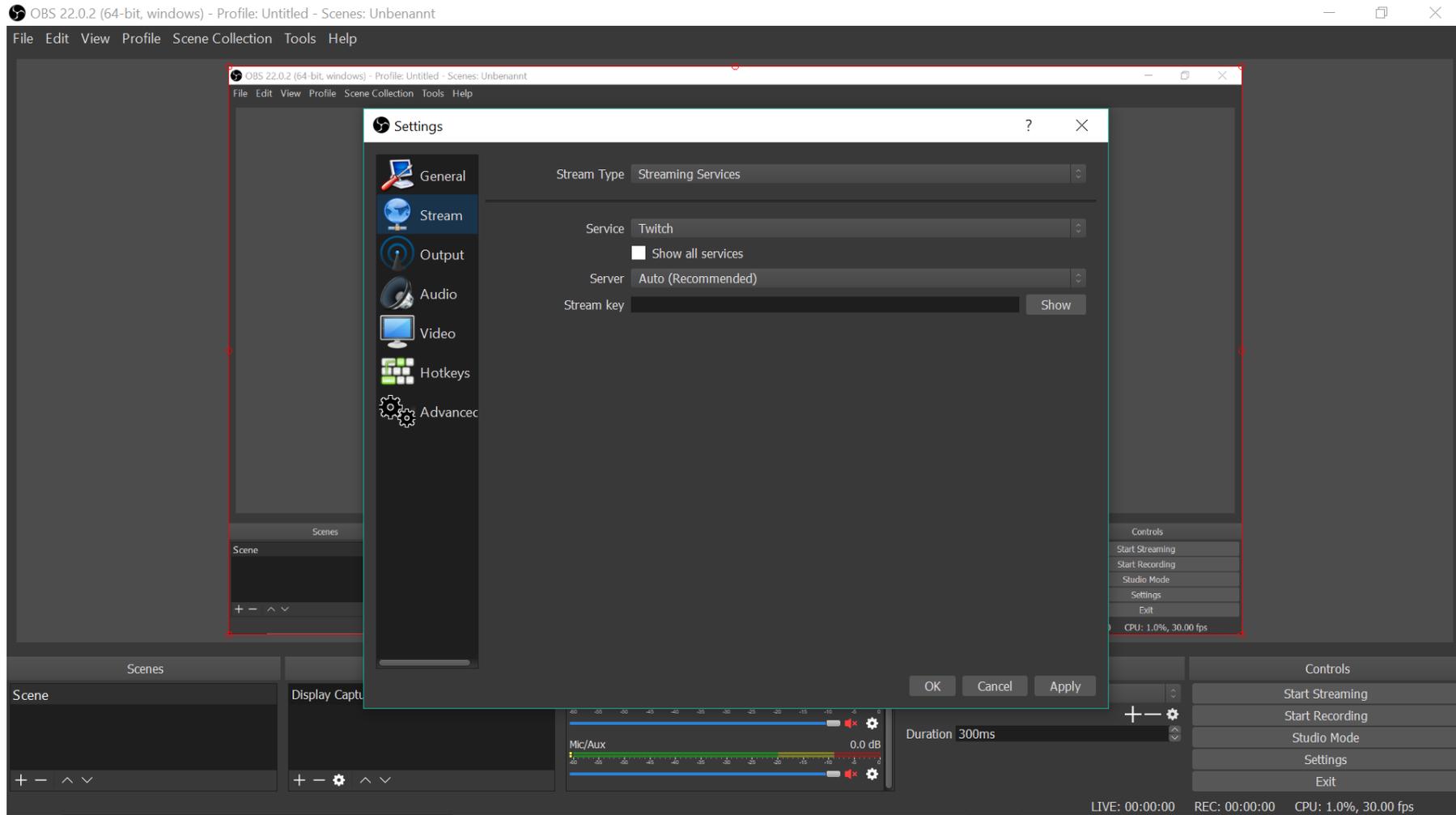
This is what you see when you first open OBS on your computer.  
Following, important settings and details one must regard are described.



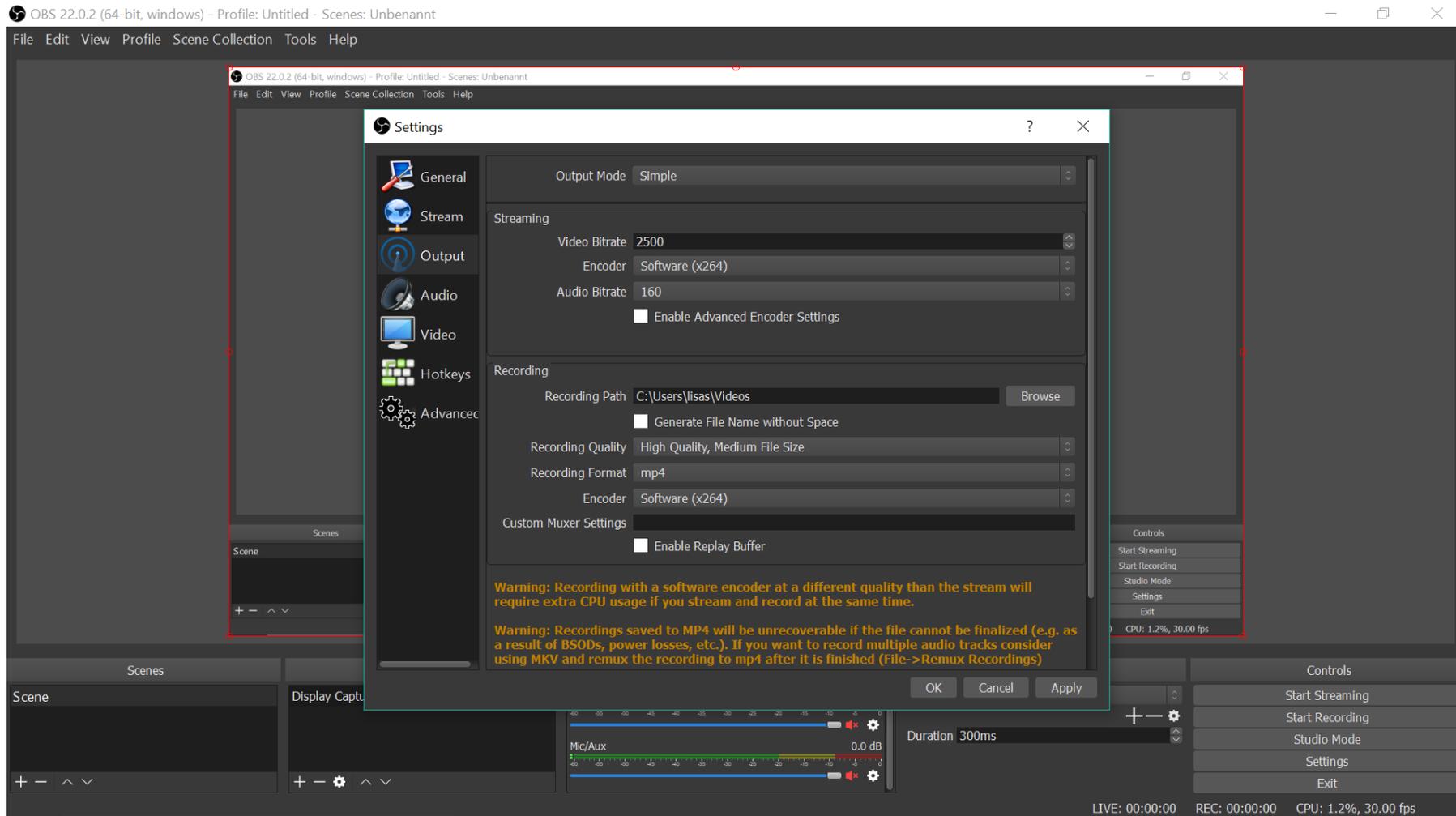
Go to the settings section by clicking the „Settings“ button.



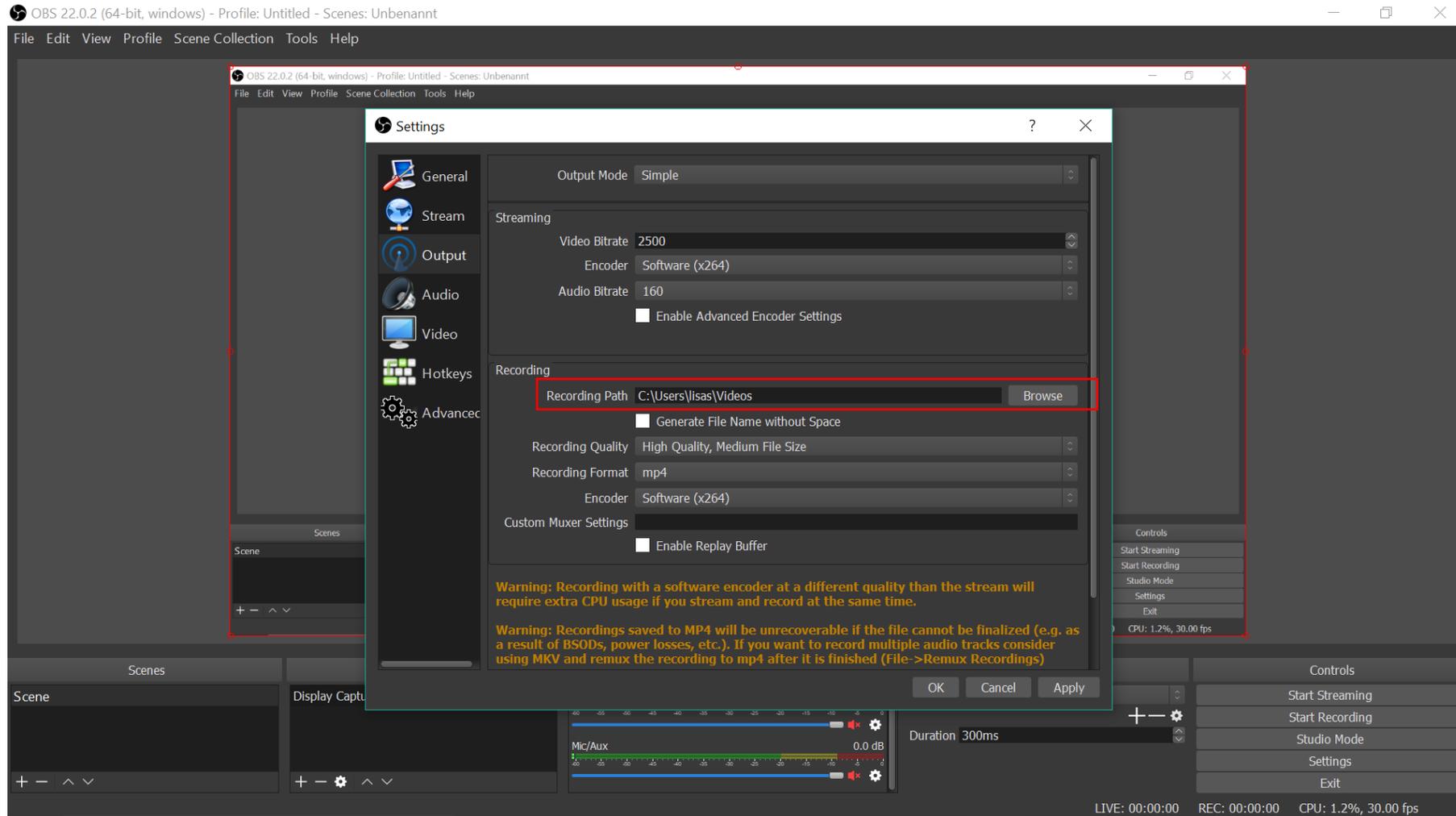
You don't need to change anything in the „General settings“ section.



You also don't need to change anything in the „Stream“ section (because the videos are recorded, not streamed directly online).

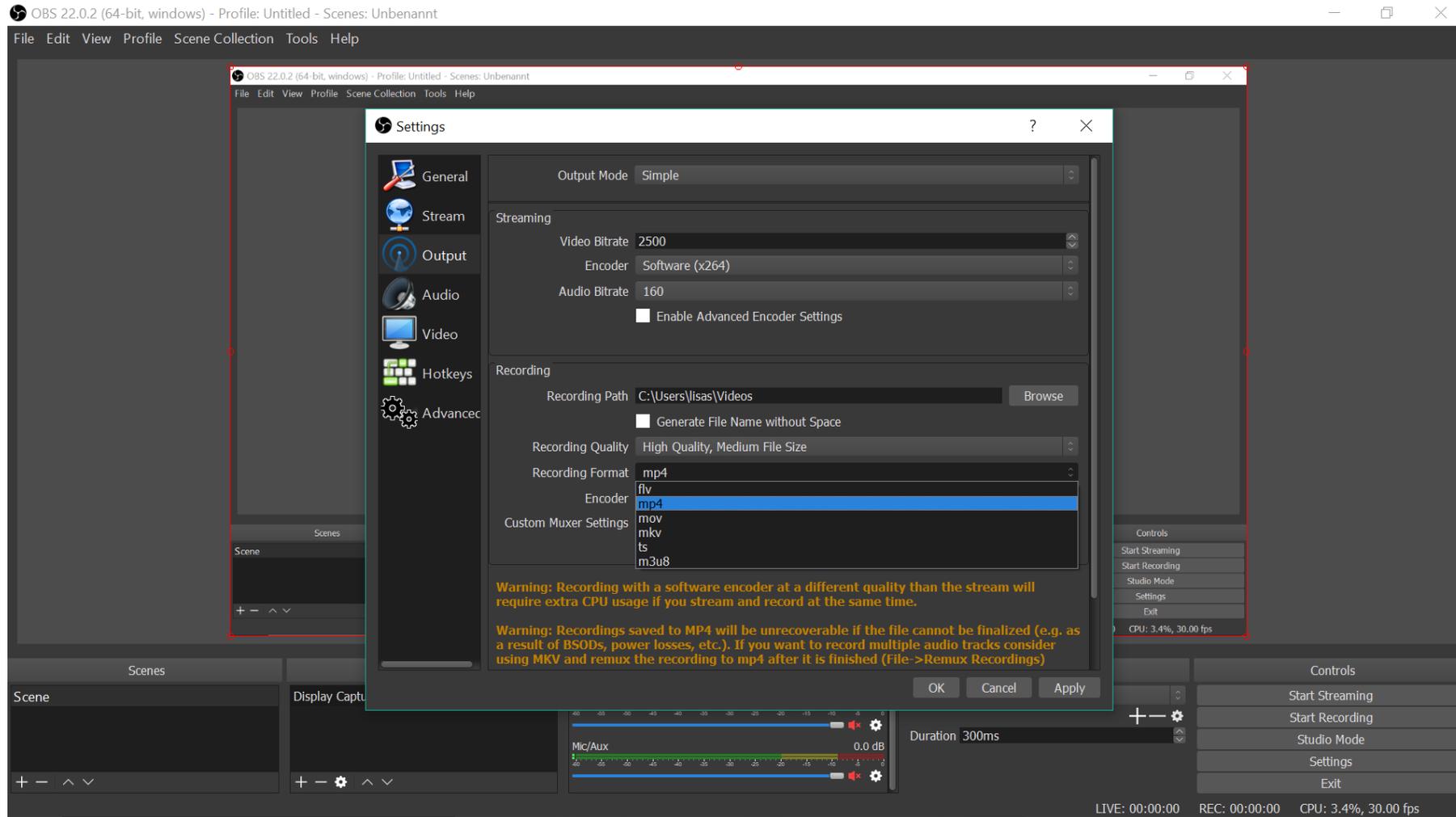


There are some settings you can adjust in the „Output“ section of the settings according to your preferences (following, we will suggest some options).

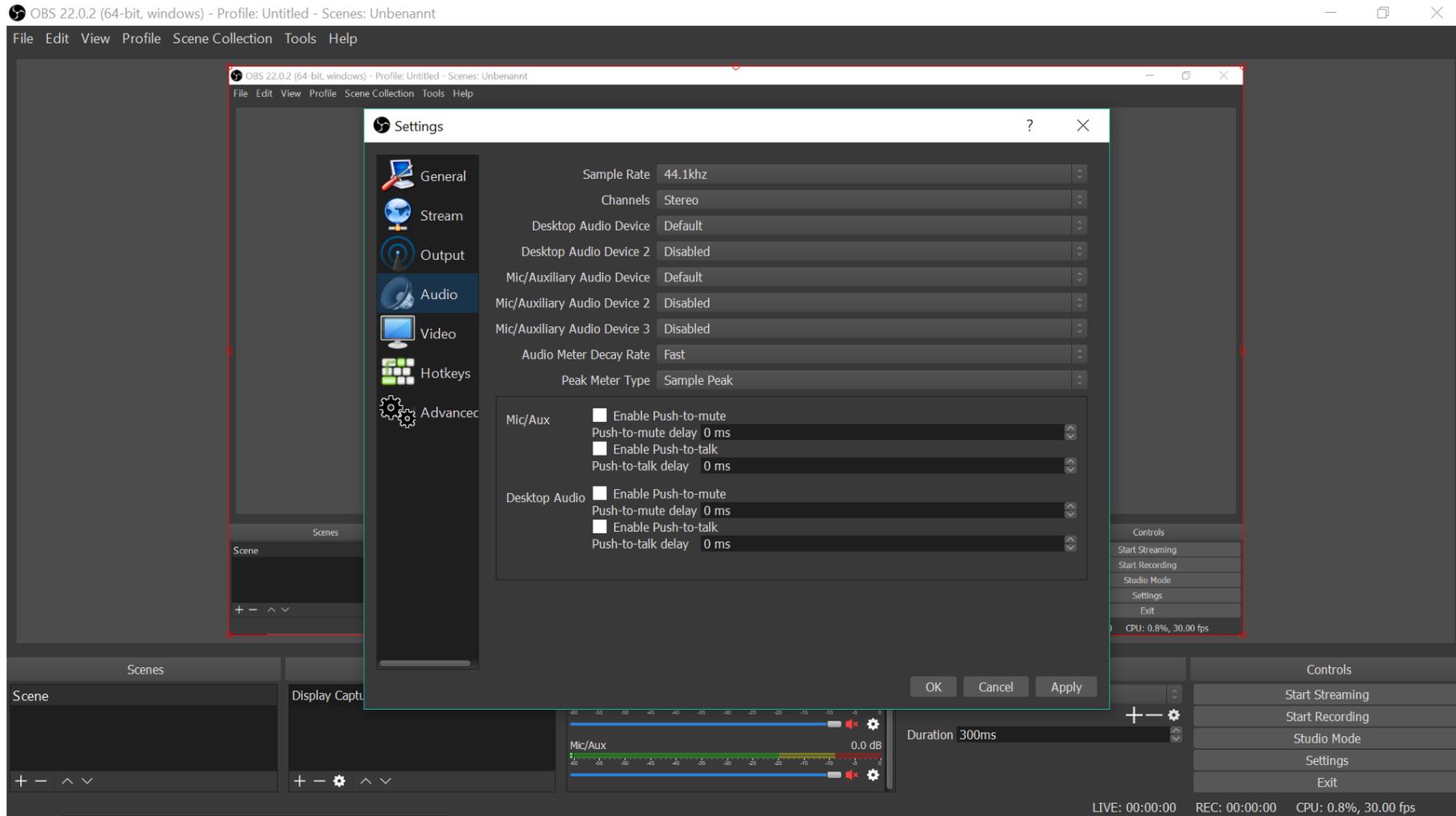


Select where you want to save your videos.

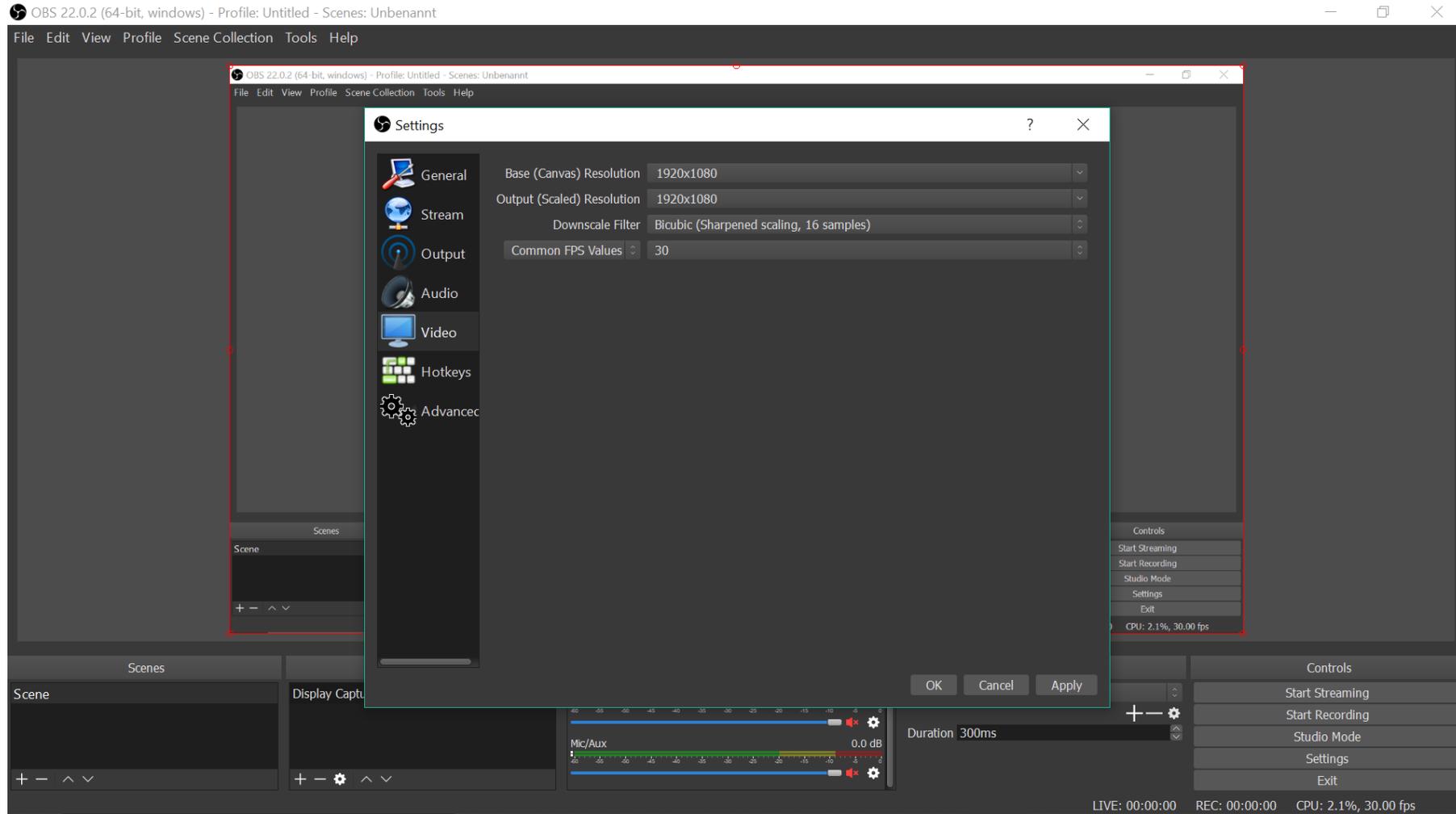




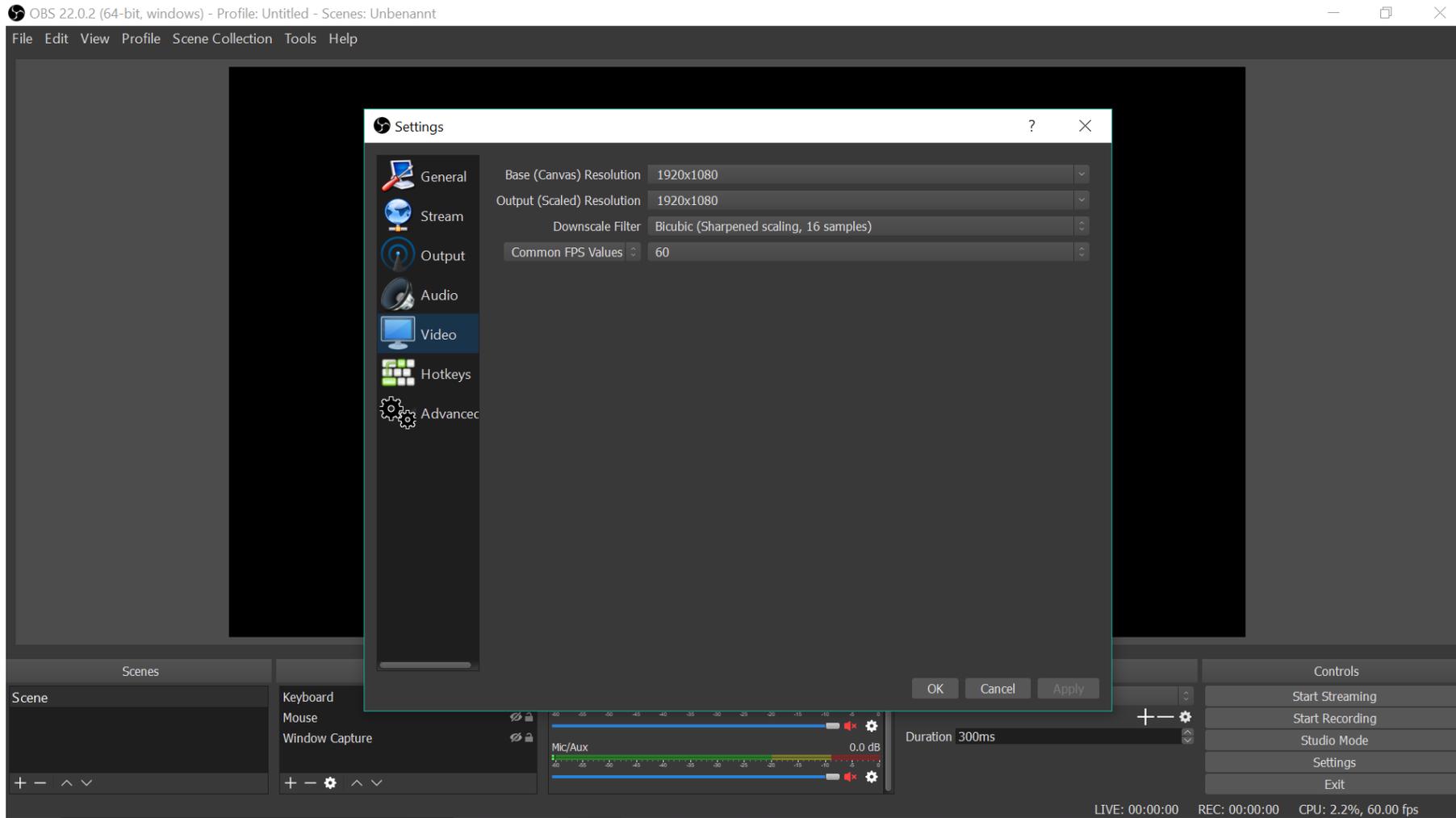
Select the format in which you want to save your videos. If you are not sure which one to use, we can recommend mp4 because it can easily be opened in the editing program we will use later; and also it can be uploaded to a wide range of internet platforms. The warning at the bottom of the window can be ignored.



You don't need to change anything in the „Audio“ section.

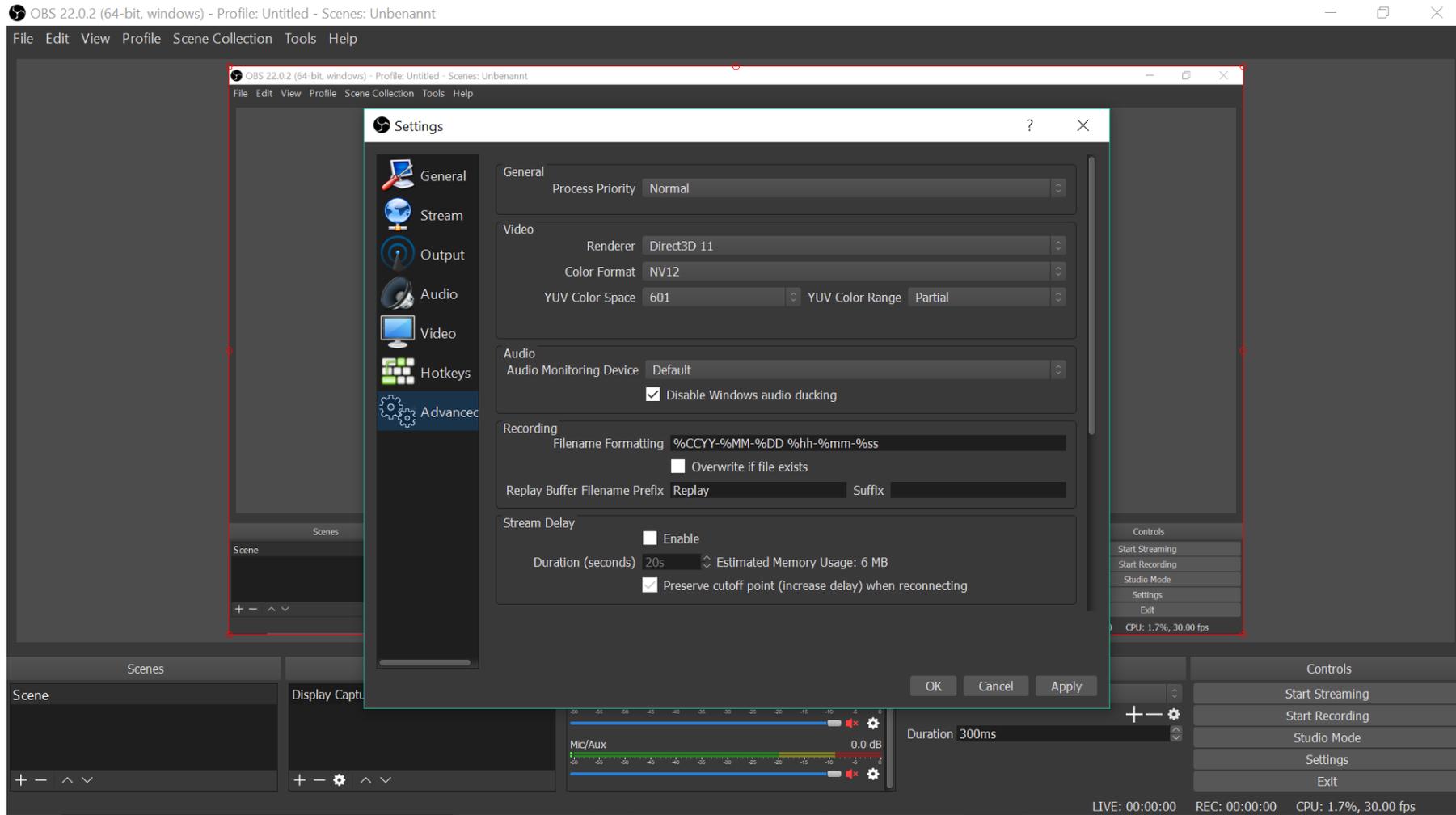


Adjust the base and output resolutions to the monitor you want to record.



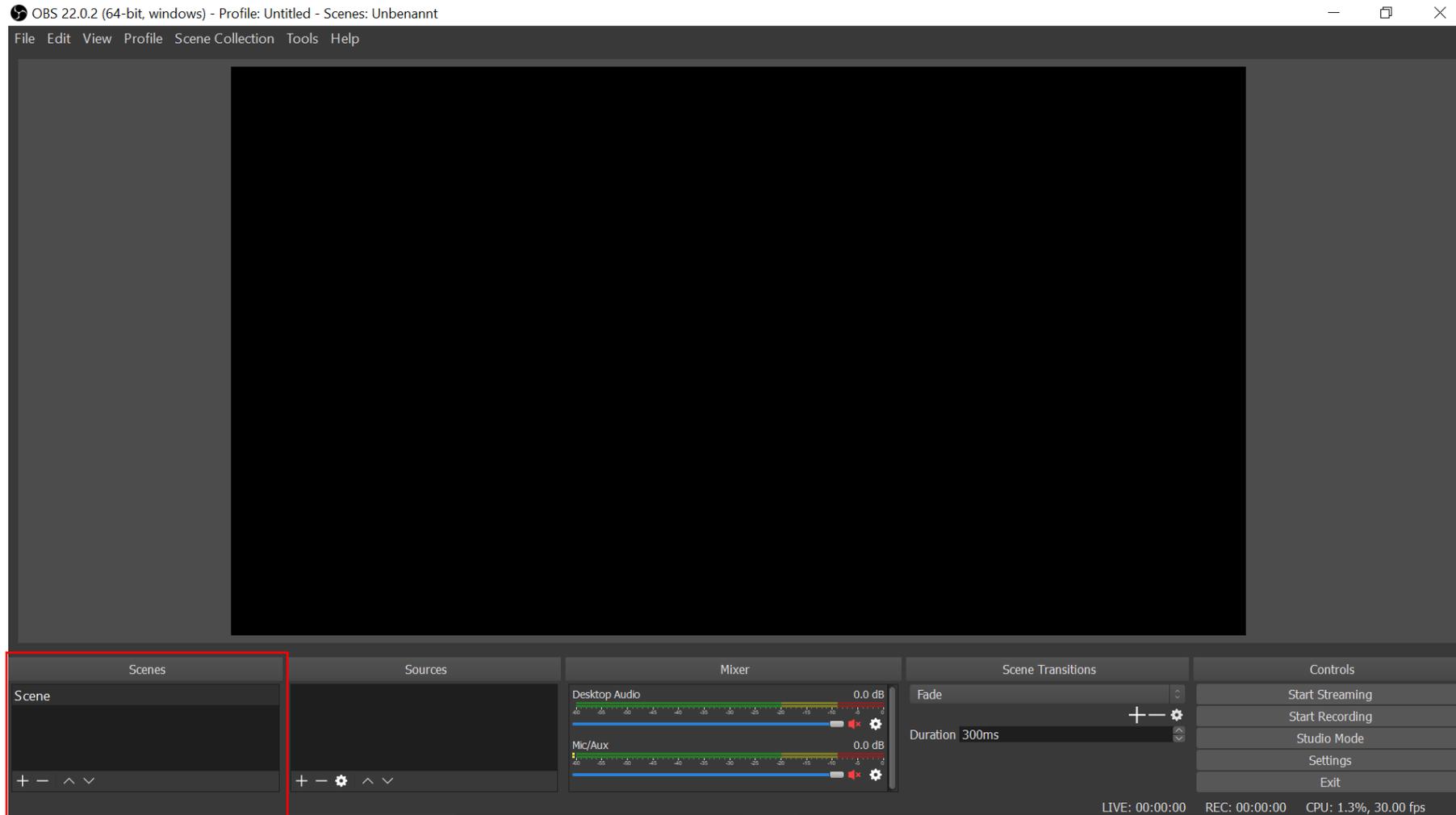
Additionally, you can select the fps rate. We recommend using a high fps rate (e.g. 60 fps) if your computer is capable of implementing this, especially if timing is an important factor in your experiment.



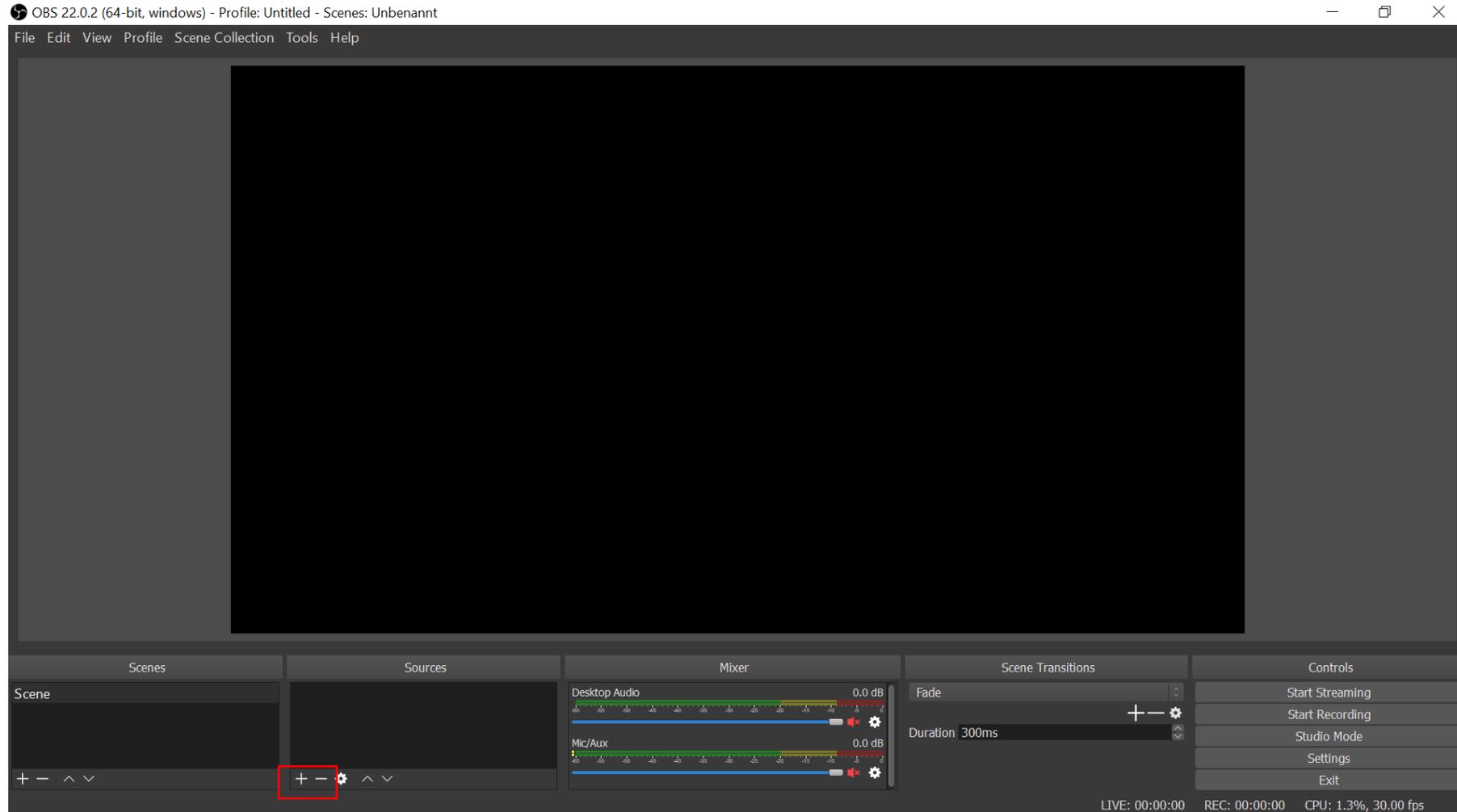


You don't need to change anything in the „Advanced“ section.

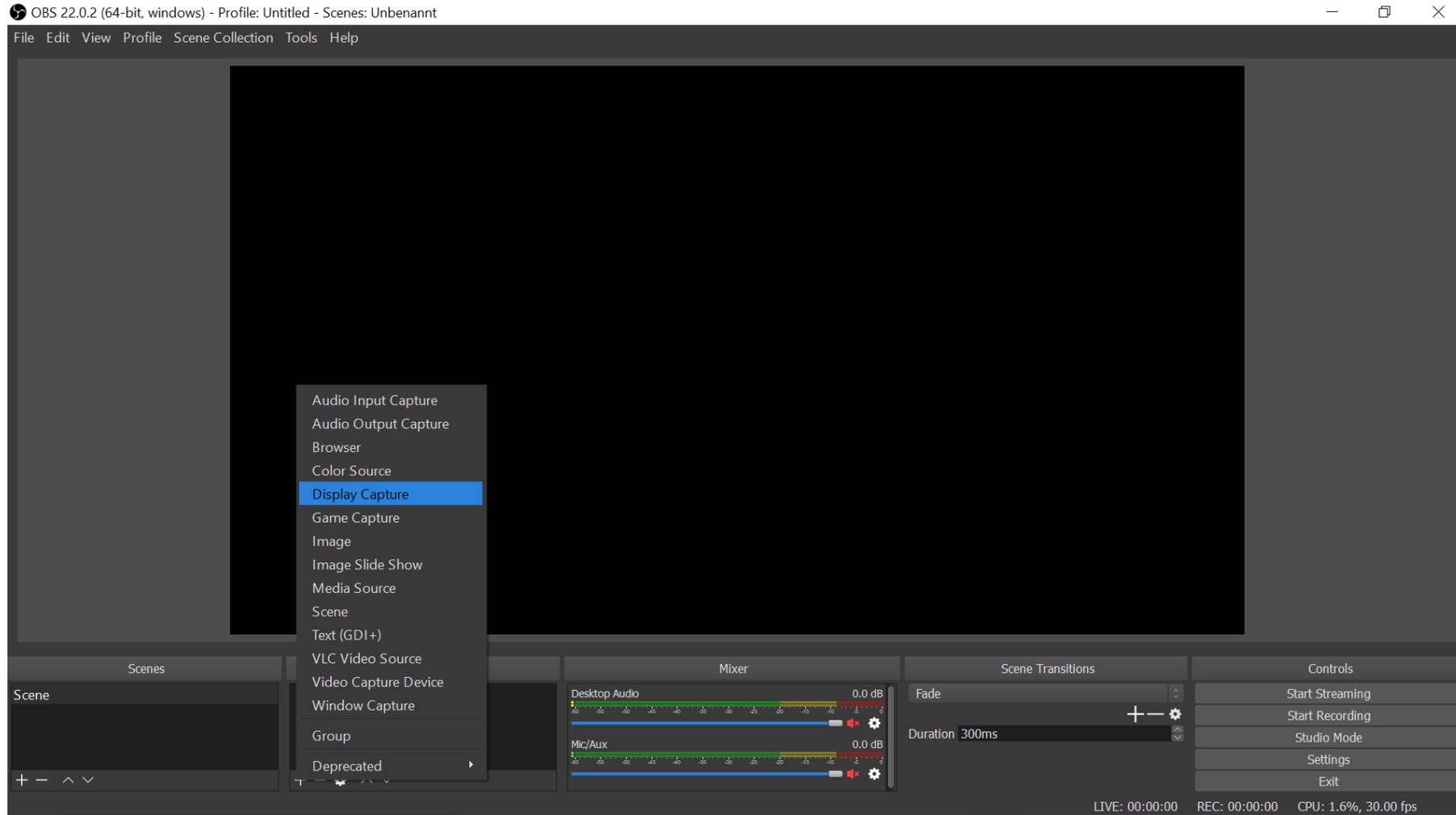
Setting up the recording



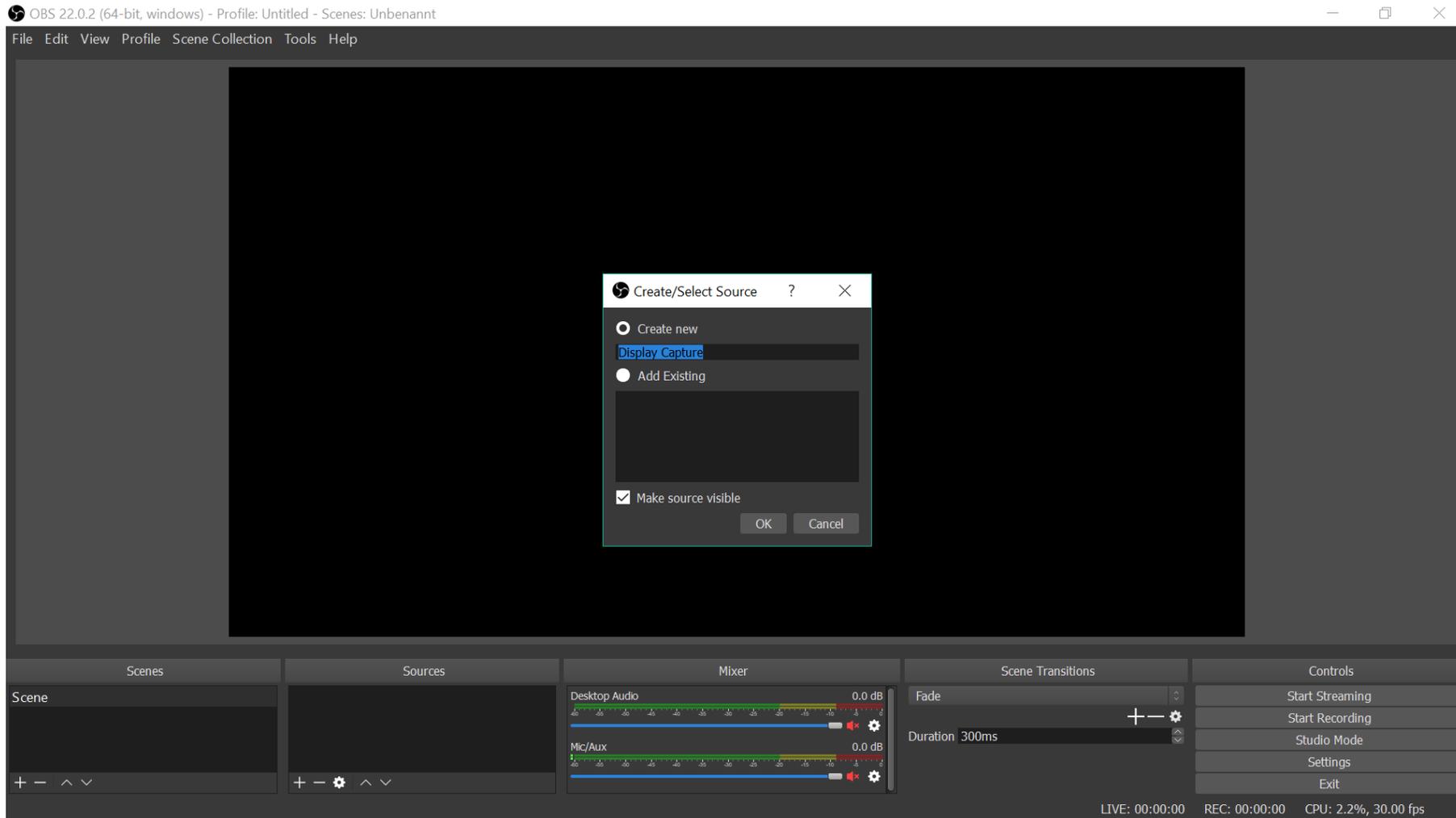
You can set up different scenes with different sources you want to record (e.g. window capture, display capture, ...), but you don't need multiple scenes; to record your experiment, one scene is sufficient.



By clicking on „+“ and „-“ you can add or remove different sources. Sources are very important – they represent what you want to record on your video. You can record the whole screen (display capture), windows (window capture), keyboard and mouse (we will explain these later on) etc.

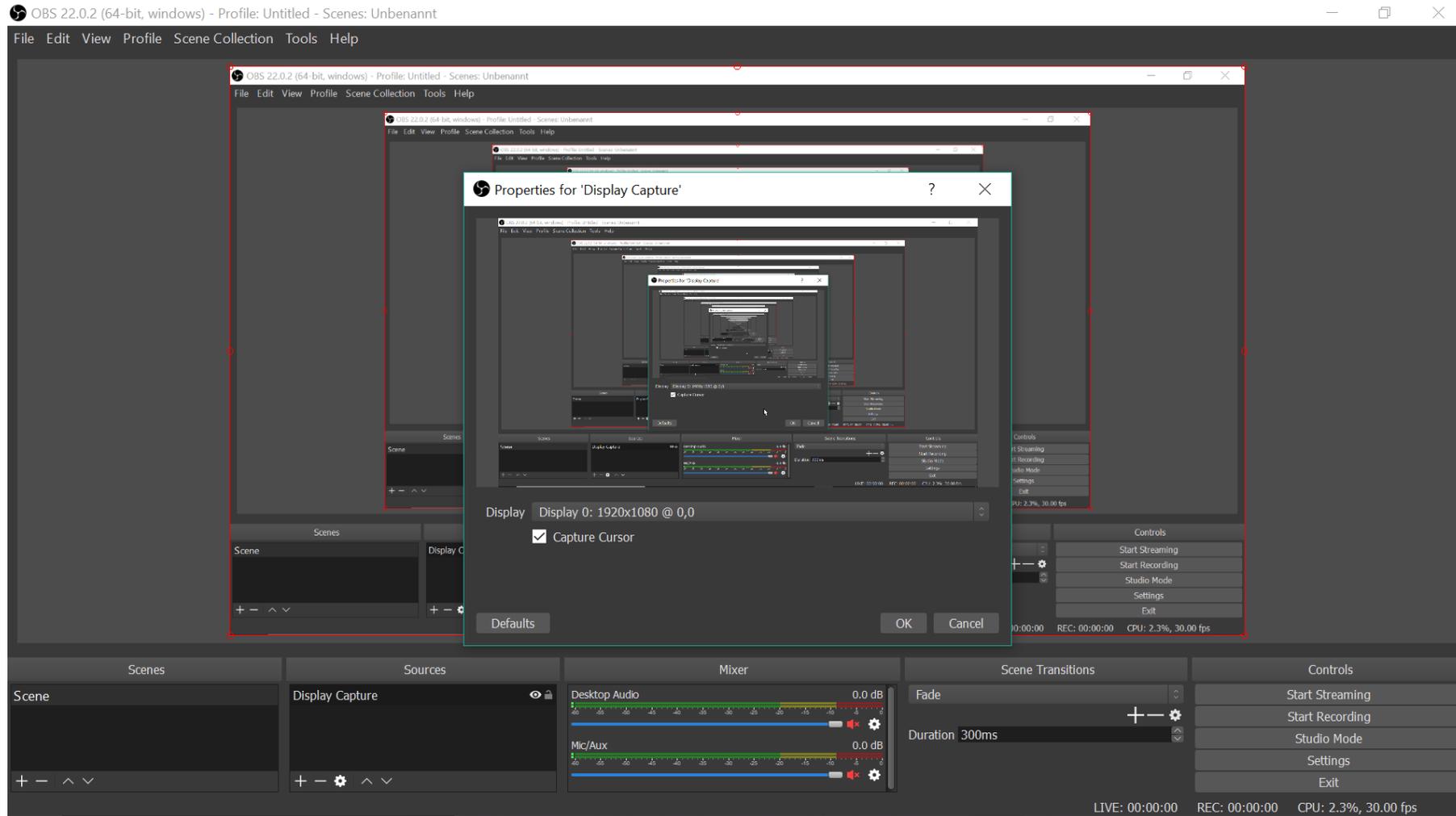


You can –for example– select „Display Capture“ to record in fullscreen mode (this is optimal if you start the experiment in fullscreen mode).

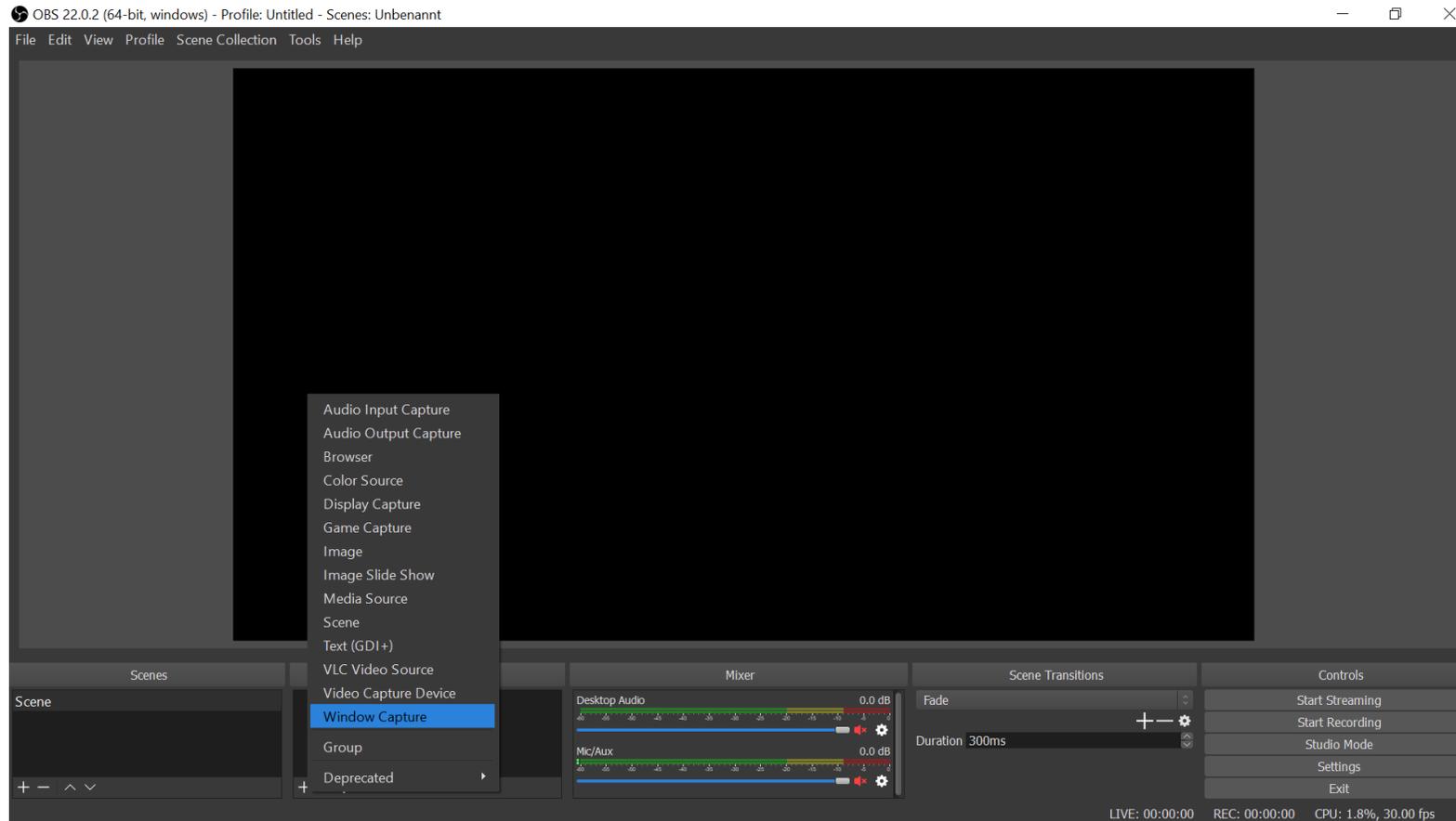


Here you can rename the source.

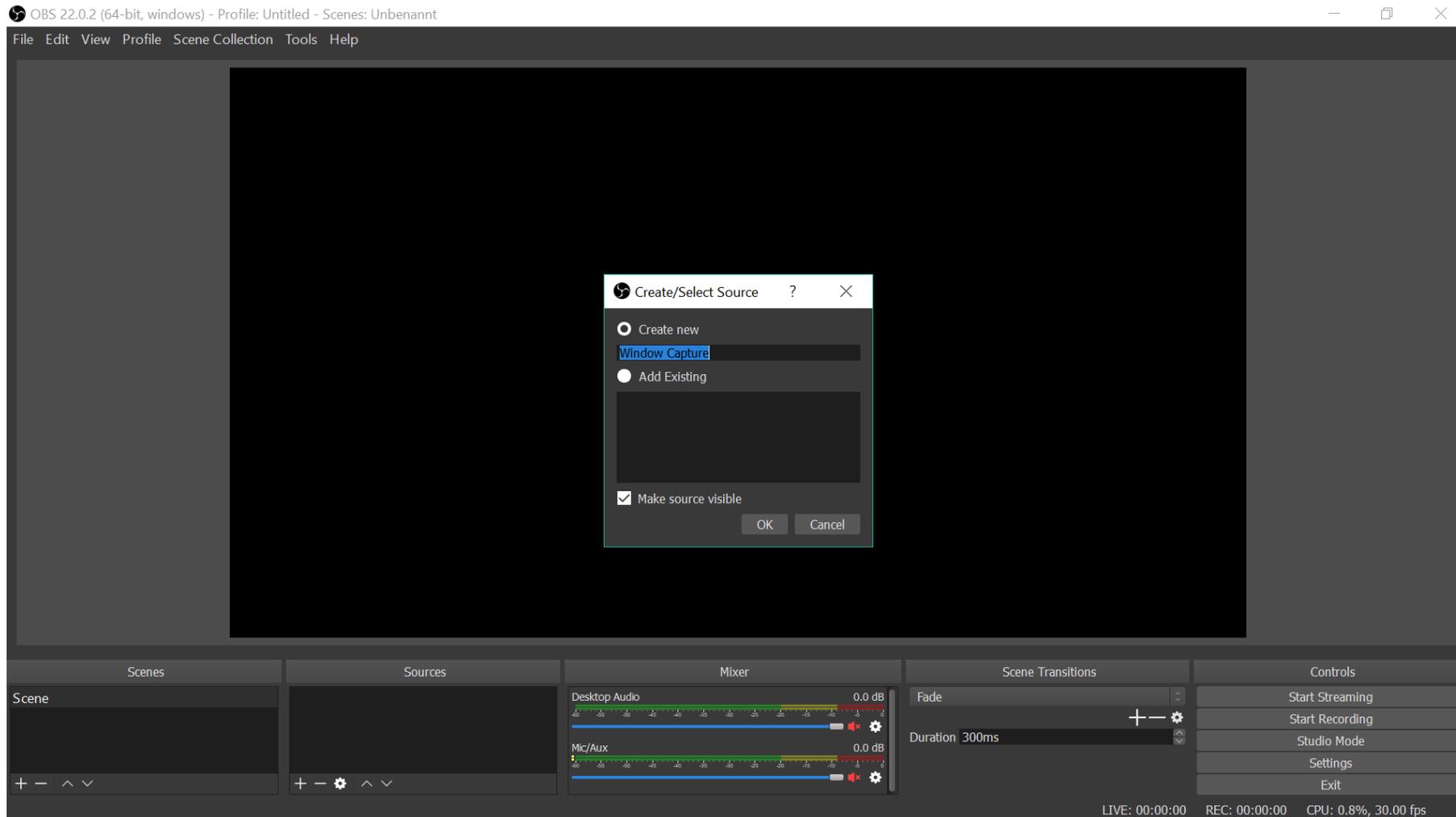
„Make source visible“ means your source will be included in the recording. You can make different sources visible or invisible for your recording (you can also change this later by clicking on the eye symbol right next to the source). Then you can just click „OK“.



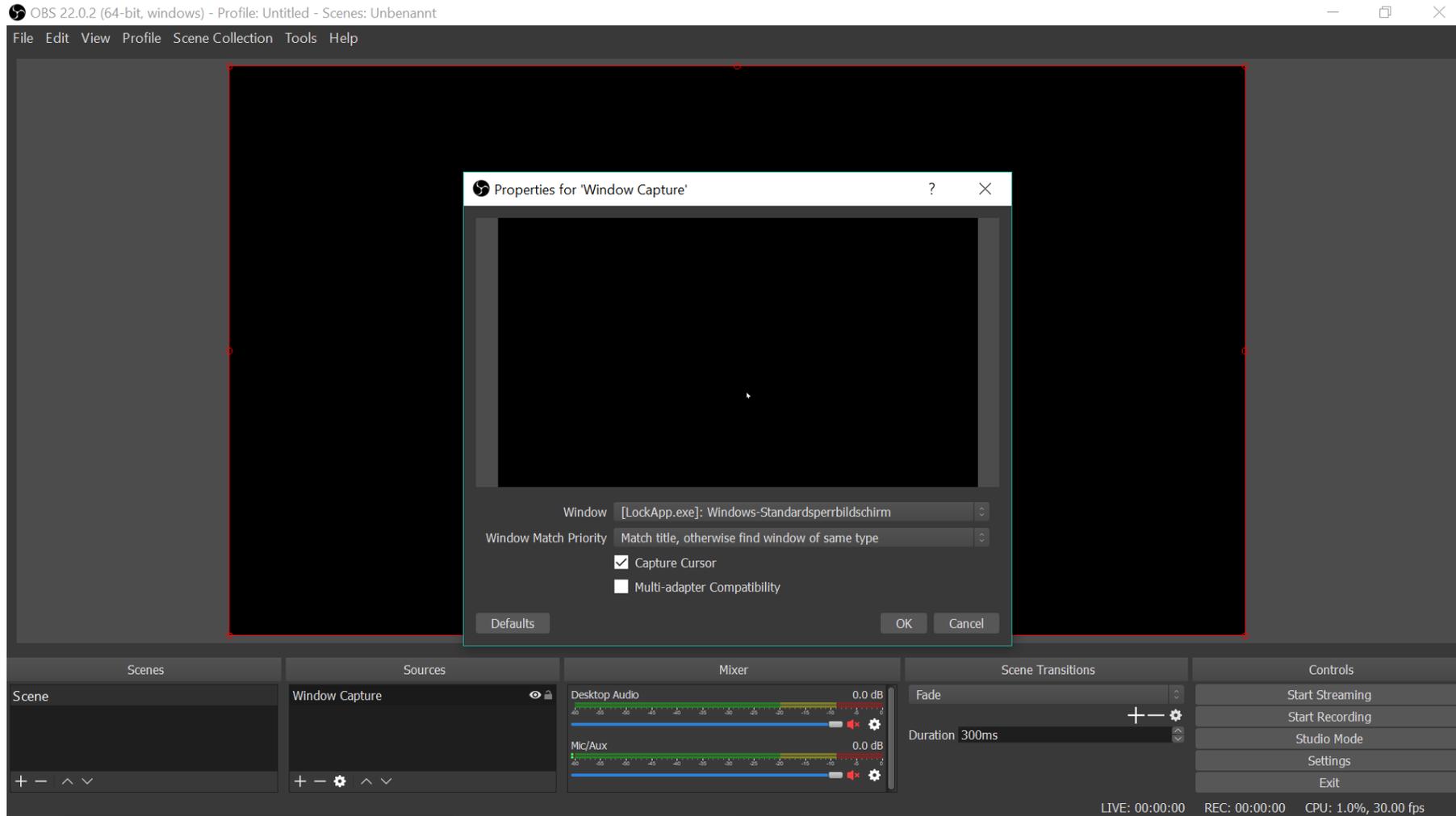
After clicking „OK“, the properties of the display capture are shown. Here, you can select the monitor you want to record (in case you use multiple monitors) and you can decide if you want to record the cursor or not (mouse input can be recorded differently, as explained later).



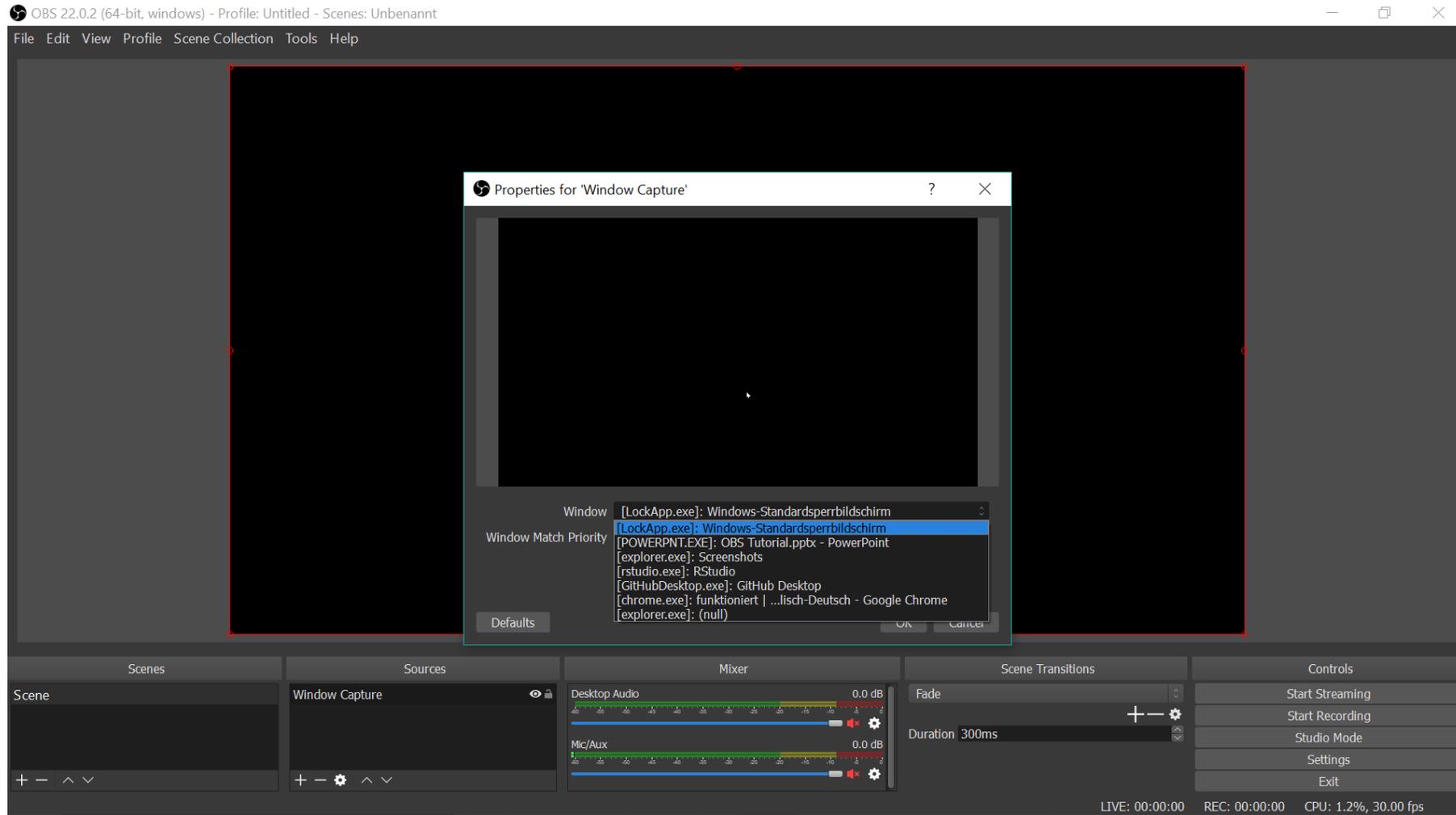
Or you can select „Window capture“ if you run your experiments in a window or a browser. In fact, one might also capture experiments running in a browser via a browser source (third element in the list), but we found that in this case, the interaction with the experiment is not recorded (e.g., when you click on an answer, it is not shown in the video), instead the browser recording is „frozen“ and does not record anything. Thus, we recommend recording experiments running in a browser via window capture.



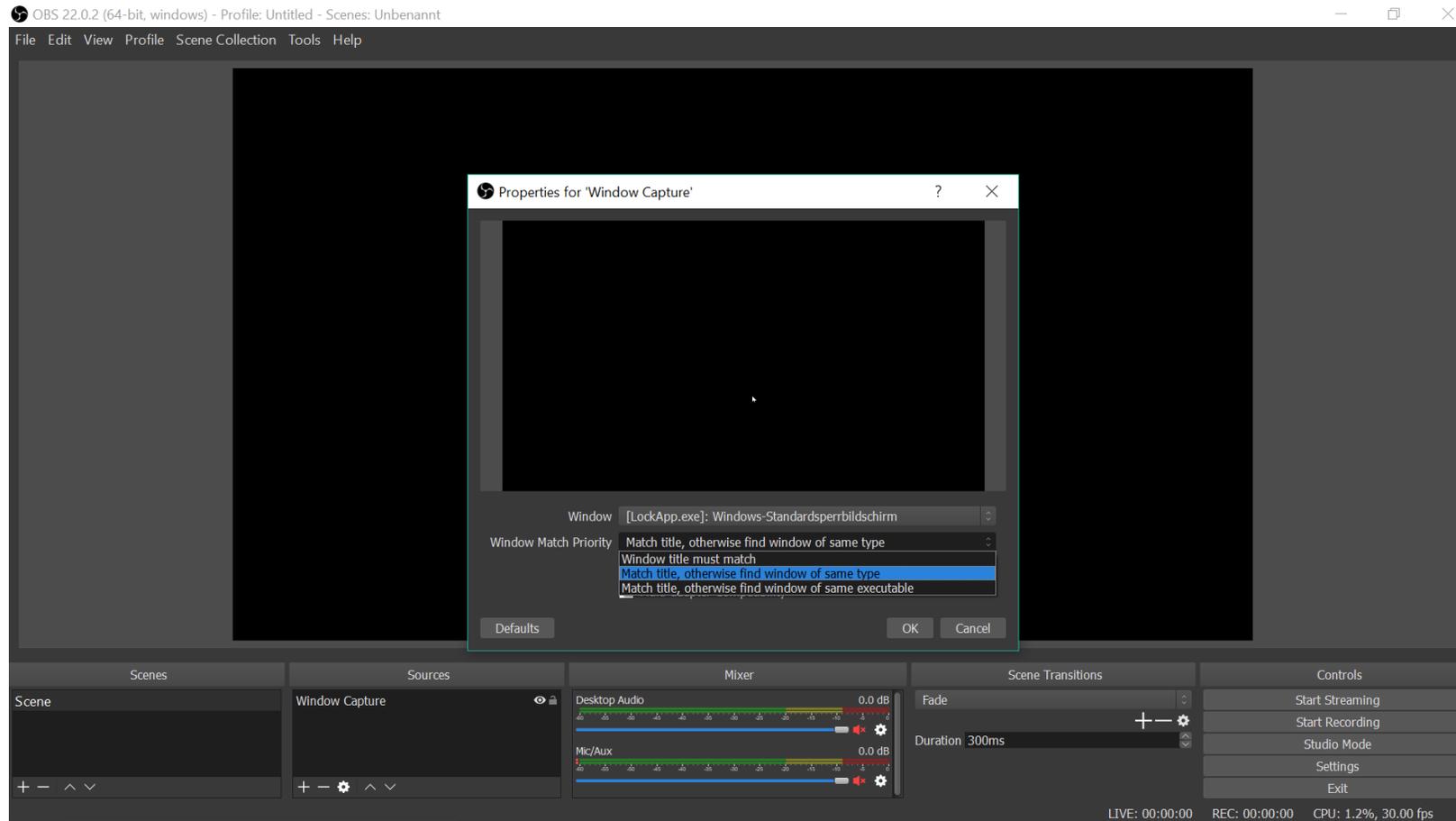
Again, a window pops up where you can rename the source, can make the source visible or invisible (or you can just leave it as it is), and then you can click „OK“.



After this, the properties of the window capture are shown and you can decide if you want to capture the cursor.

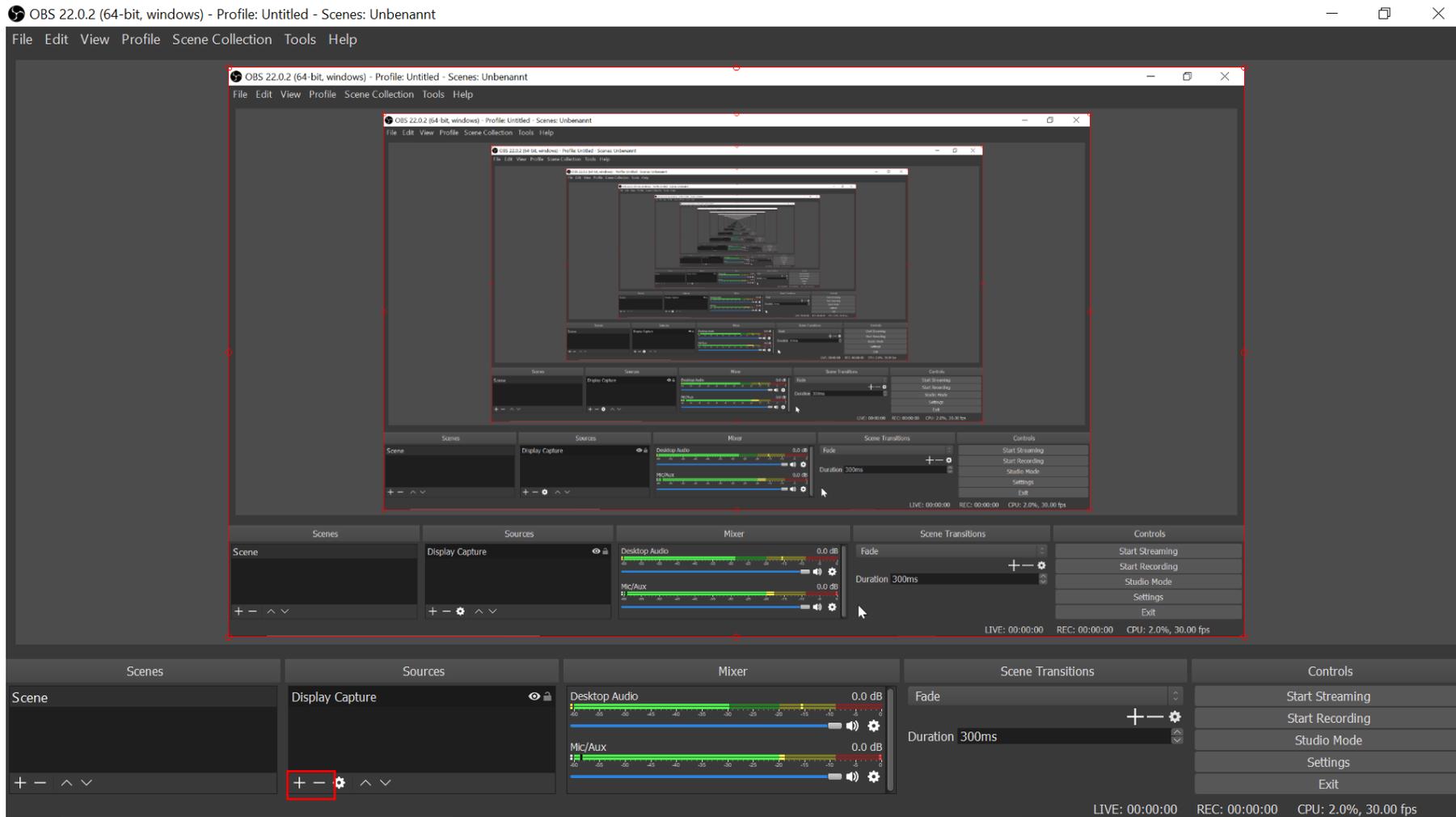


You can select the window you want to record (the list shows all windows currently opened).

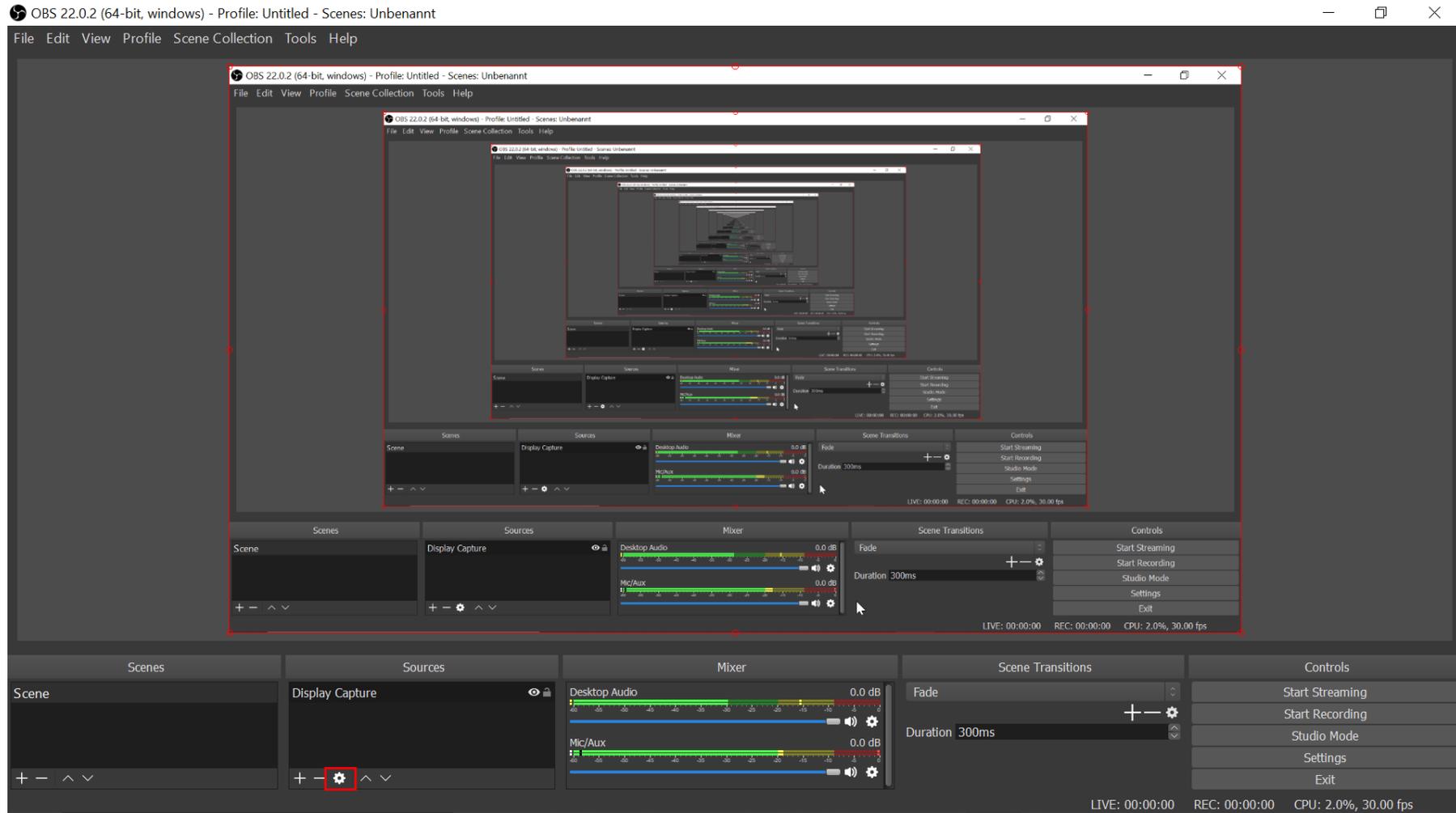


Also you can select the „window match priority“, you can stick with the default setting „Match title, otherwise find window of same type“.

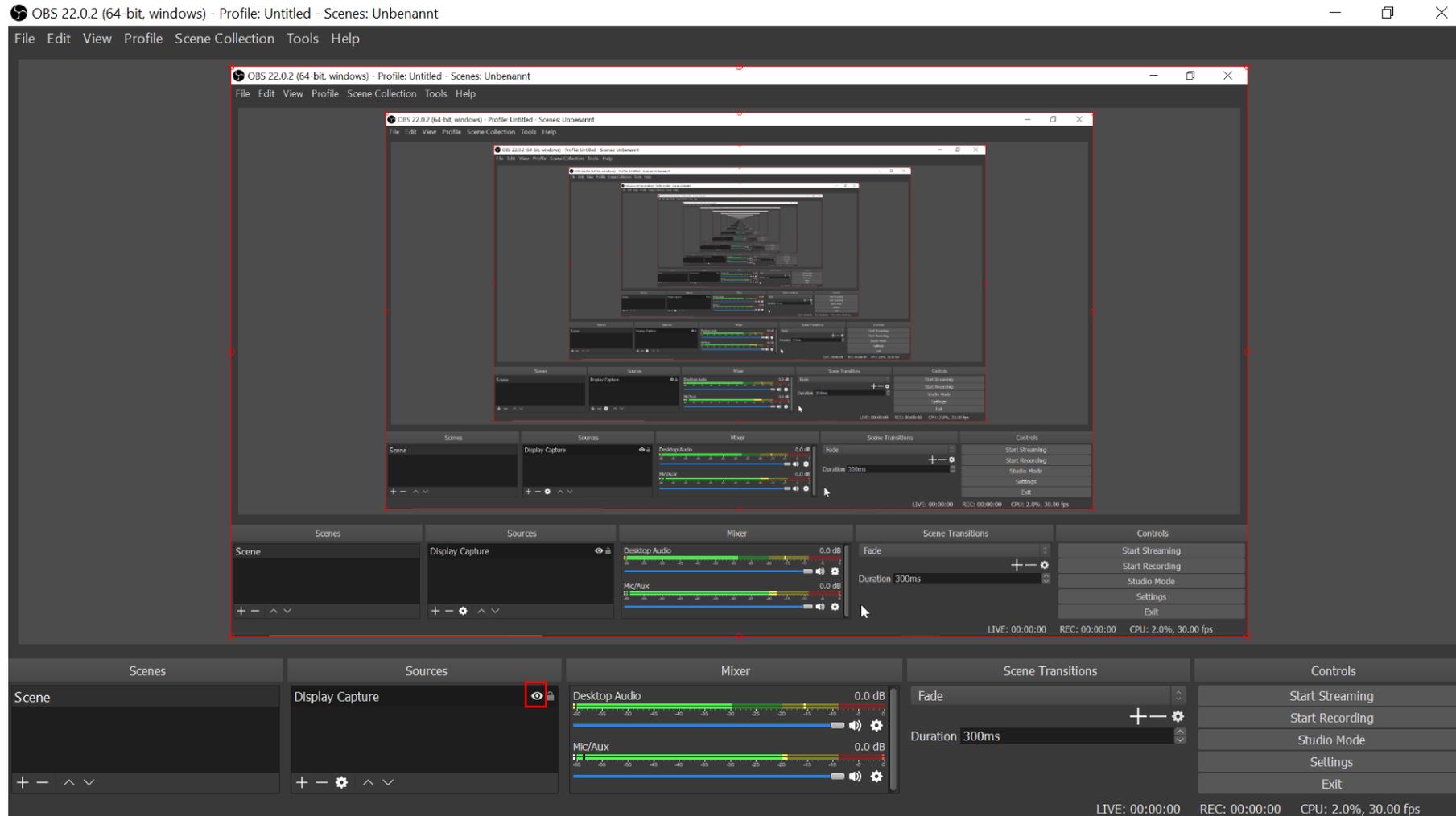
We found it the easiest to already open the experiment (running in window mode) in the background and then selecting the already opened window; after selecting the window that should be recorded, the content of this window is shown so you can check if you record the right window.



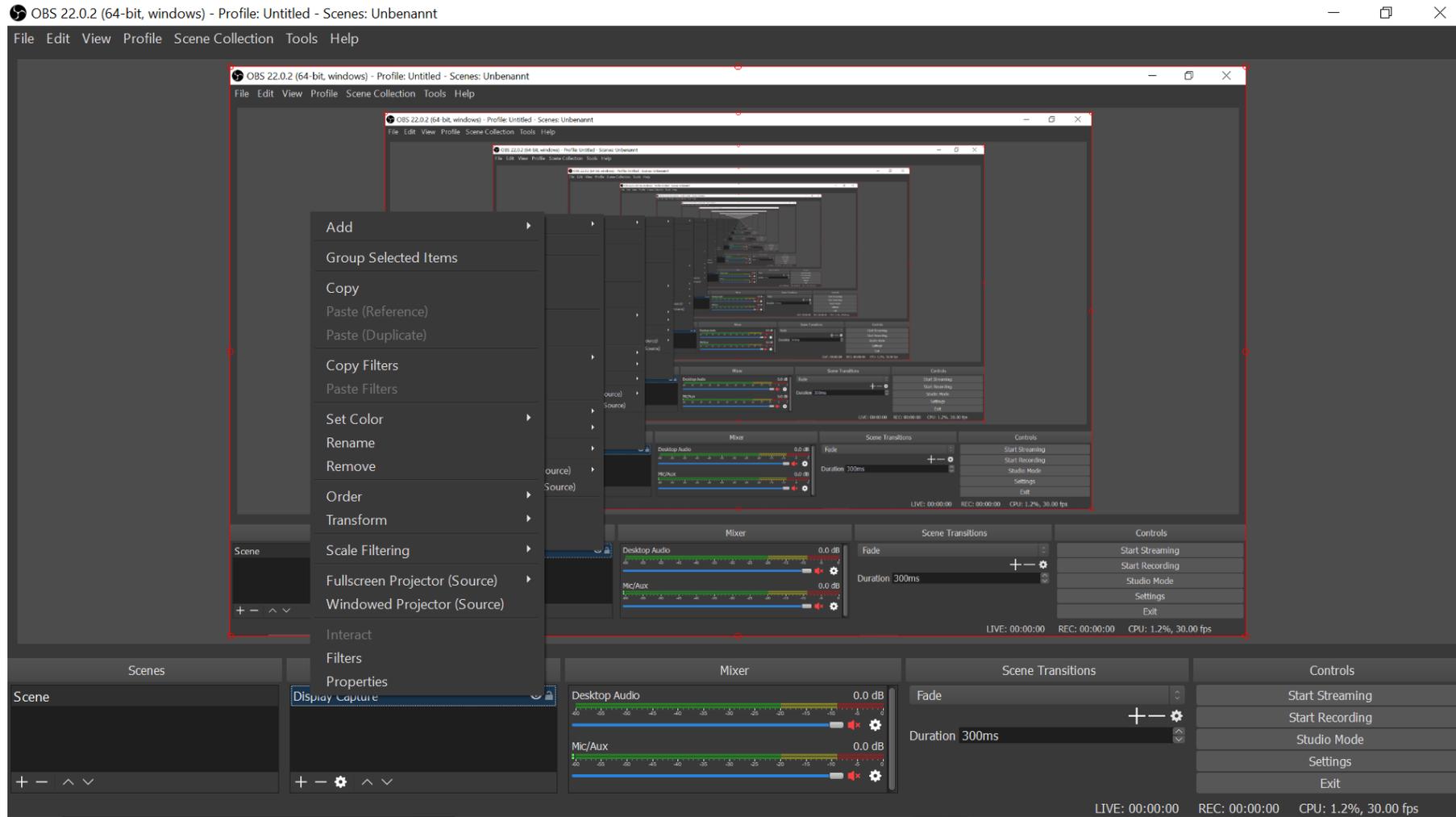
By clicking on the up and down buttons, you can change which source is displayed in the foreground; for example if you record keyboard/mouse it is important to move these sources to the top of the list to record them in front of the screen recording.



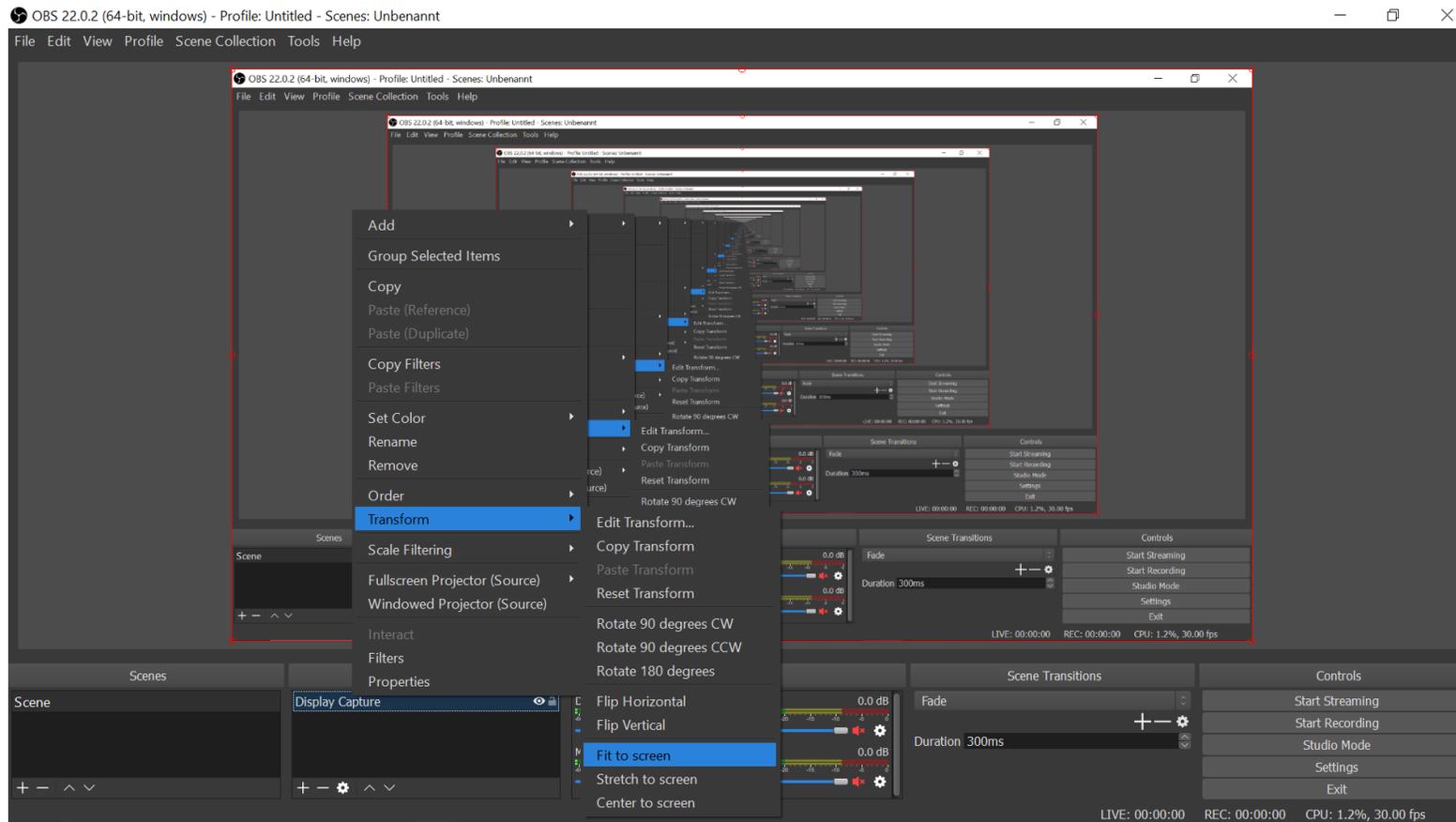
By clicking on the gear button (or by double clicking the source), you can view and change the properties of your source.



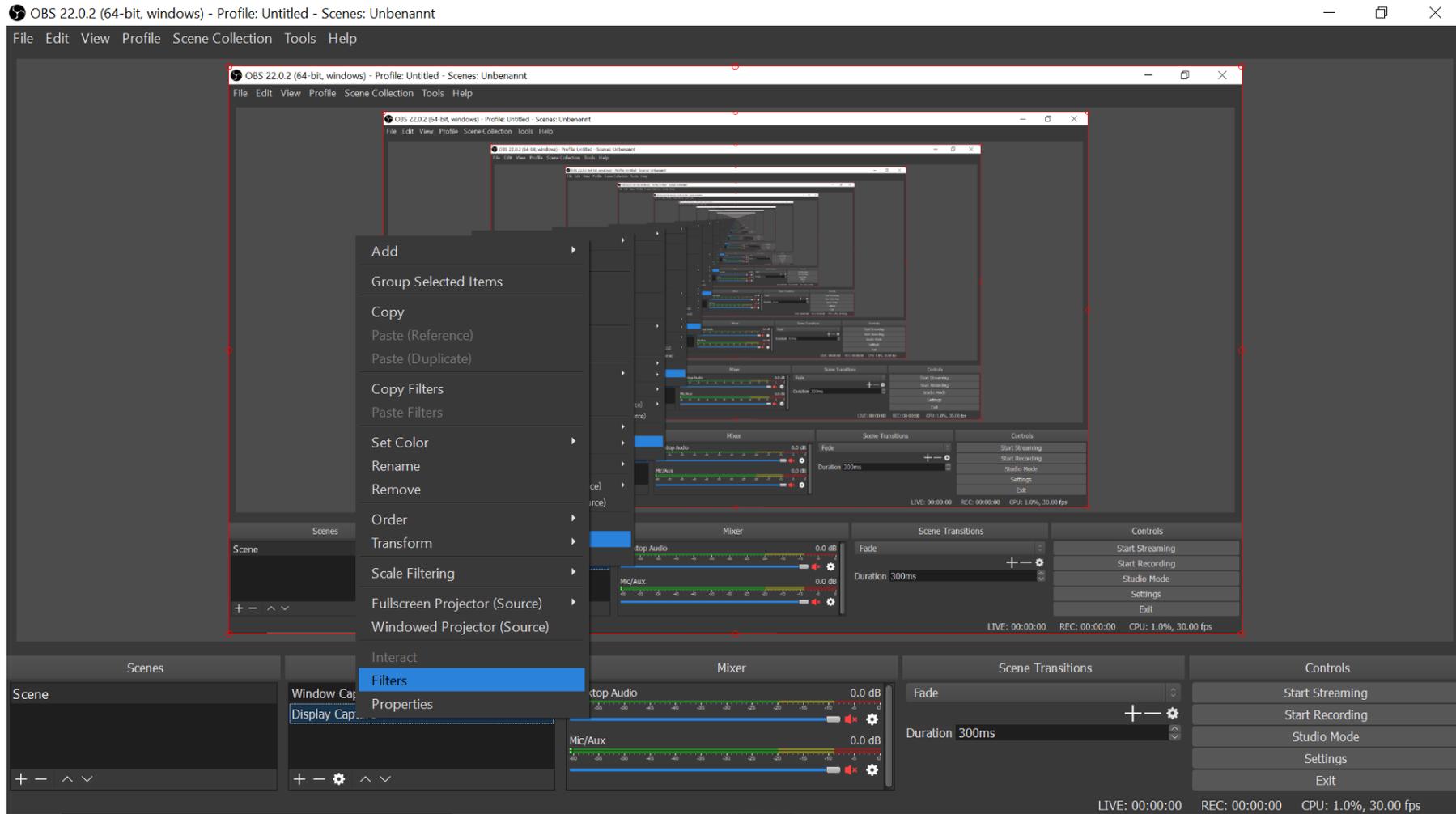
By clicking on the eye button you can make the source visible or invisible if you do not want to include it in the recording.



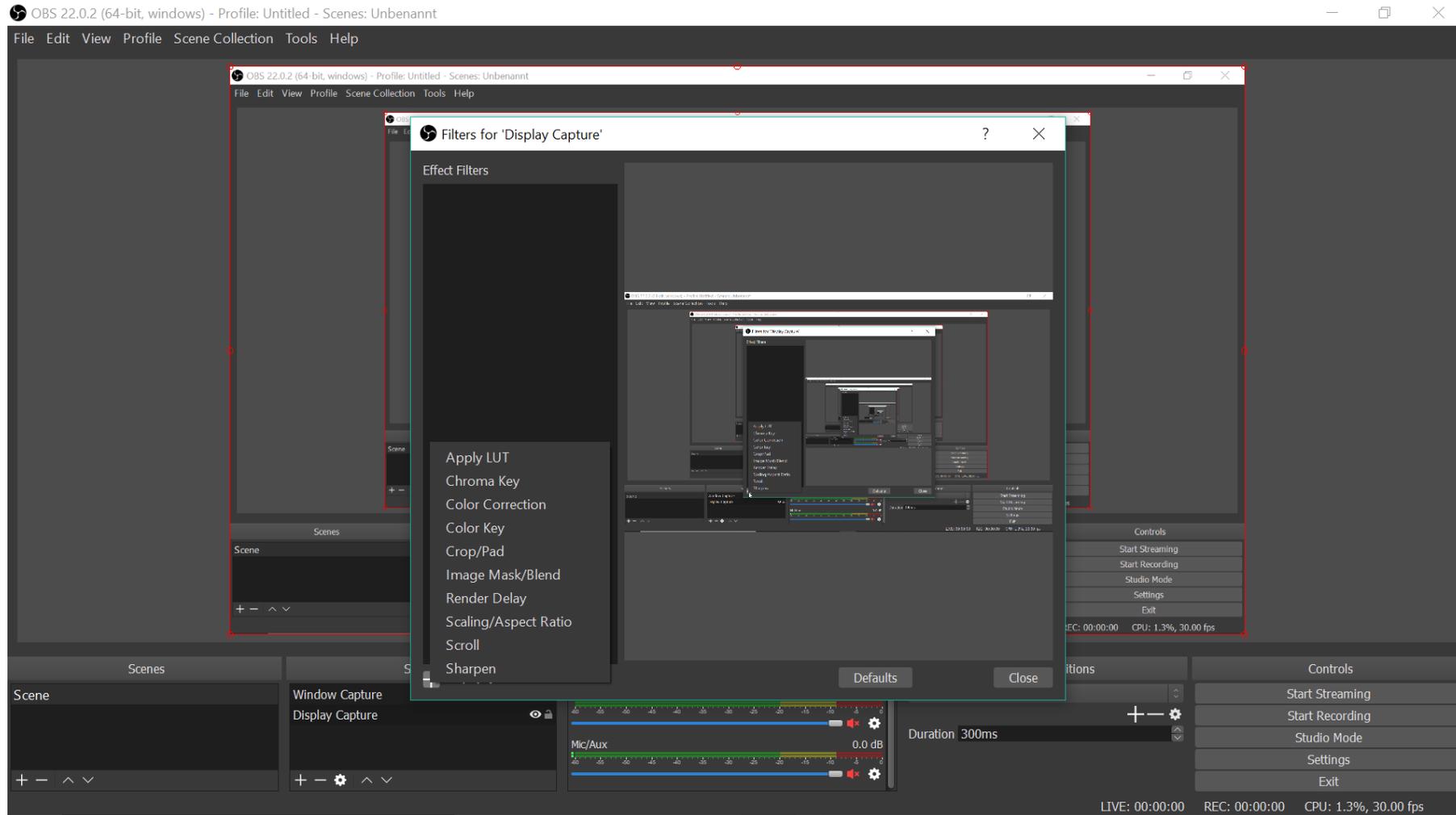
Additionally, you can right-click on the source to open more options.



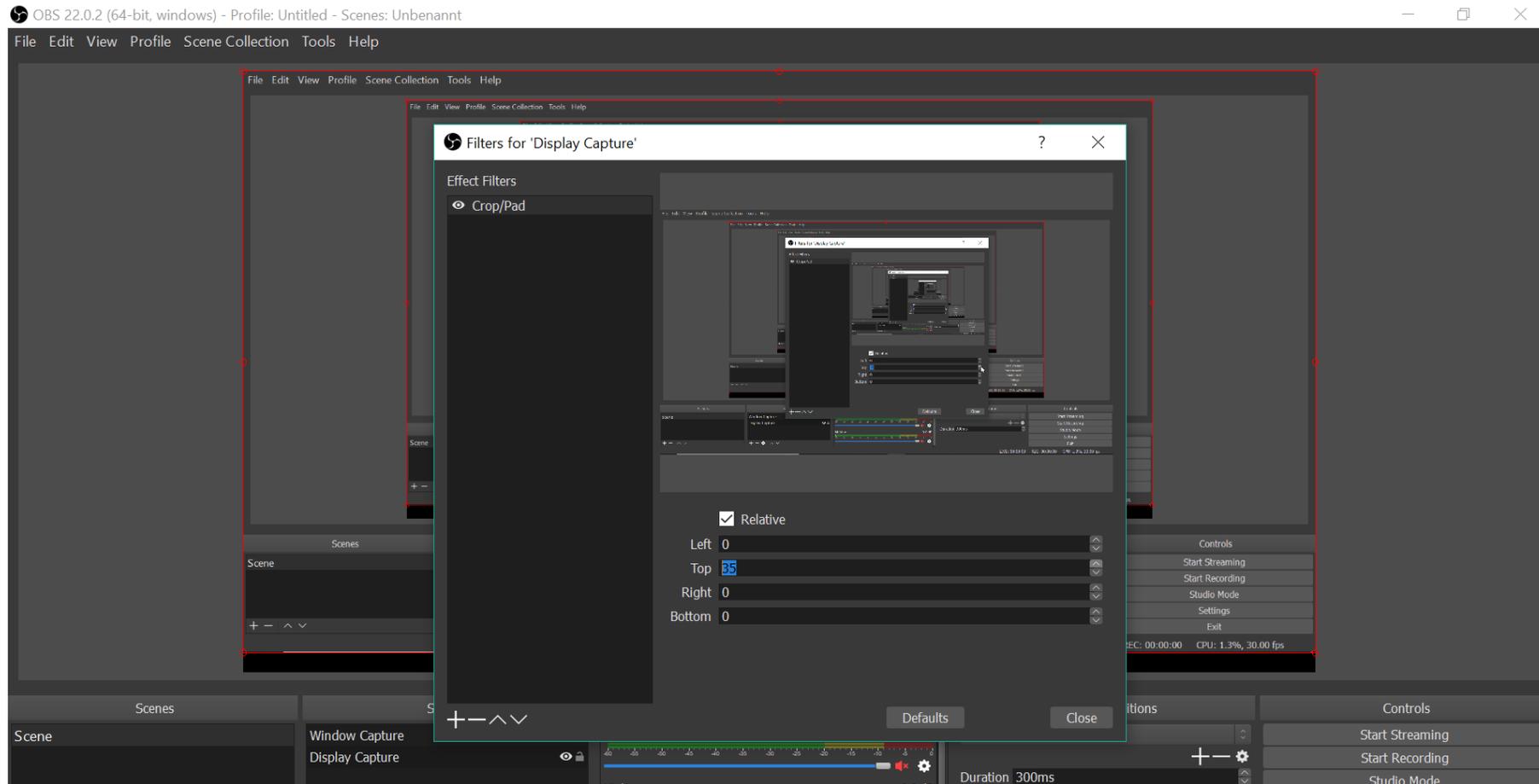
Some of these are important to ensure the correct recording of your experiment. For example, if you record fullscreen, you should select „Transform“ and „Fit to screen“. This is important because if you do not select it, your experiment recorded in fullscreen mode might not be correctly presented in the actual video (e.g. in OpenSesame, if this option is not adjusted, the screen will only be shown in the upper left quarter of the video, the rest of the screen will be black).



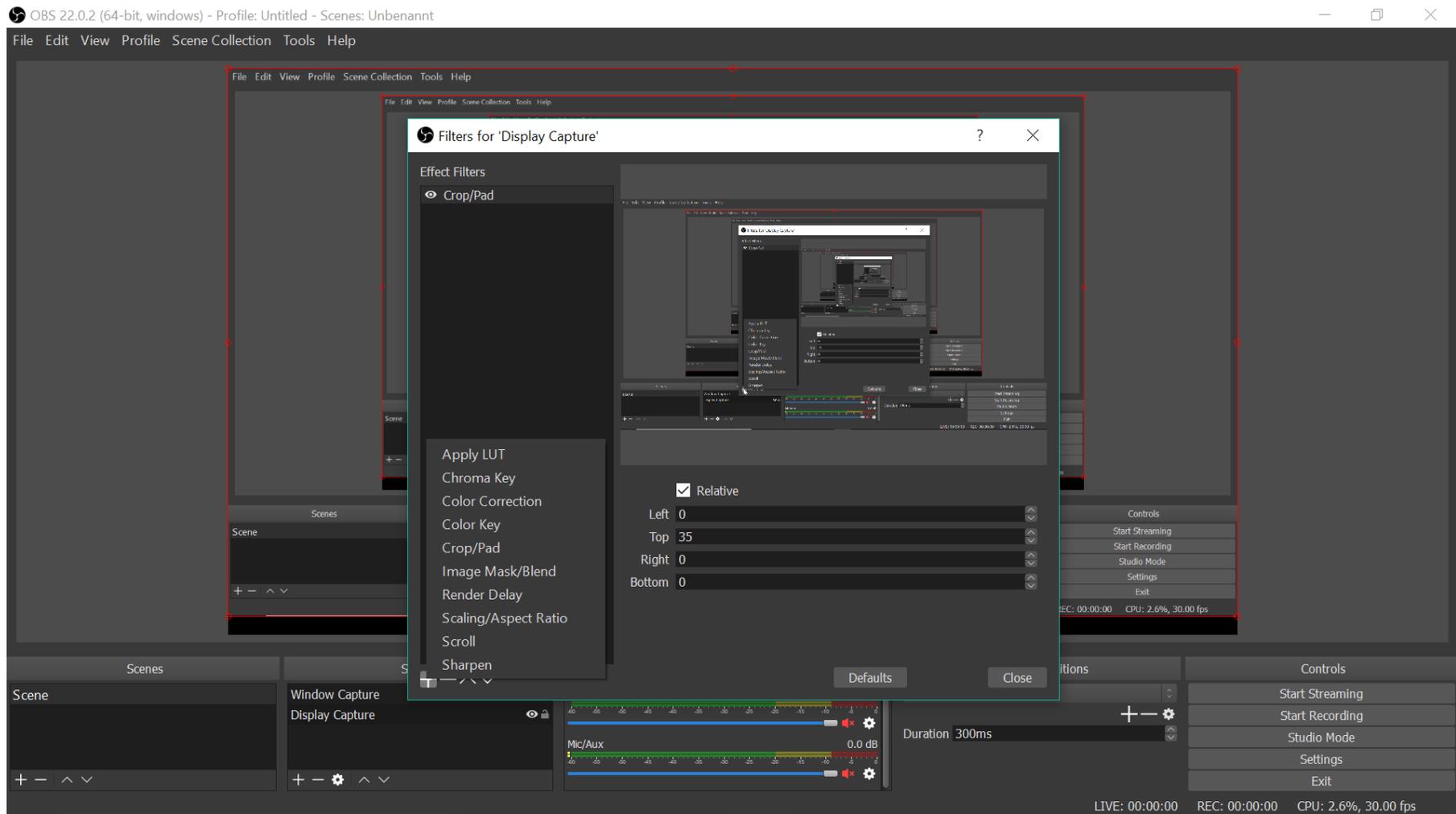
By right-clicking on the source, you can also select „Filters“.



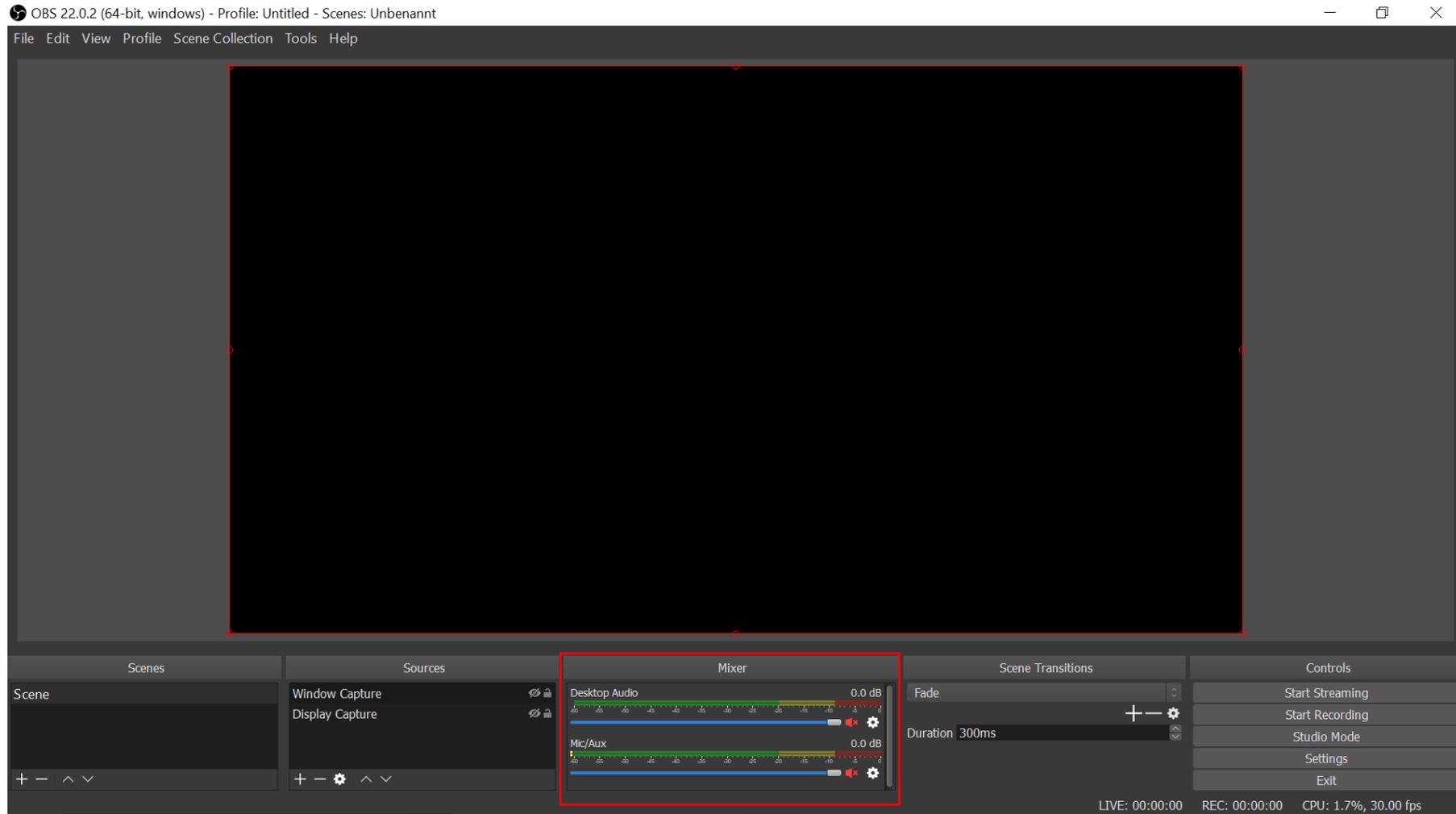
A window will pop up. If you then click on the „+“ sign in the lower left corner, you can select a filter out of a list. There are many different possible filters, but we will focus on the „crop/pad“ filter because it is important when you record an experiment in a browser and you do not want to record the navigation bar or bookmarks at the top of the screen.



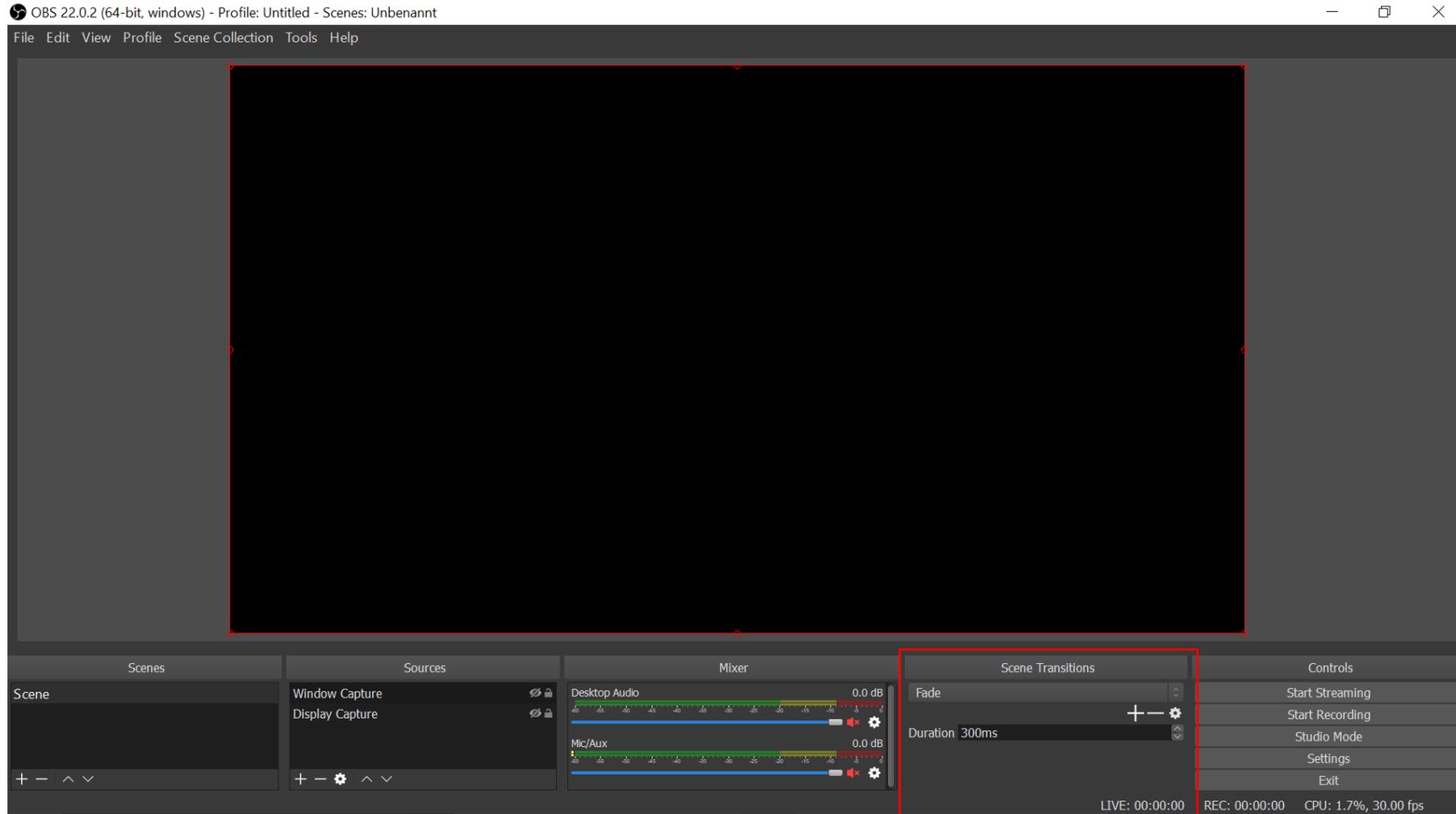
If you select „crop/pad“, you can make specific changes in the right part of the window. For example, you can increase the digit corresponding to „Top“ by clicking on the up arrow which will crop out more and more of the upper part of the video.



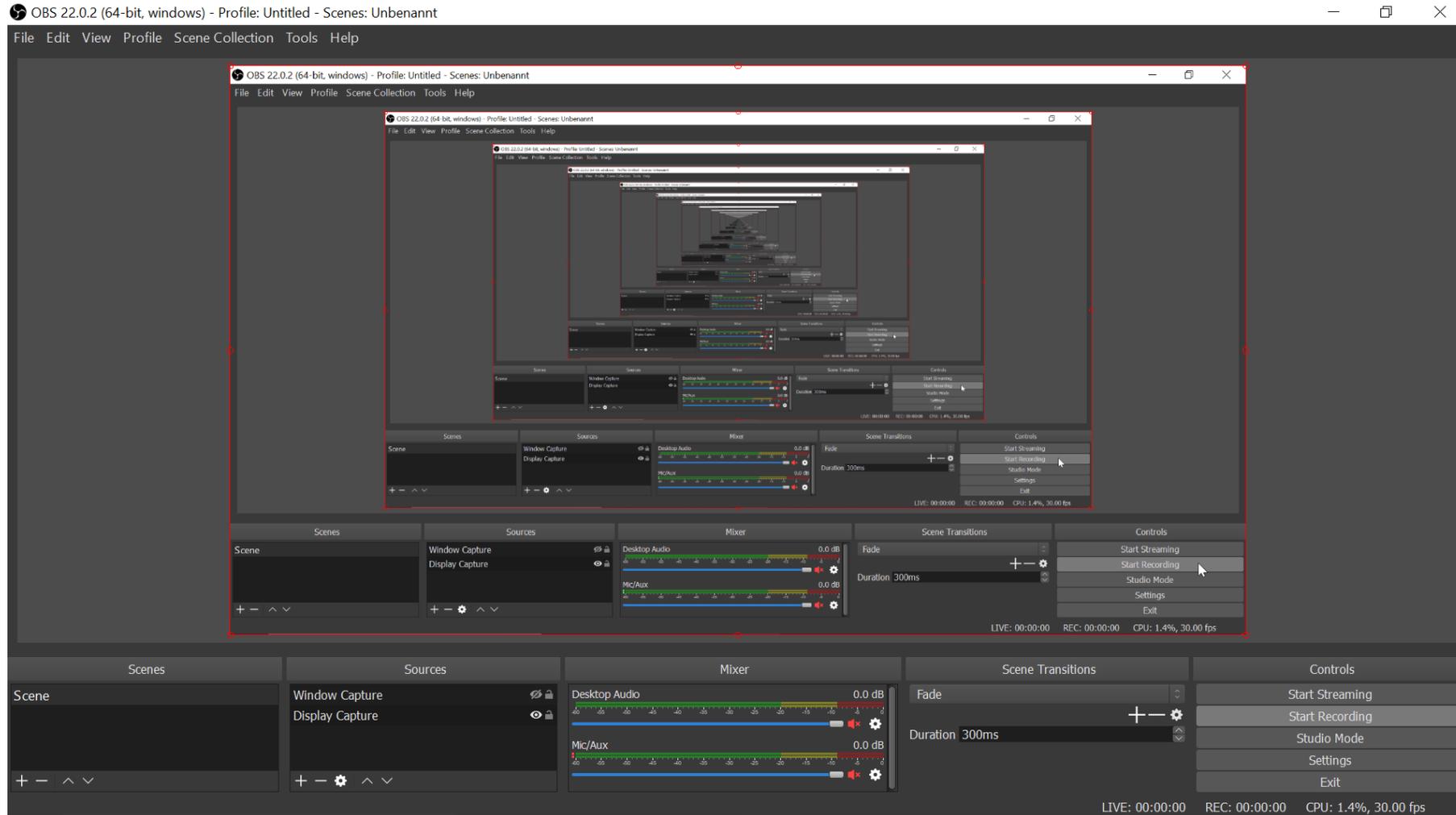
Here we set the digit to „35“ and as you can see, the white bar at the top of the screen saying „OBS 22.02 (64-bit ...“ is no longer recorded. The adjustment of this is very simple. You just increase the digits until everything you don't want to record (e.g., task bars, navigation bars or bookmarks in browsers) are no longer visible.



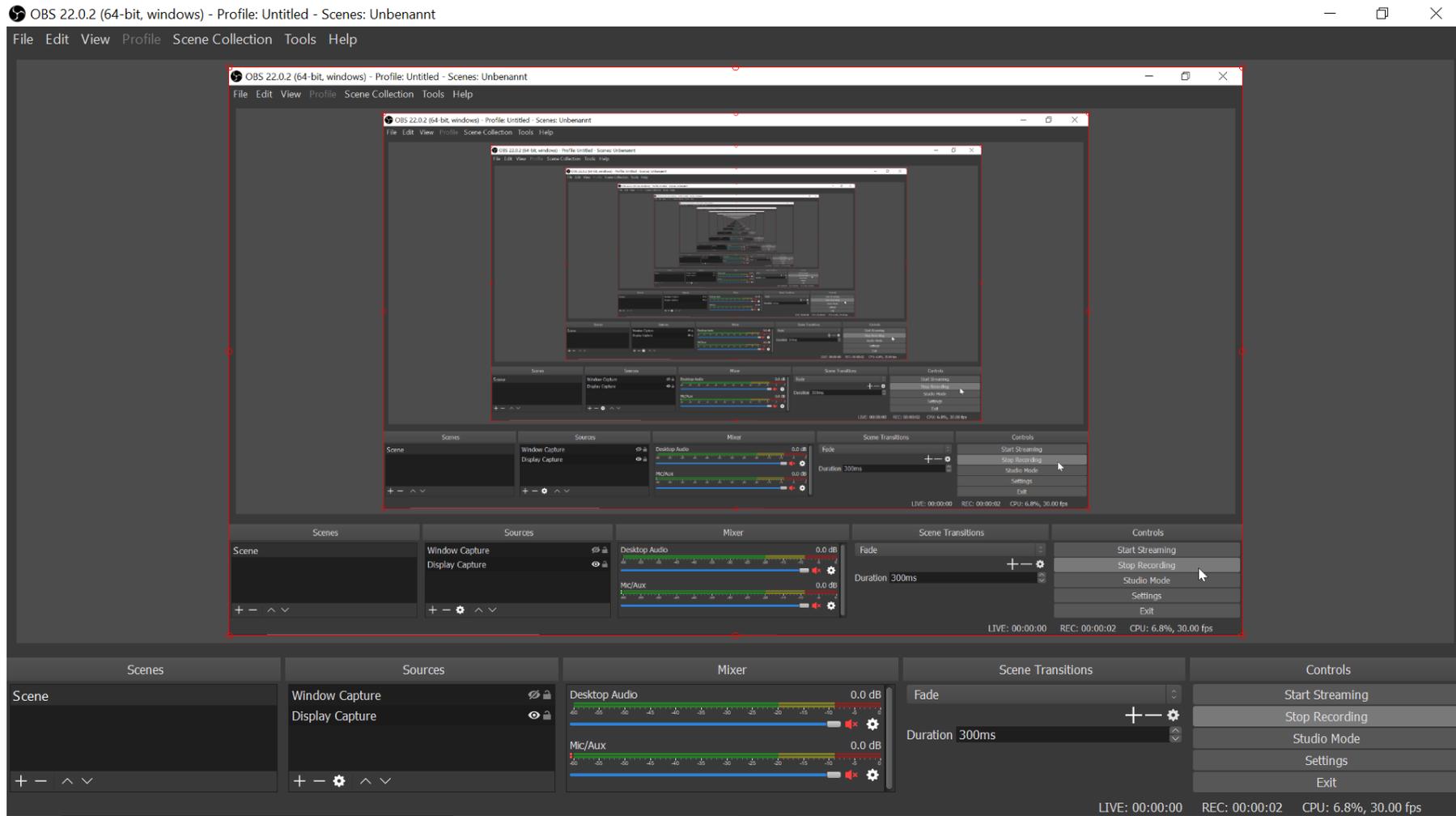
In the mixer section, you can decide if you want to record desktop audio or a microphone connected to the PC (important if your experiment contains sounds).



You don't have to change anything in the „Scene Transitions“ section.



When you have created your scene, created the source(s) you want to record, and adjusted the settings, you can start recording! Just click „Start Recording“! After starting the recording, you can switch to your experiment and run it.



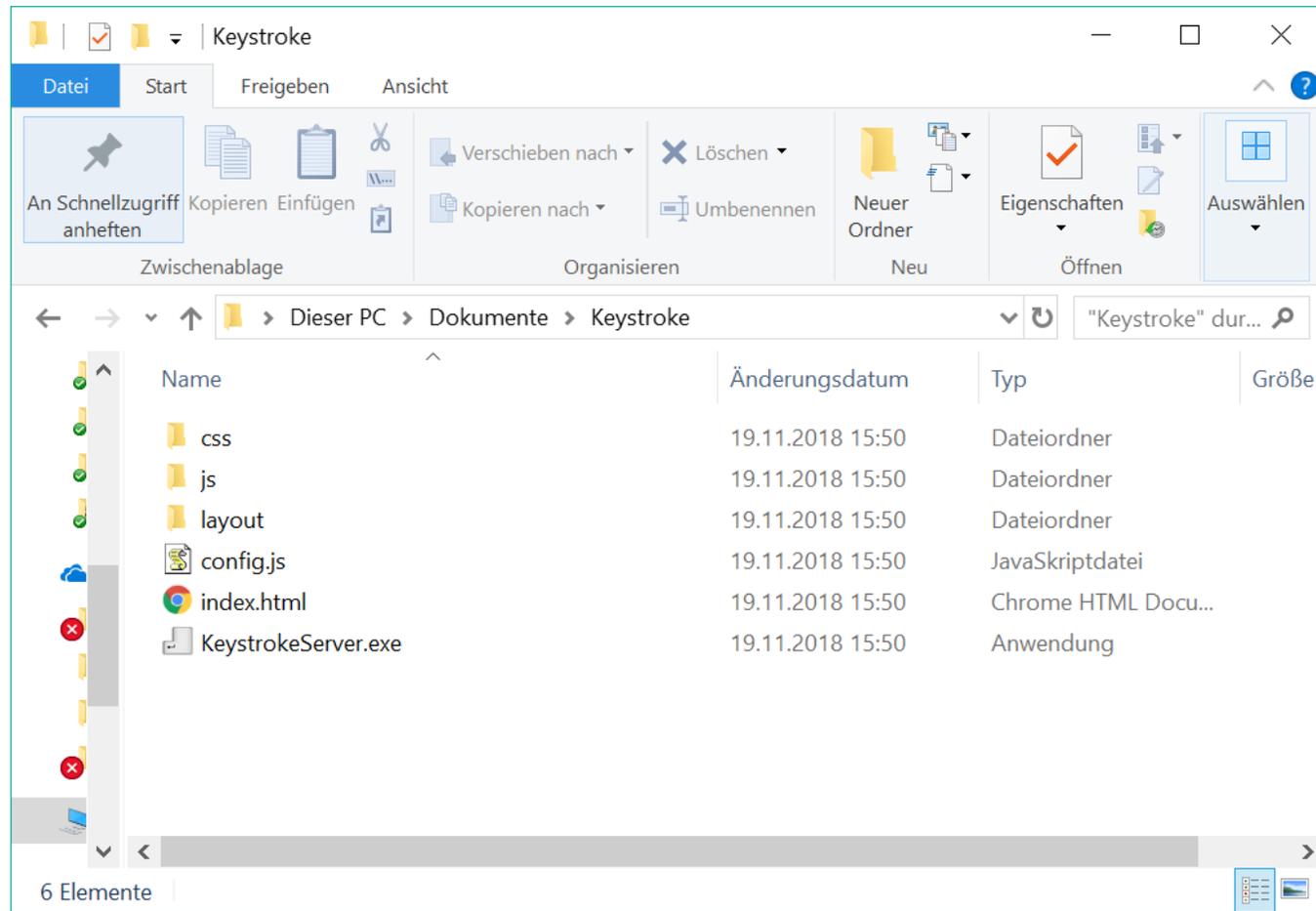
After completing the experiment, you can switch back to OBS and click „Stop recording“ – your video will be saved according to your preferences in the „Settings – Output“ section. Congratulations! You just did your first recording!

# Recording of keyboard & mouse

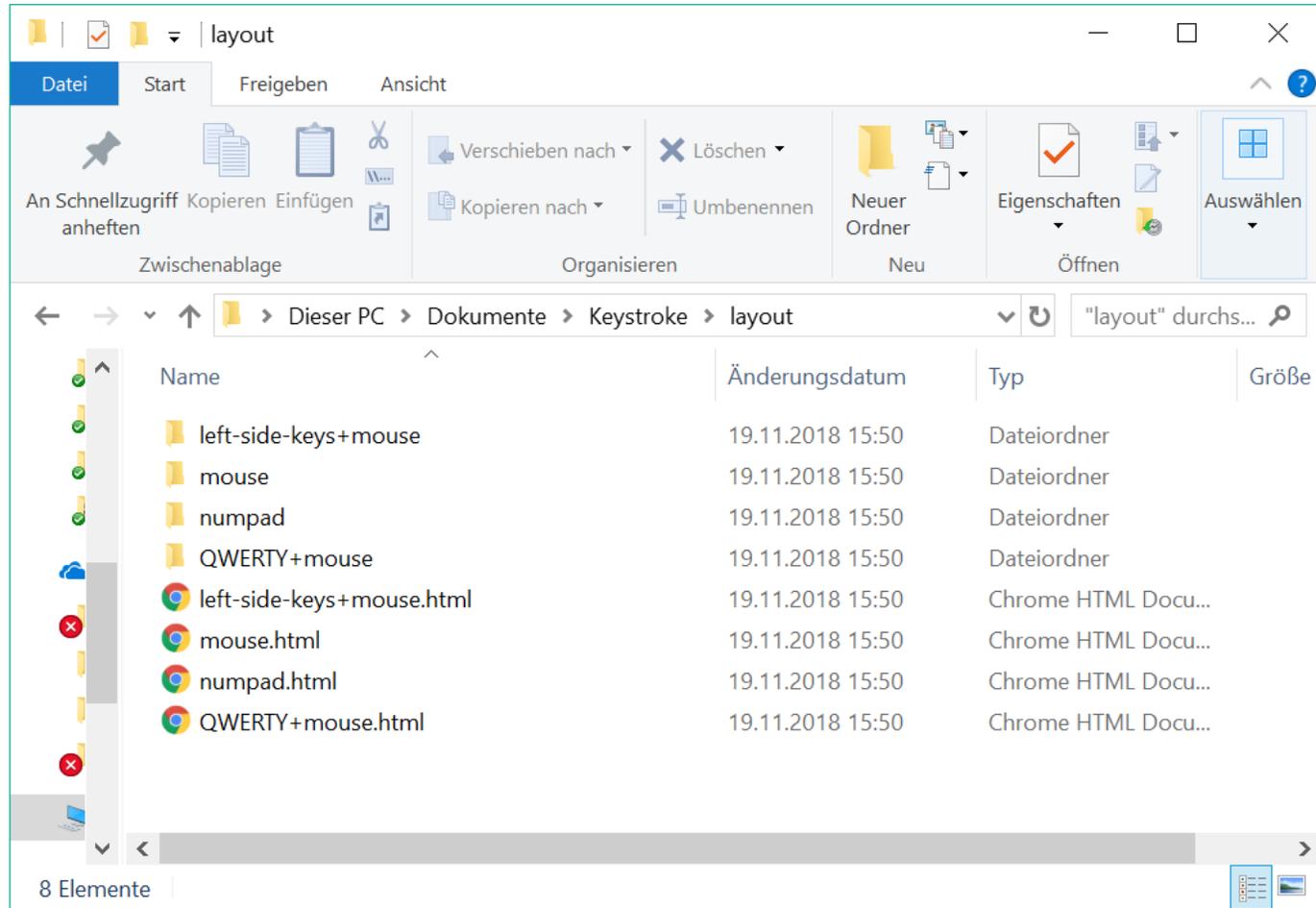
The screenshot shows the OBS forum interface. At the top, the OBS logo and name are on the left, and navigation links for Home, Download, Blog, Help, and Forum are on the right. Below this is a secondary navigation bar with Home, Forums, What's new, Resources, and Members. A 'Log in' and 'Register' button are also present. The main content area is for the resource 'Display Keystroke v1.05' by user 'xxdocobxx', dated Jan 20, 2017. It features a 'Free' badge, a 'Download' button (highlighted with a red box), and tabs for Overview, Updates (5), Reviews (3), History, and Discussion. The description states: 'I made this tool cause I can't find one that can display keyboard and mouse input when playing games in fullscreen with only one monitor.' The resource title is 'DisplayKeystroke' with the description 'Display keyboard and mouse input onto browsers and OBS browser source.' A red warning note says 'Always remember that do not type passwords when broadcasting.' On the right, a metadata table shows: Author: xxdocobxx, Downloads: 3,409, First release: Jan 20, 2017, Last update: Jun 27, 2018, Rating: 3 ratings (5 stars). A 'Join the discussion' button is at the bottom right.

Author:	xxdocobxx
Downloads:	3,409
First release:	Jan 20, 2017
Last update:	Jun 27, 2018
Rating:	★★★★★ 3 ratings

In case you want to record keyboard and mouse, you need to install a free tool named „Display Keystroke“ created by the OBS user xxdocobxx (retrievable via <https://obsproject.com/forum/resources/display-keystroke.485/>)



After downloading the tool, you need to extract the corresponding folder.

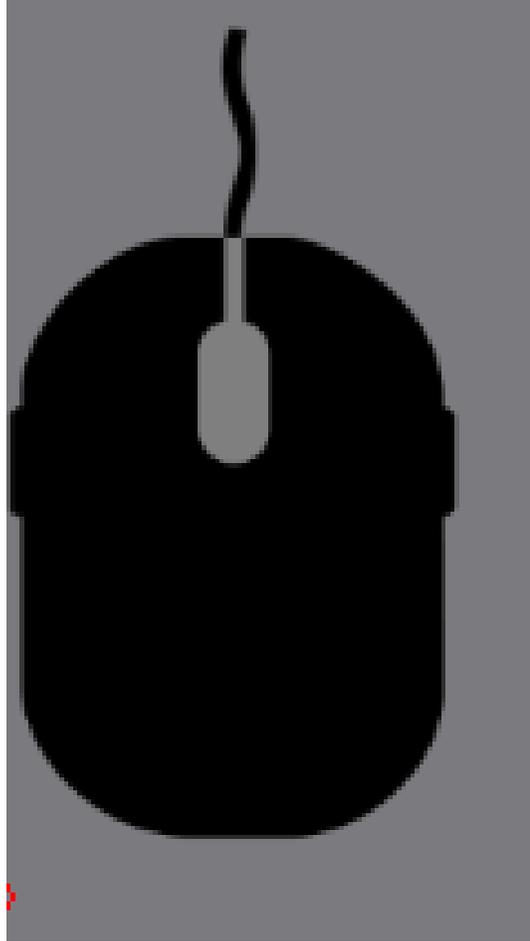


As you can see when opening the folder „layout“, there are different variants you can record, e.g. the whole keyboard, only the number pad, only mouse.

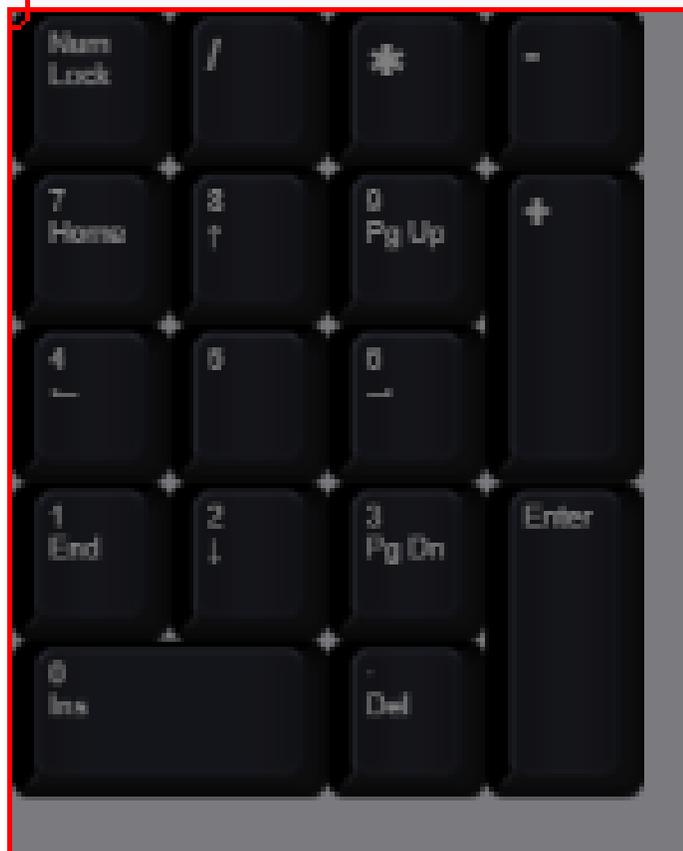
In the following, we will present the different variants individually.



left-side-keys+mouse



mouse

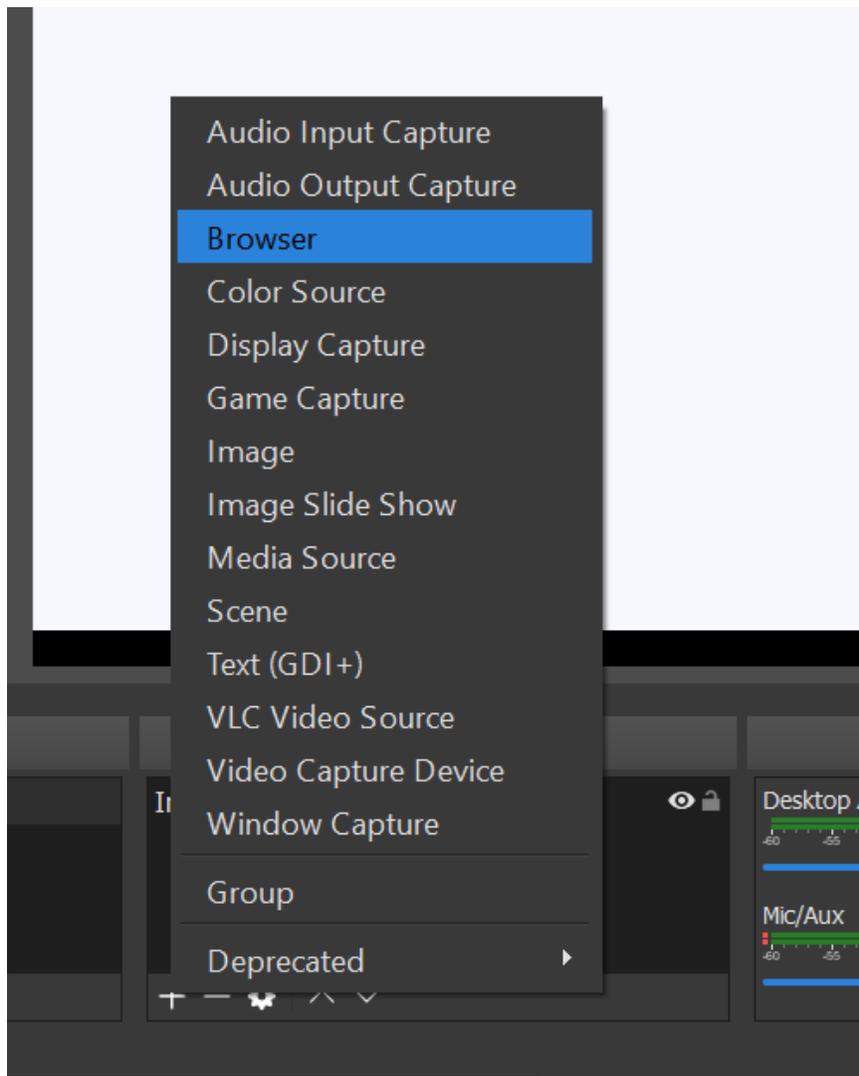


numpad



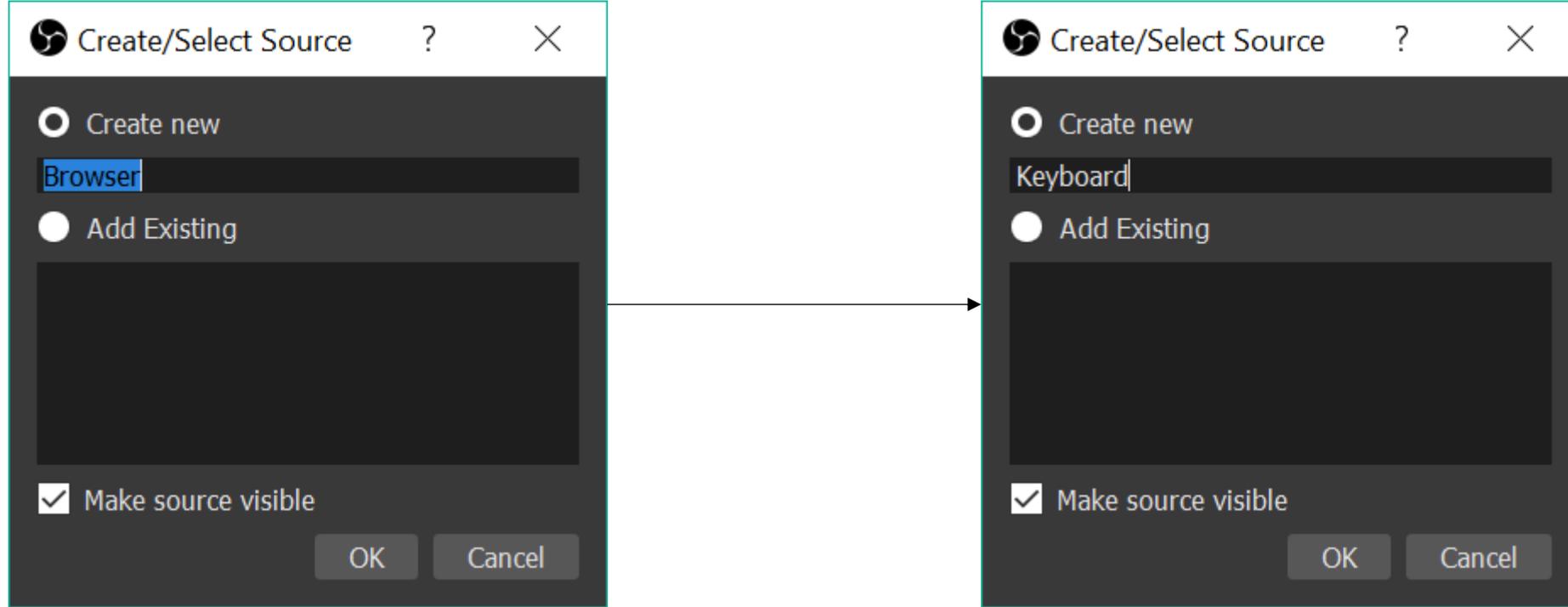
## QWERTY+mouse

As you might note, the source says “+mouse”, but the mouse is not recorded. But this is not a problem because the mouse can simply be recorded individually as another source.

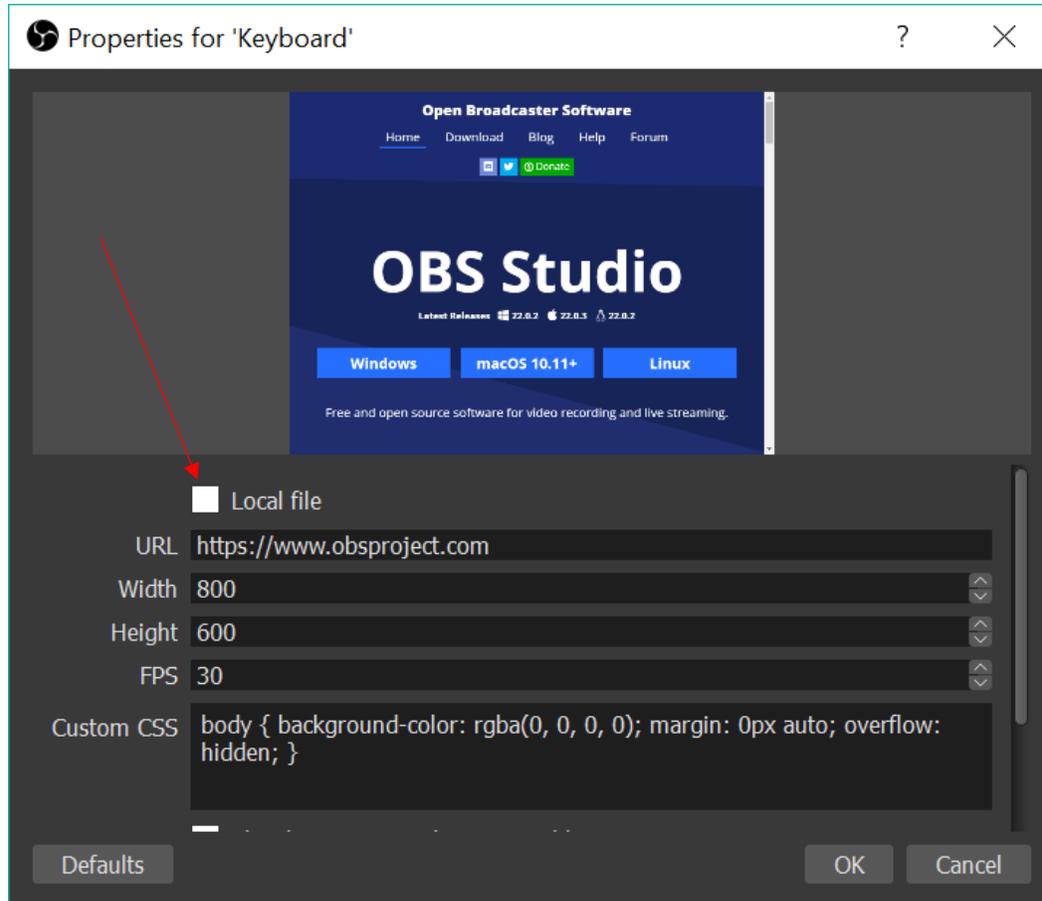


But how do you set up these layouts into OBS?

First, you need to create a new source „Browser“, by clicking on the „+“ button in the sources area.

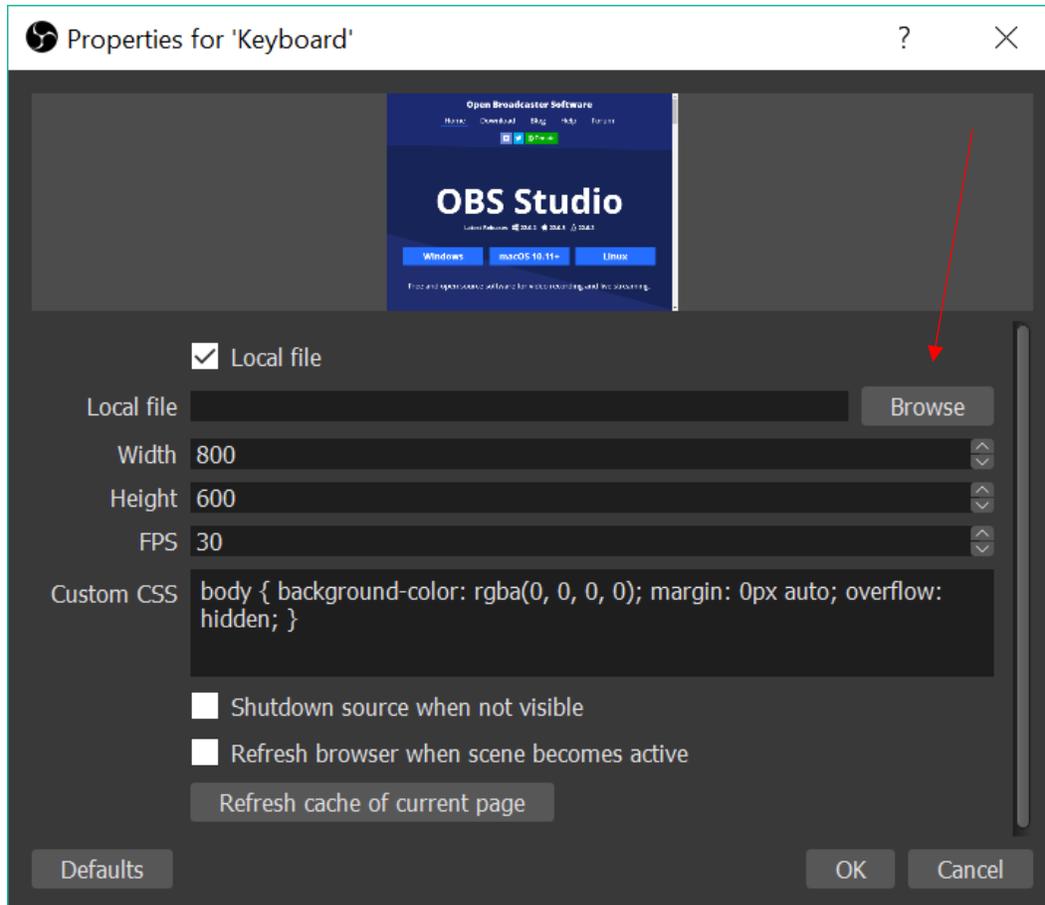


When creating the browser source, it is beneficial to rename it according to what you want to record specifically (keyboard, numpad, mouse, left keys + mouse) so that you can easily keep track of your sources when creating both a keyboard and mouse capture. Then click „OK“.

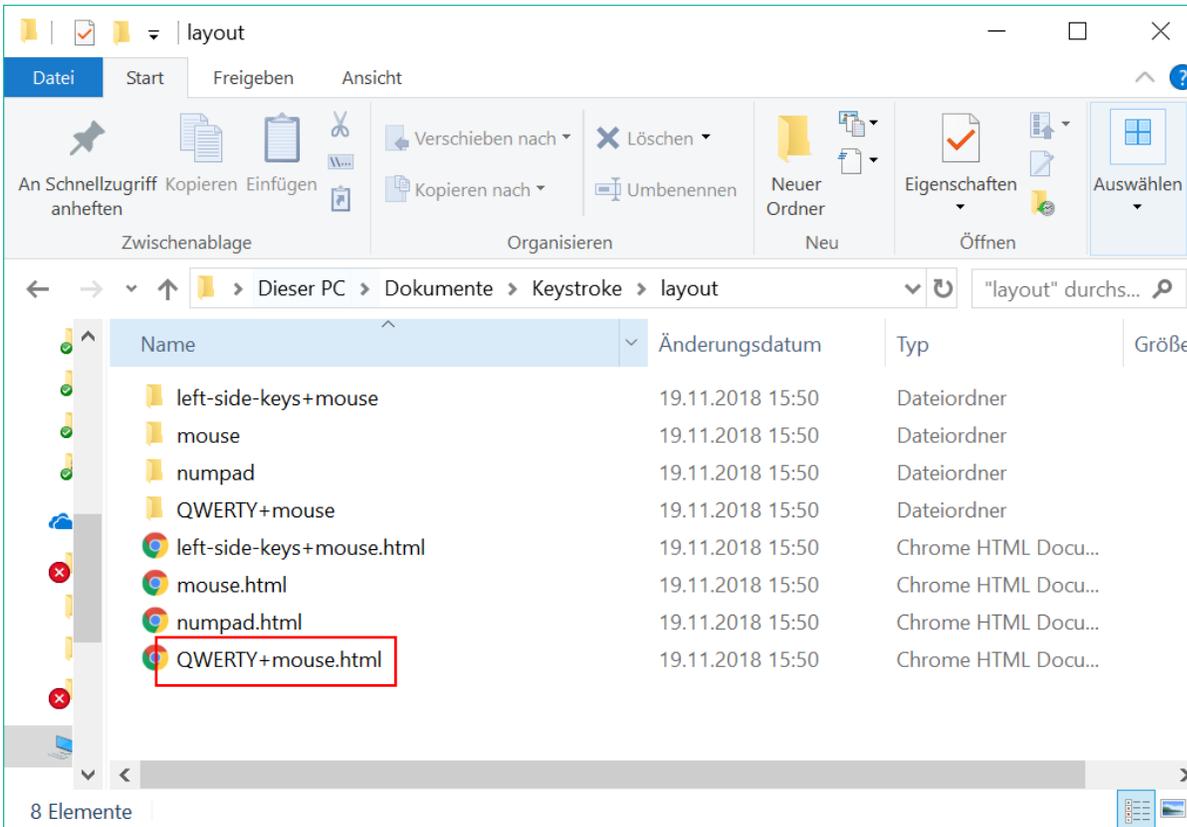


The properties will pop up next, and per default, an online URL is suggested.

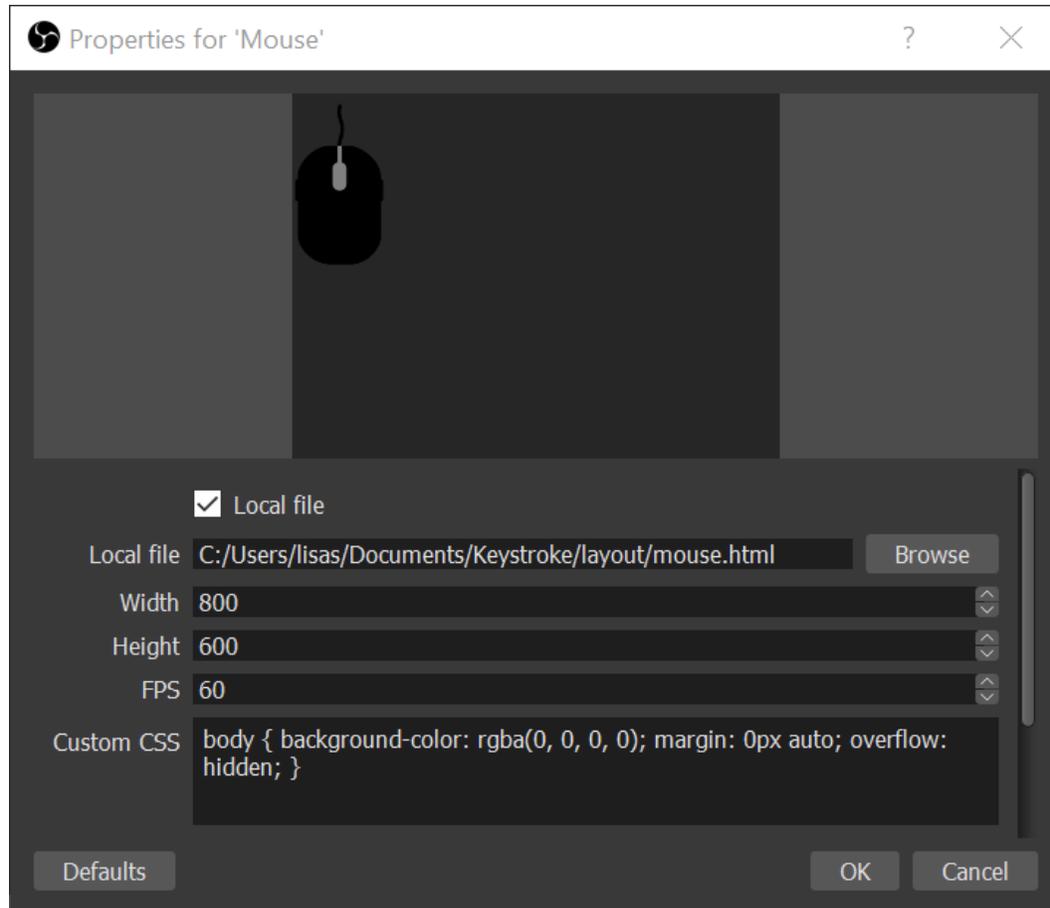
Here, you need to click on „local file“.



Next, you need to click on „Browse“ and search your computer for the folder you just downloaded and extracted (Keystroke).

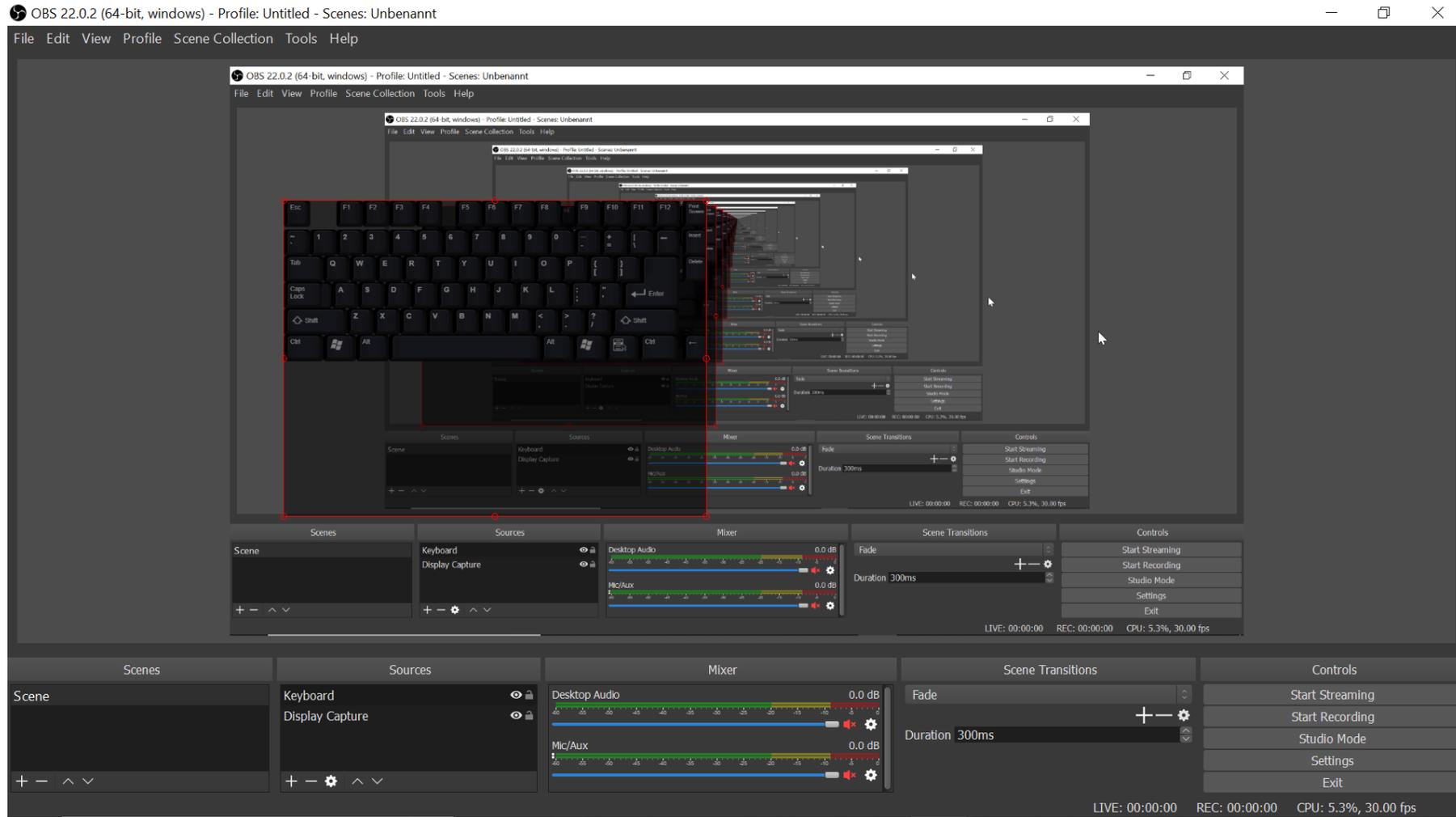


If you want to capture the keyboard for example, you need to select „QWERTY+mouse“ (as noted above, the mouse will not be recorded and has to be recorded in another source).

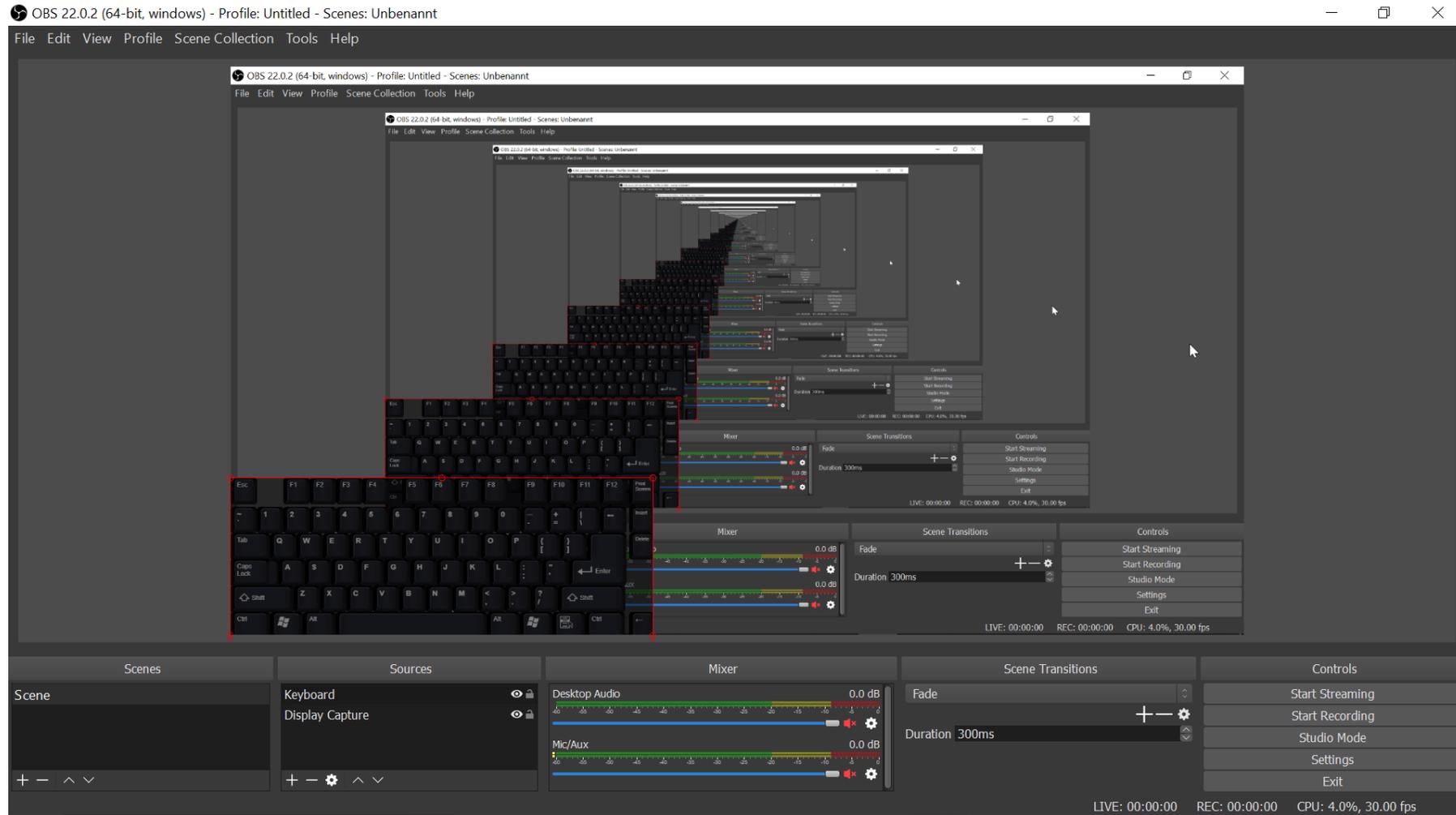


After you have selected your local URL, you will get back to the properties window.

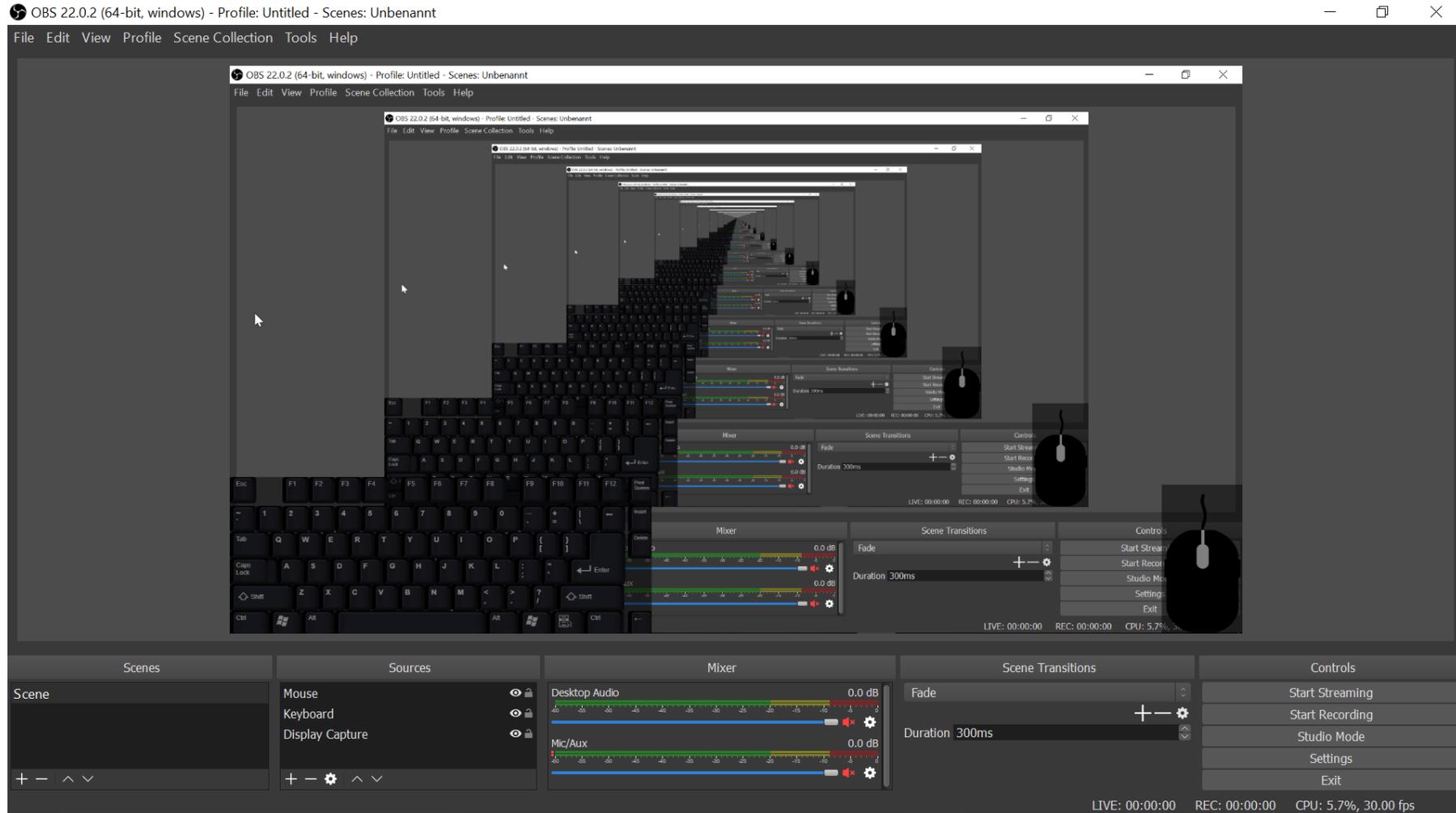
Here, you might want to increase the fps rate to fit your overall fps rate (e.g. 60 fps); then click „OK“.



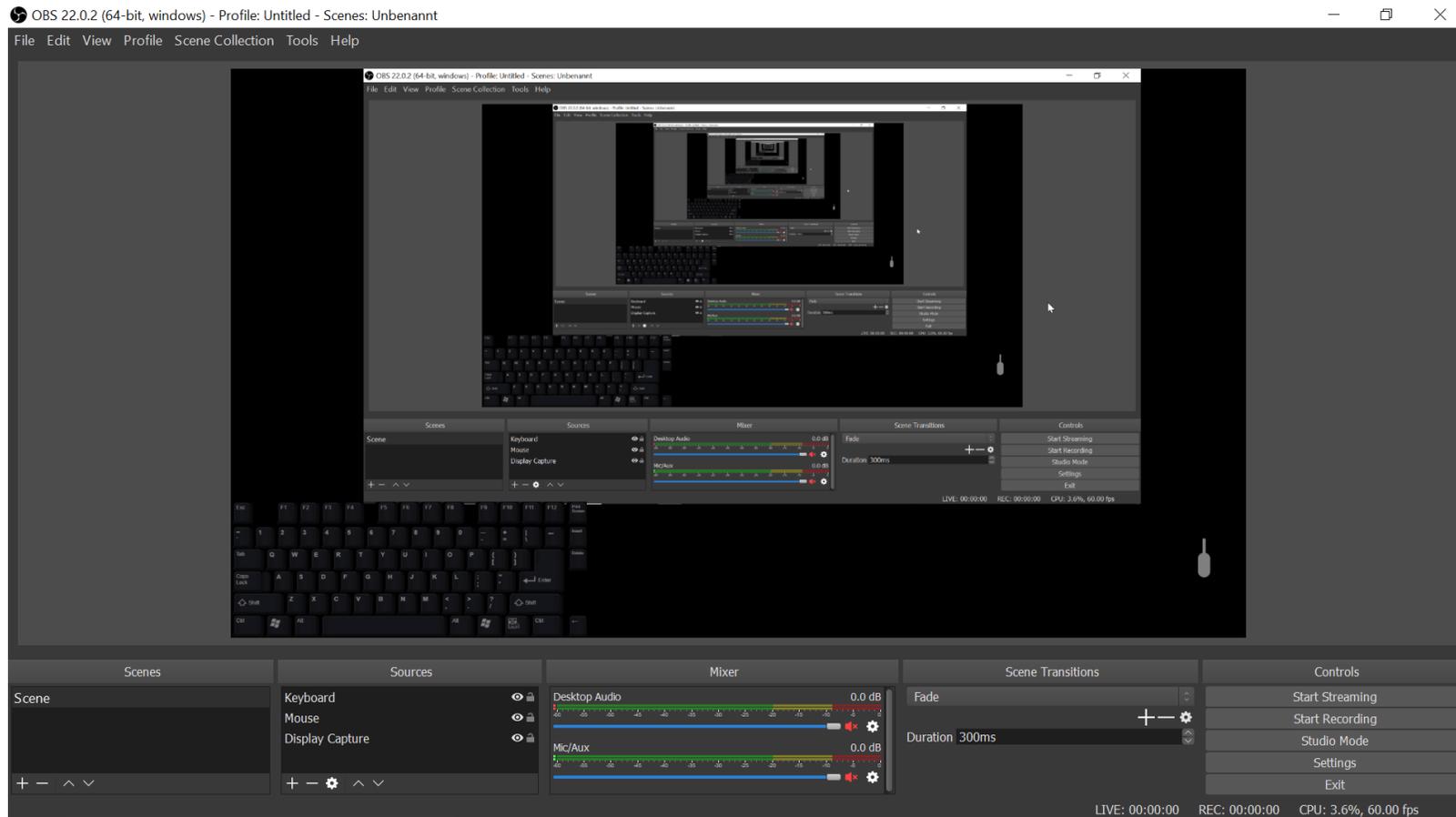
Afterwards, the keyboard will be shown on your recording screen.



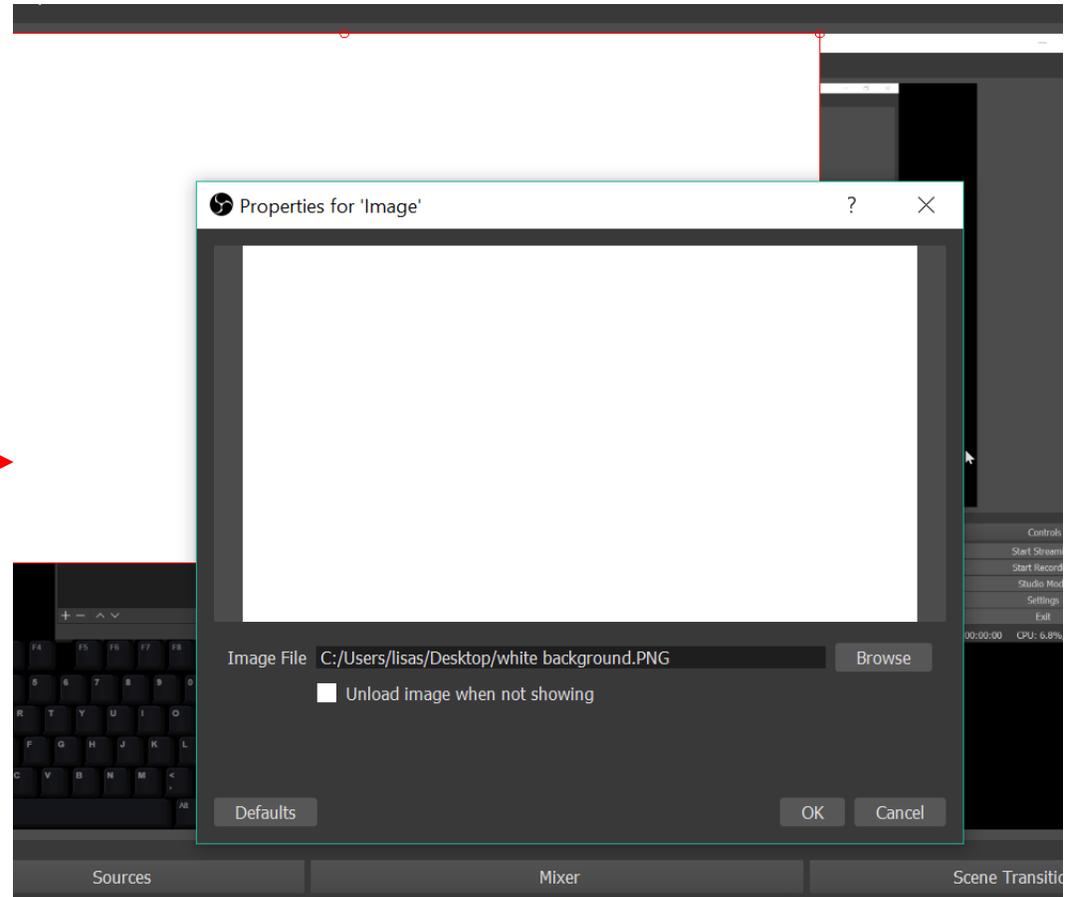
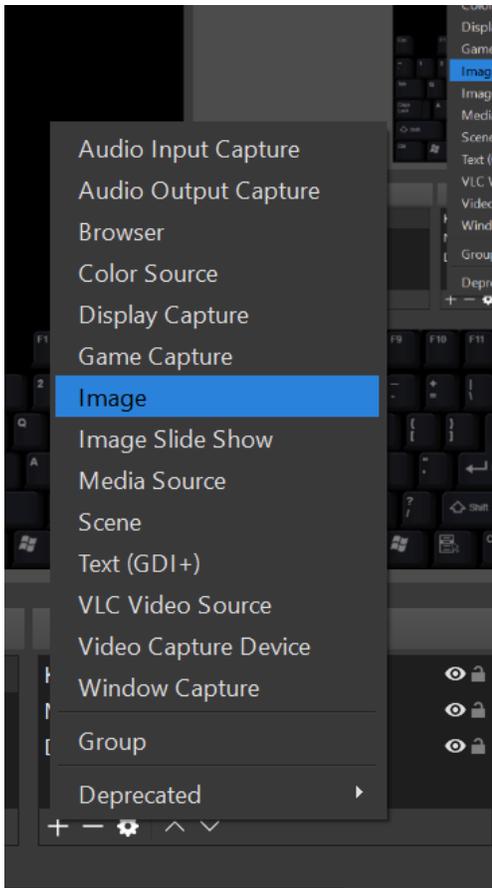
Now, you can move it. For this, drag-and-drop the keyboard layout in the recording screen.



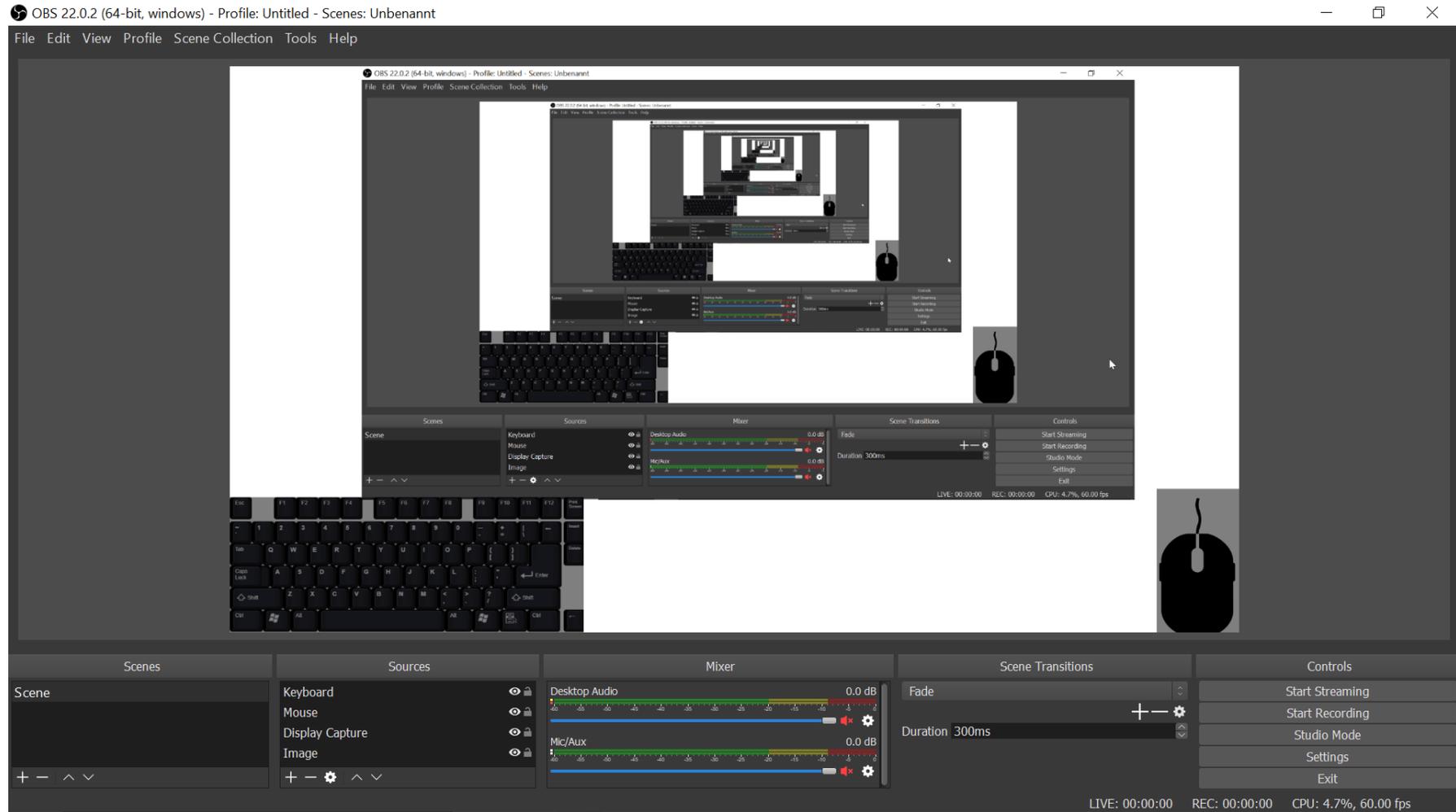
In an analogous manner, you can create and move the mouse capture. Make sure to move the mouse and keyboard to positions where they do not cover any important parts of the experimental procedure.



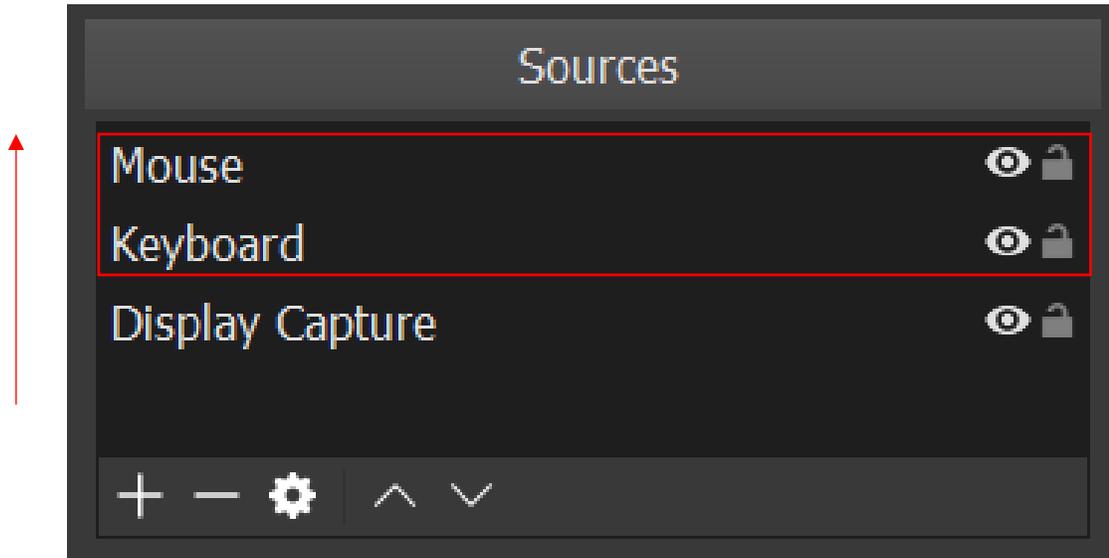
There might still be some important parts of your experiment covered. To avoid this, you can move keyboard, mouse and experimental recording even more or reduce them in size. For example, you could reduce the size of your experimental recording to such an extent that no part of it remains covered by keyboard and mouse. This will lead to mouse and keyboard being displayed in front of the black background.



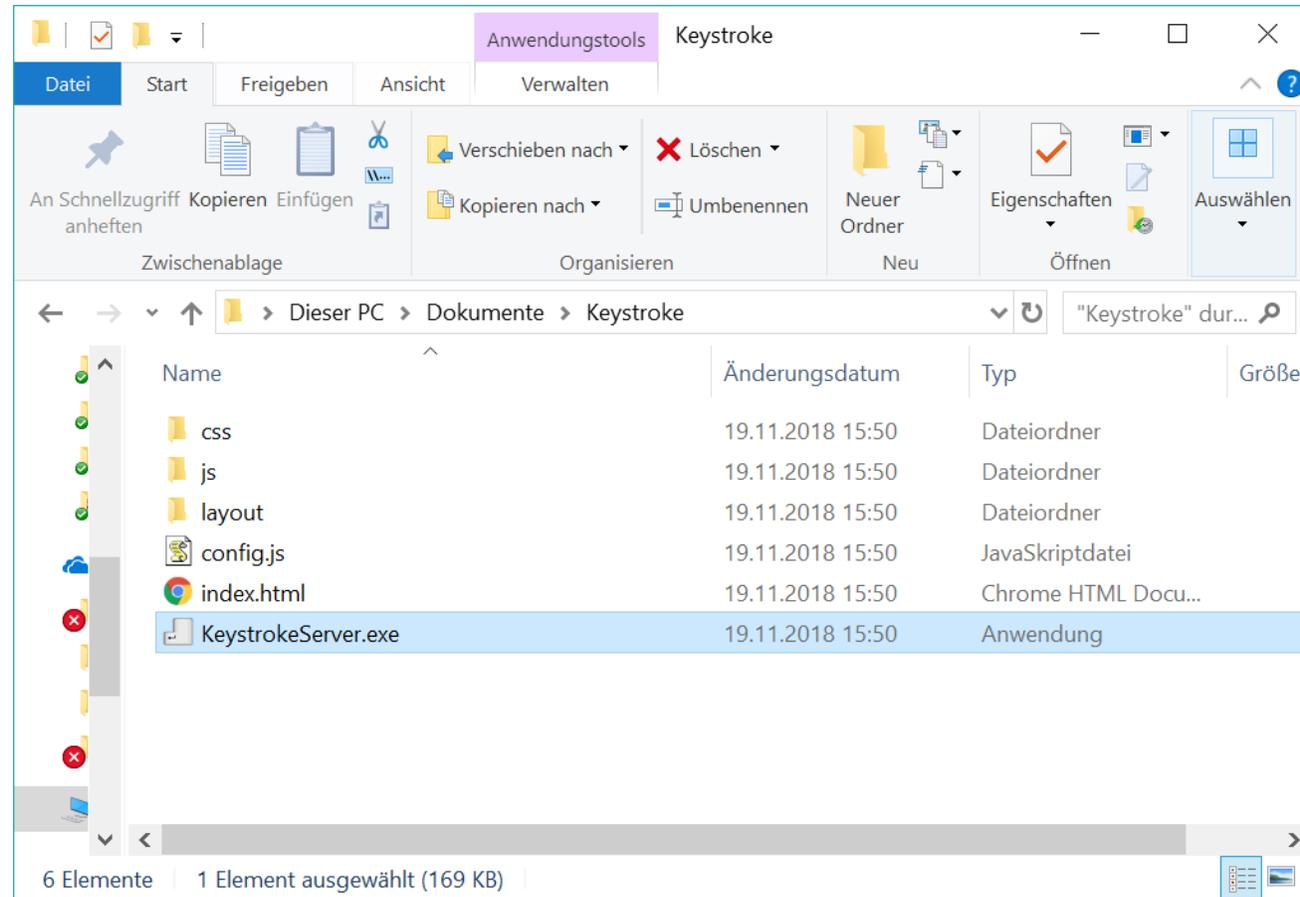
To increase the visibility of the dark keyboard and mouse in front of the black background, you can create a new image source which includes only a white background. Then simply move this source to the bottom of the Sources list. Now, instead of the default black background, a white background will be shown in the recording.



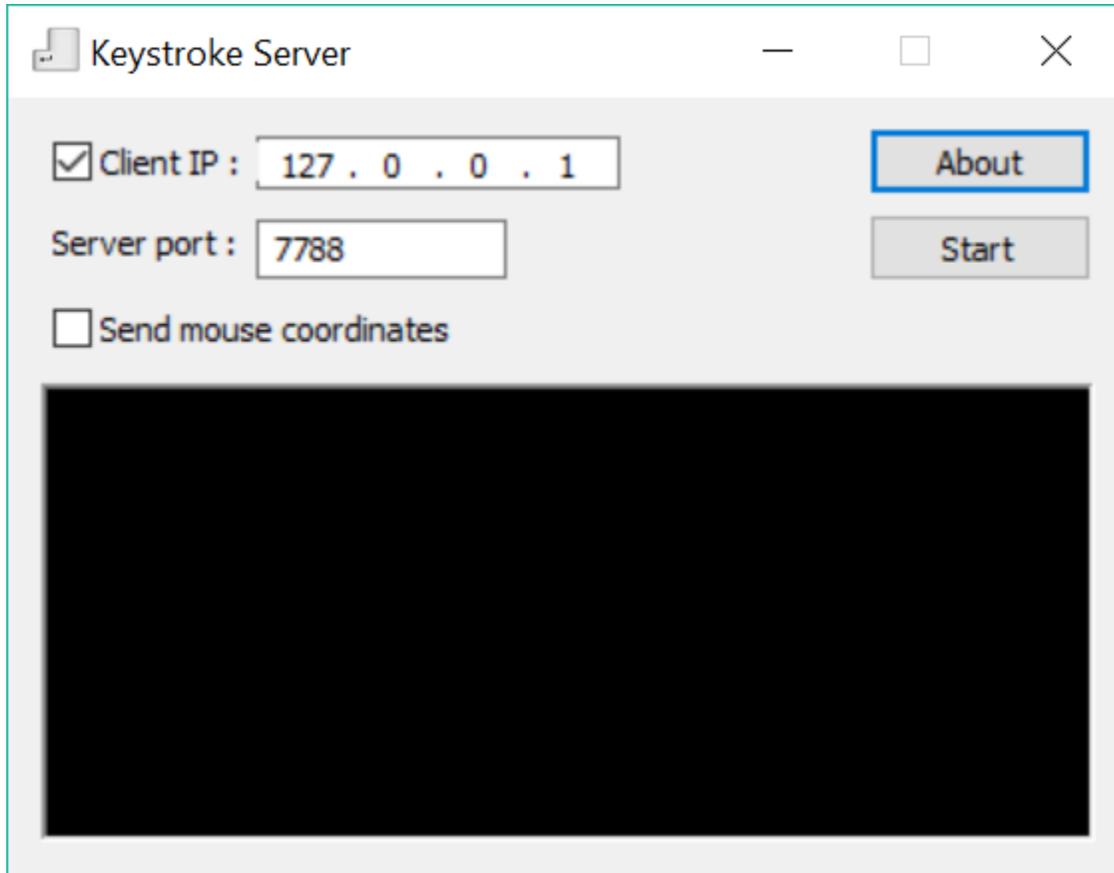
Because of the white background, keyboard and mouse are more visible than before.



Remember:  
Aside from placing keyboard and mouse within the recording screen, it is also very important to move them to the top of the sources list to correctly record them in front of the display/window capture.

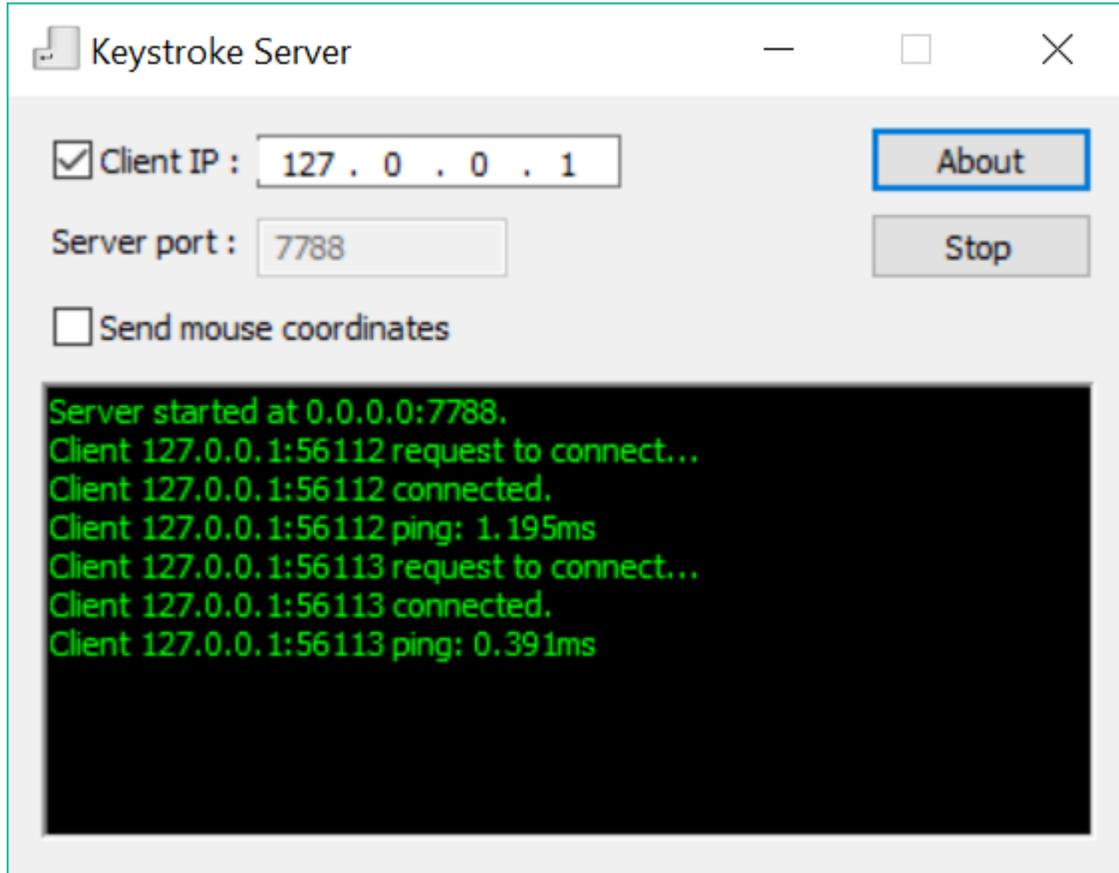


Before you start to record your experiment with keyboard & mouse capture, it is very important to return to the downloaded Keystroke folder and open „KeystrokeServer.exe“ – only if you start this server, the clicks and keystrokes will be recorded and shown in the video (otherwise, keyboard and mouse layout will be recorded, but no input will be shown).



When opening the Keystroke server, a warning might pop up because the source is not familiar. The warnings were not, that the server was communicating with the outside world, so all warnings were ignored.

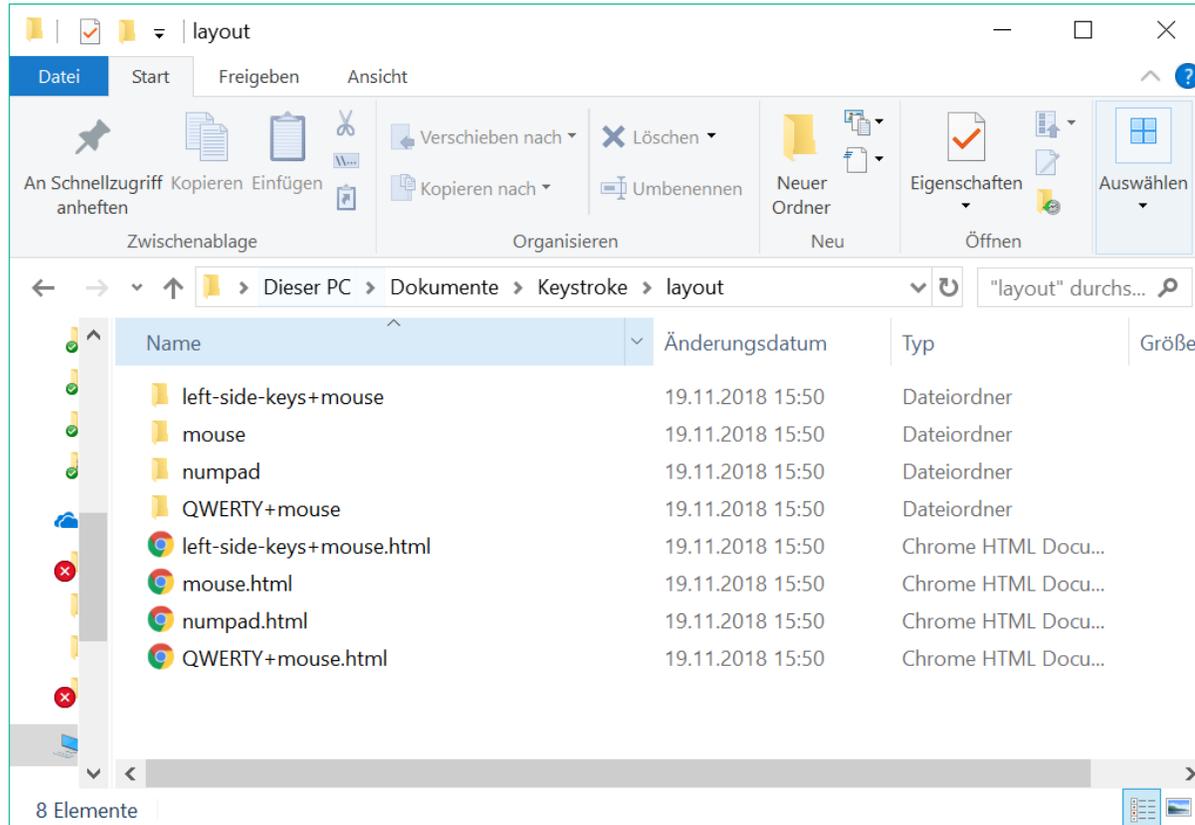
You can leave all options as they are and simply click on "Start".



After starting, you can leave this program running in the background and return to OBS. When recording your video now, all the keystrokes and mouse clicks will be recorded as can be seen below.

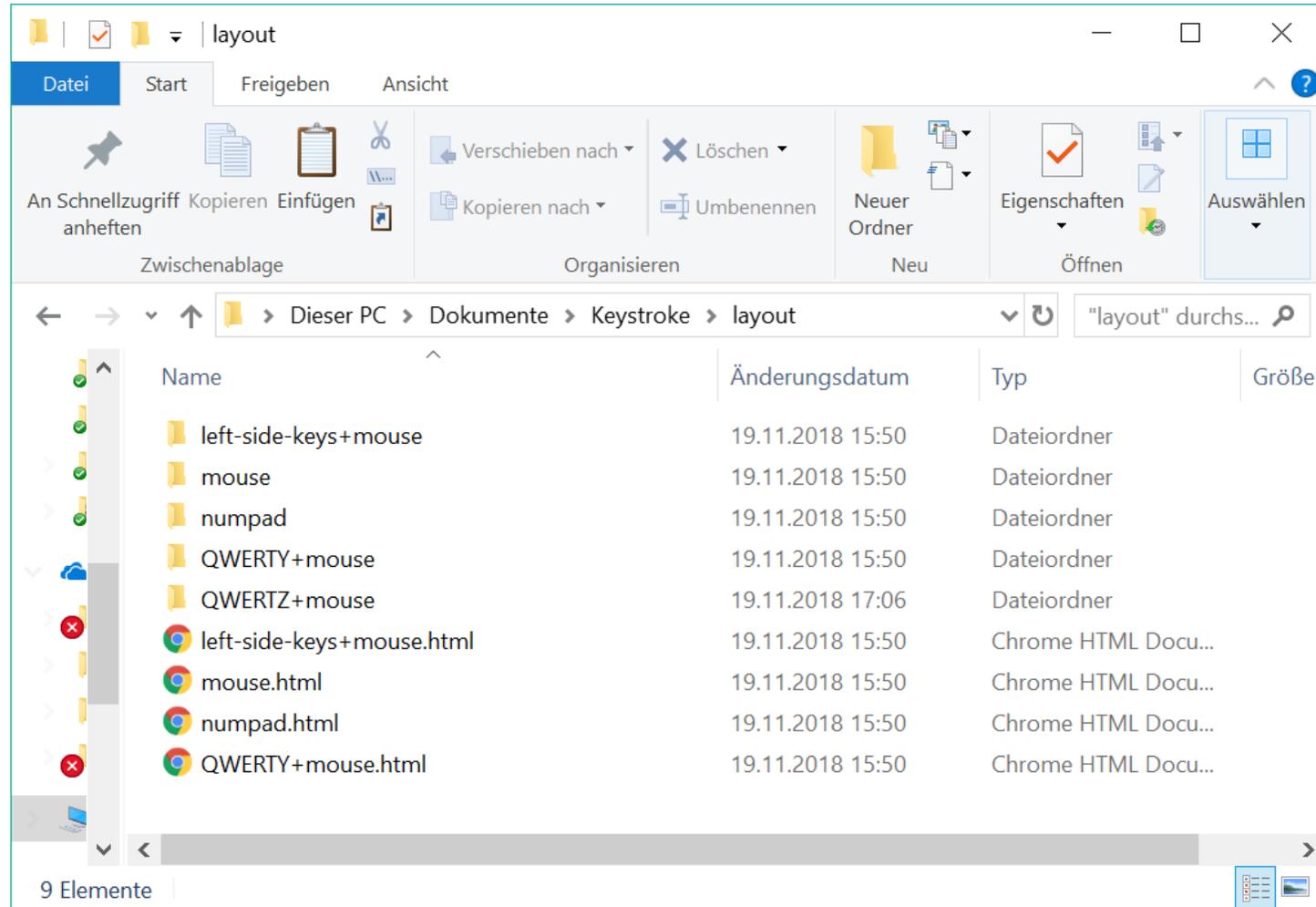
After recording, you can stop the keystroke server.



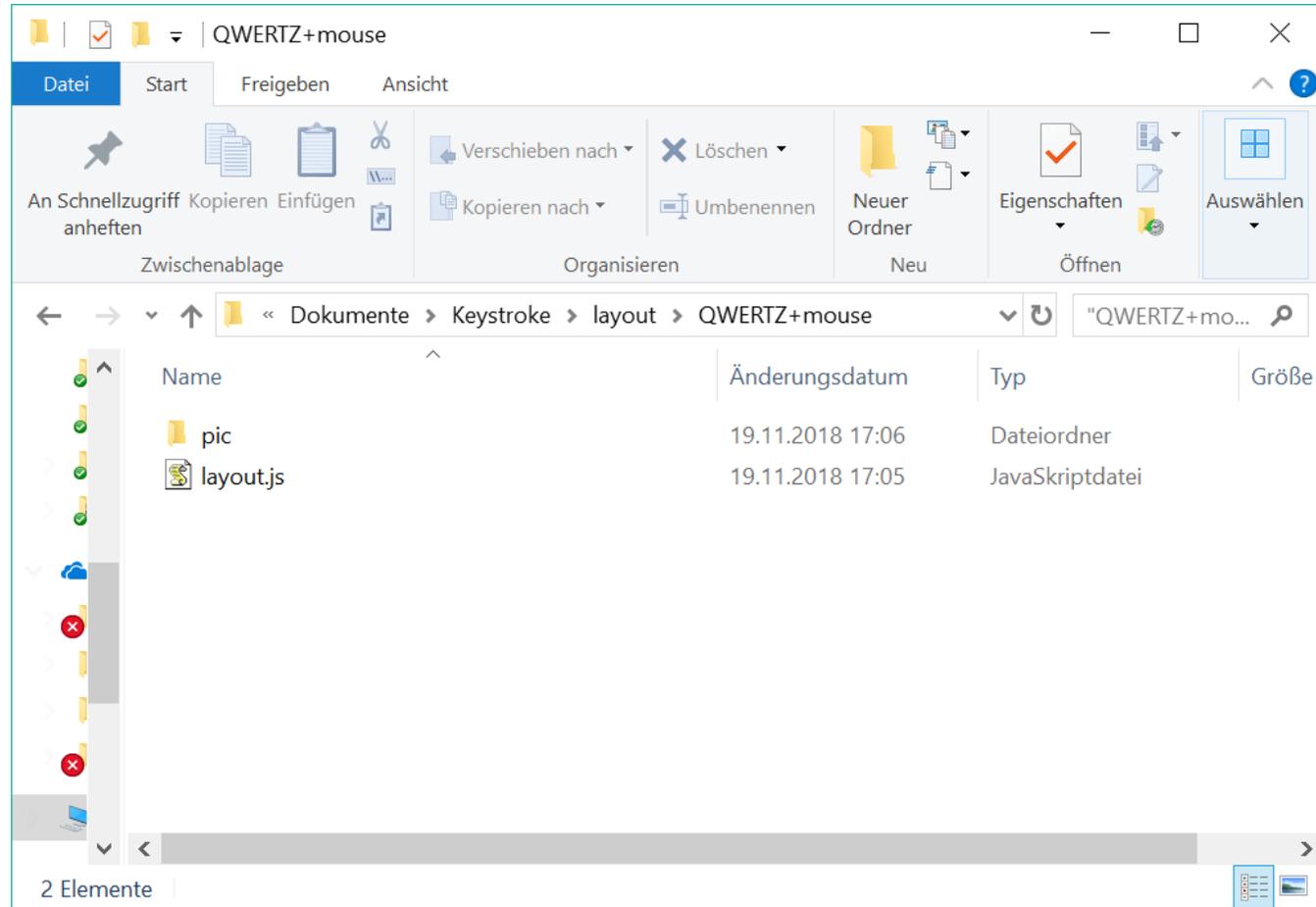


As you might noticed, the default keyboard you can record with Keystroke has a „QWERTY“ format.

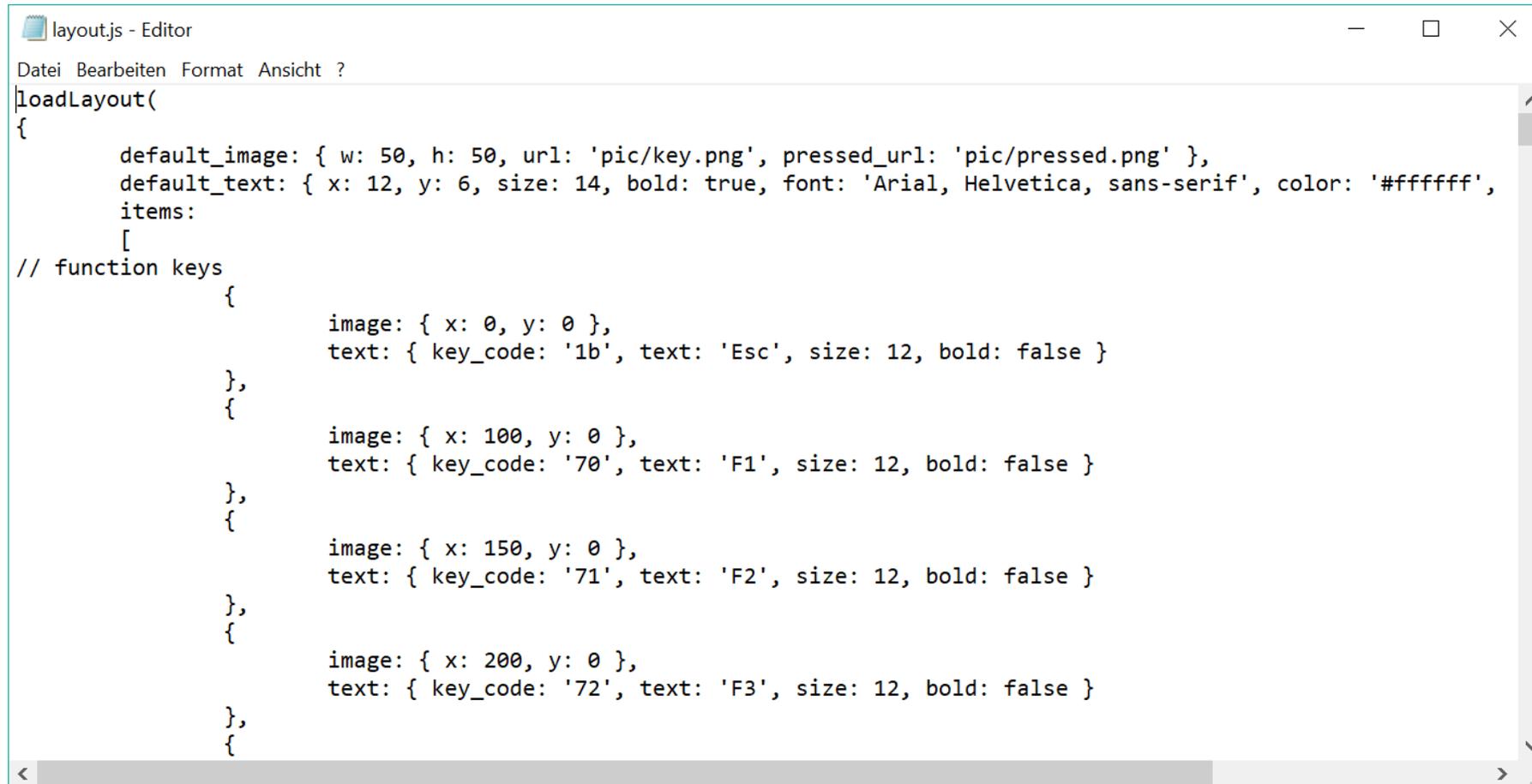
If your keyboard is using a different format (e.g., QWERTZ), you can adjust the layout easily. For this, return to the layout folder in the keystroke folder you downloaded.



Create a copy of the folder „QWERTY+mouse“ and name it „QWERTZ+mouse“, this will be the folder you will edit.



Open the just created folder „QWERTZ+mouse“ and open the file „layout.js“ in a text editor. You might receive a warning (as is the case when opening the keystroke server), which can be ignored.



```
layout.js - Editor
Datei Bearbeiten Format Ansicht ?
loadLayout(
{
  default_image: { w: 50, h: 50, url: 'pic/key.png', pressed_url: 'pic/pressed.png' },
  default_text: { x: 12, y: 6, size: 14, bold: true, font: 'Arial, Helvetica, sans-serif', color: '#ffffff',
  items:
  [
// function keys
    {
      image: { x: 0, y: 0 },
      text: { key_code: '1b', text: 'Esc', size: 12, bold: false }
    },
    {
      image: { x: 100, y: 0 },
      text: { key_code: '70', text: 'F1', size: 12, bold: false }
    },
    {
      image: { x: 150, y: 0 },
      text: { key_code: '71', text: 'F2', size: 12, bold: false }
    },
    {
      image: { x: 200, y: 0 },
      text: { key_code: '72', text: 'F3', size: 12, bold: false }
    },
    {

```

The javascript code underlying the original layout of „QWERTY+mouse“ will be shown in the editor and can be adjusted.

```
layout.js - Editor
Datei Bearbeiten Format Ansicht ?
},
{
  image: { x: 175, y: 105 },
  text: { key_code: '45', text: 'E' }
},
{
  image: { x: 225, y: 105 },
  text: { key_code: '52', text: 'R' }
},
{
  image: { x: 275, y: 105 },
  text: { key_code: '54', text: 'T' }
},
{
  image: { x: 325, y: 105 },
  text: { key_code: '59', text: 'Y' }
},
{
  image: { x: 375, y: 105 },
  text: { key_code: '55', text: 'U' }
},
{
  image: { x: 425, y: 105 },
  text: { key_code: '49', text: 'I' }
```

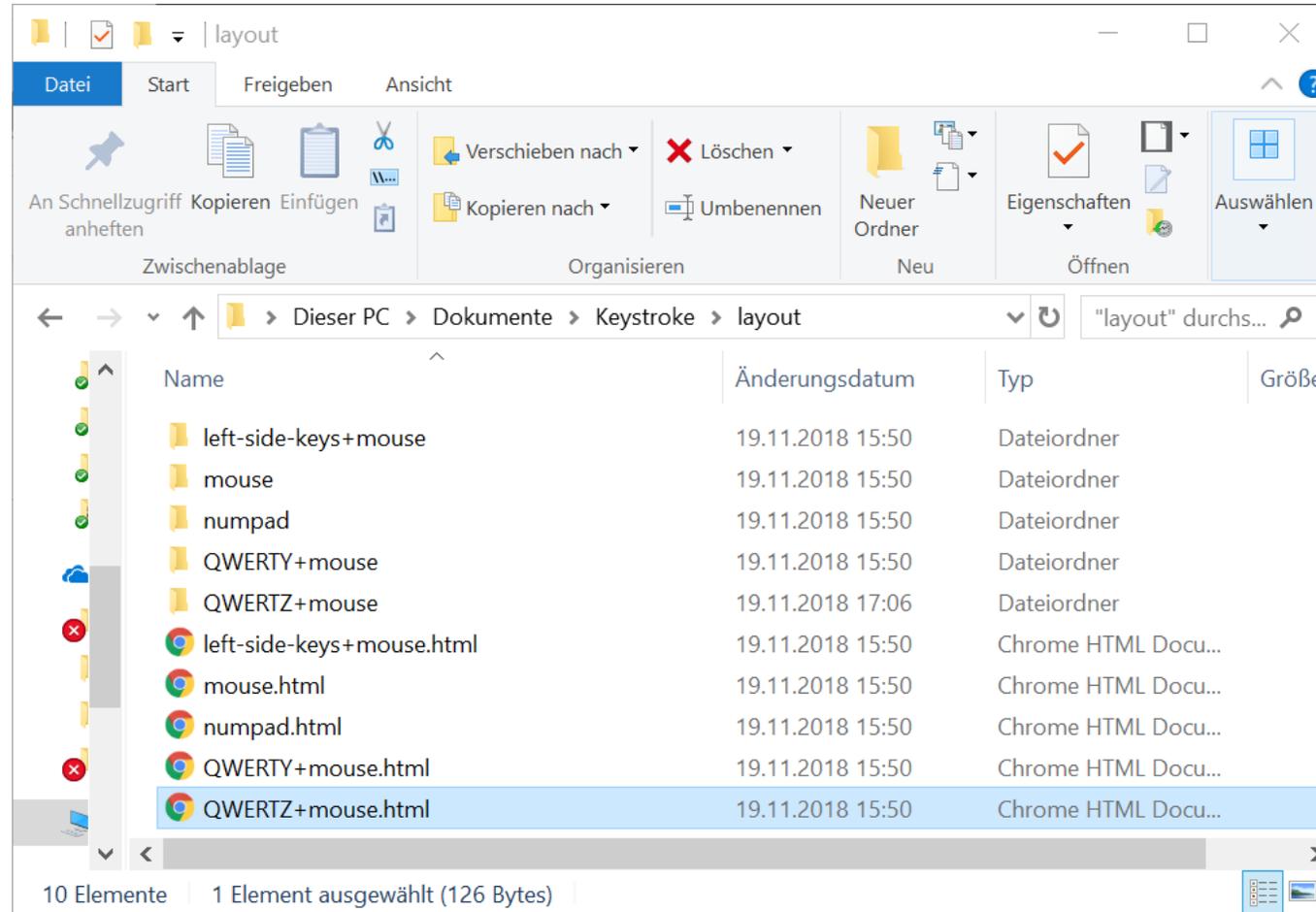
Specifically, you need to go to the lines defining „Z“ and „Y“ and switch them.

At the line displayed above, you need to turn „Y“ to „Z“.

```
layout.js - Editor
Datei Bearbeiten Format Ansicht ?
},
{
  image: { x: 541, y: 155 },
  text: { key_code: 'ba', text: ':\<br>;' }
},
{
  image: { x: 591, y: 155 },
  text: { key_code: 'de', text: '\<br>' }
},
{
  // left shift
  image: { x: 0, y: 205, w: 120, url: 'pic/key_shift_i.png', pressed_url: 'pic/pressed_shift_'
  text: { key_code: 'a0', text: 'Shift', x: 40, y: 16, size: 12, bold: false }
},
{
  image: { x: 120, y: 205 },
  text: { key_code: '5a', text: 'Z' }
},
{
  image: { x: 170, y: 205 },
  text: { key_code: '58', text: 'X' }
},
{
  image: { x: 220, y: 205 },
  text: { key_code: '43', text: 'C' }
```

At this line, you need to turn „Z“ to „Y“.

After this, save the edited script and close the window.



After this, also create a copy of the html „QWERTY+mouse“ and name it „QWERTZ+mouse“. Open this html file with an editor.

```
QWERTZ+mouse.html - Editor
Datei Bearbeiten Format Ansicht ?
<!DOCTYPE html><html><head>
  <meta http-equiv='refresh' content='0; url=../index.html?layout=QWERTY+mouse'>
</head></html>
```

QWERTZ+mouse

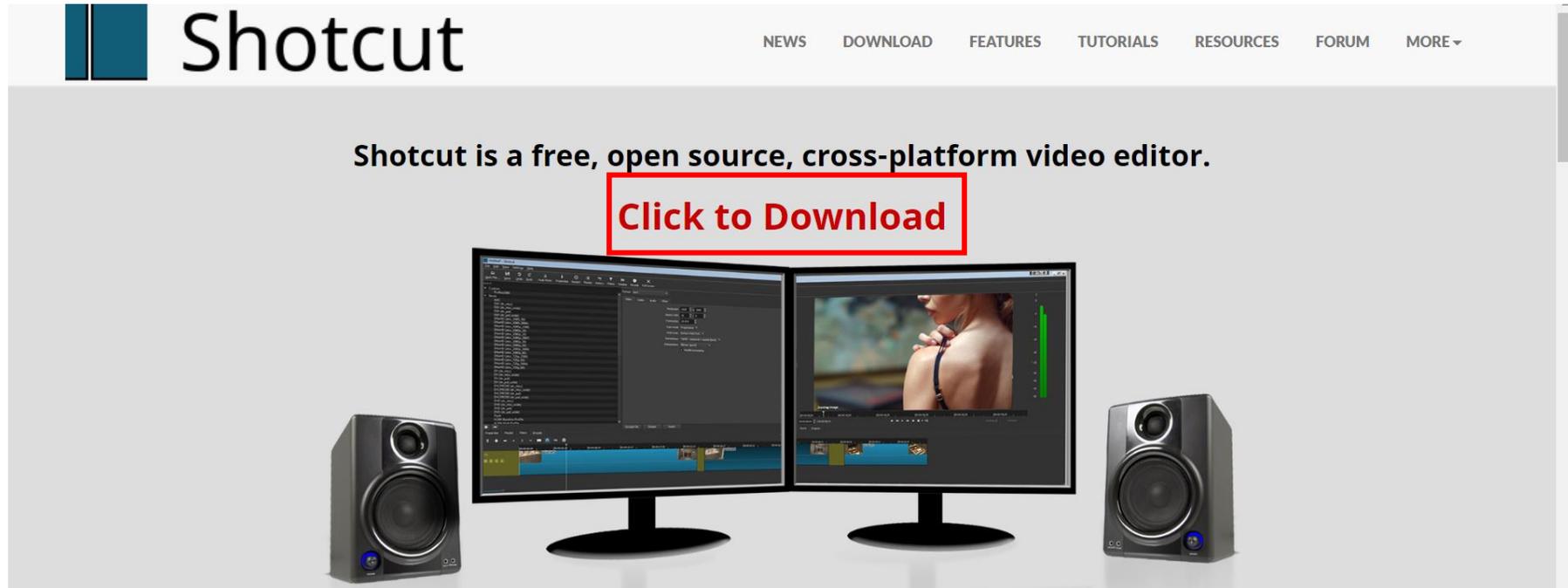
After opening the file with the editor, you will see the underlying html script. Change the term „QWERTY+mouse“ to „QWERTZ+mouse“ so that this html file makes use of your edited layout. Then save and close the file.



When then creating a new browser source in OBS using your edited „QWERTZ-mouse“ html as URL, you will see that the keyboard now has the QWERTZ format.

# Editing the video

After recording the experiment, you might notice that at the beginning and the end of the video, the OBS software will be visible. These moments can be removed, so that the viewer will only see your experiment with no additional irrelevant footage.



*<https://shotcut.org/>*

First, you need to download the Shotcut Software.

## Download

We pledge that our downloads are always free of malware, spyware, and adware. Furthermore, we refuse to bundle any software unrelated to Shotcut such as browser toolbars or download managers. However, we can only provide that guarantee if you come to this website to download.

### Current Version: 18.11.18

#### Windows

(Windows 7+)

Site 1 (GitHub)	Site 2 (FossHub)
<a href="#">64-bit Windows installer</a>	<a href="#">64-bit Windows installer</a>
<a href="#">64-bit Windows portable zip</a>	<a href="#">64-bit Windows portable zip</a>
<a href="#">32-bit Windows installer</a>	<a href="#">32-bit Windows installer</a>
<a href="#">32-bit Windows portable zip</a>	<a href="#">32-bit Windows portable zip</a>

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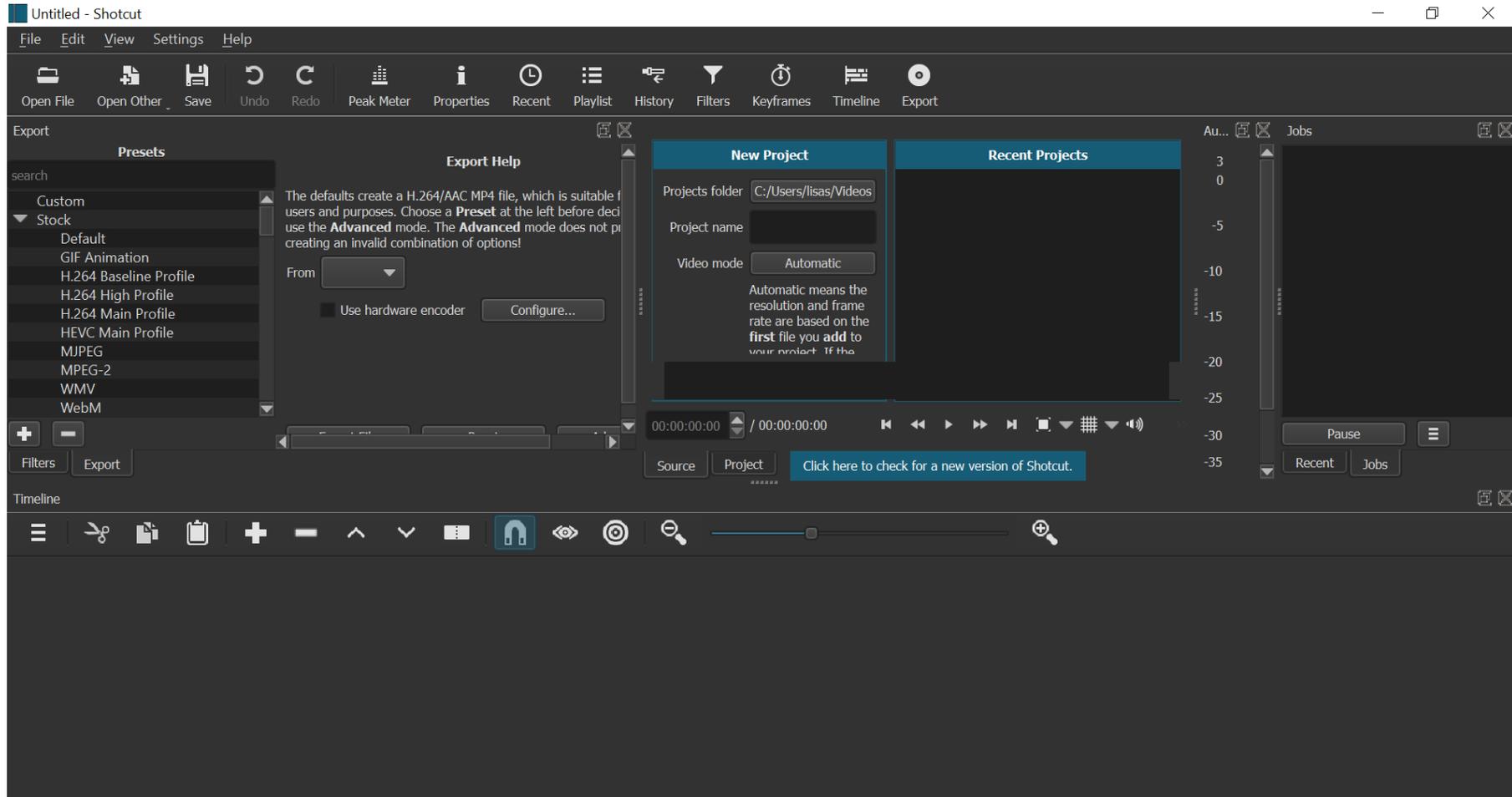
New Version 18.11.18 with Major Fixes for Hardware Encoding

*Posted on 18 Nov 2018*

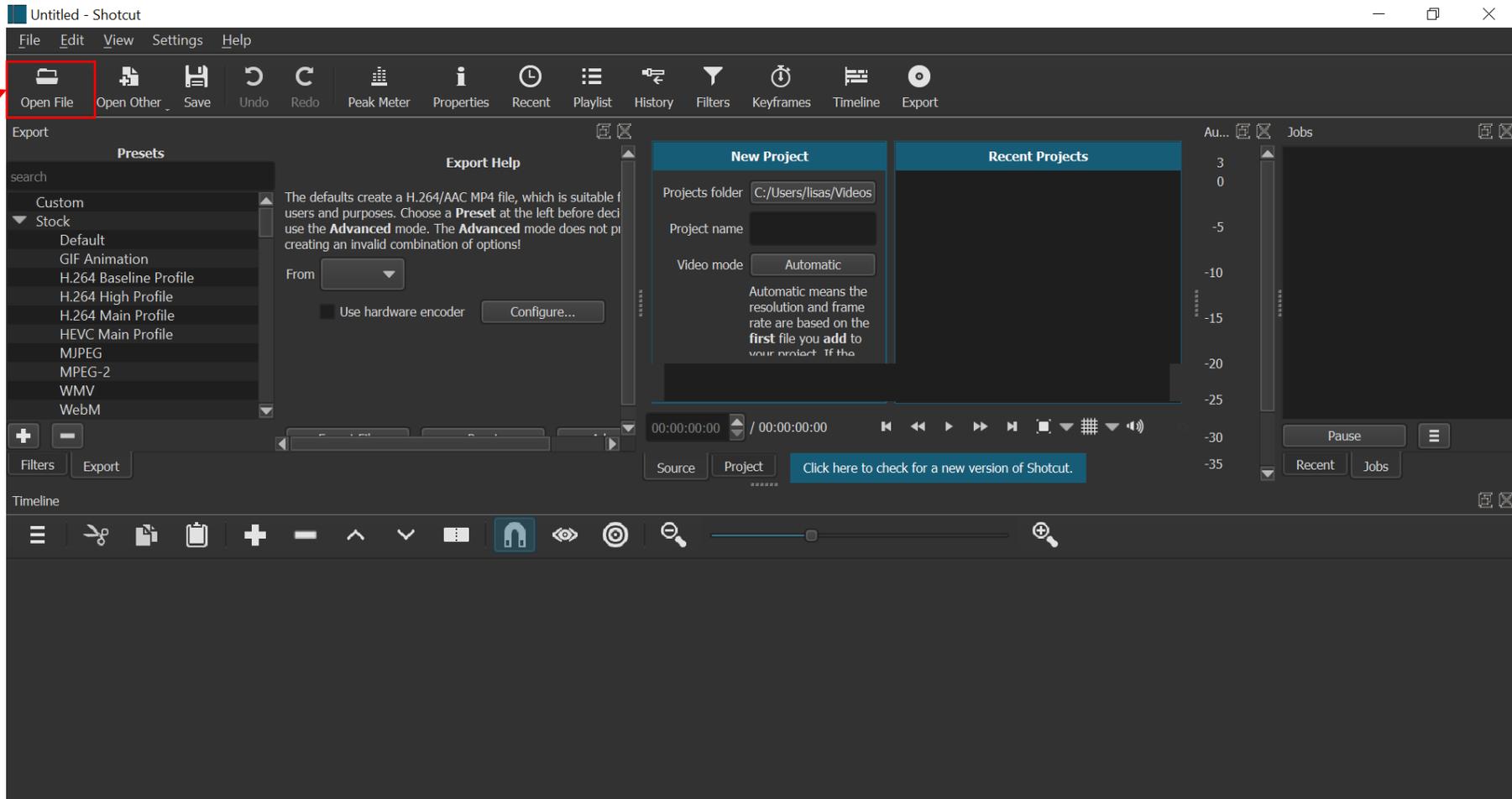
New Version 18.11: And Hardware Encoding For All

*Posted on 12 Nov 2018*

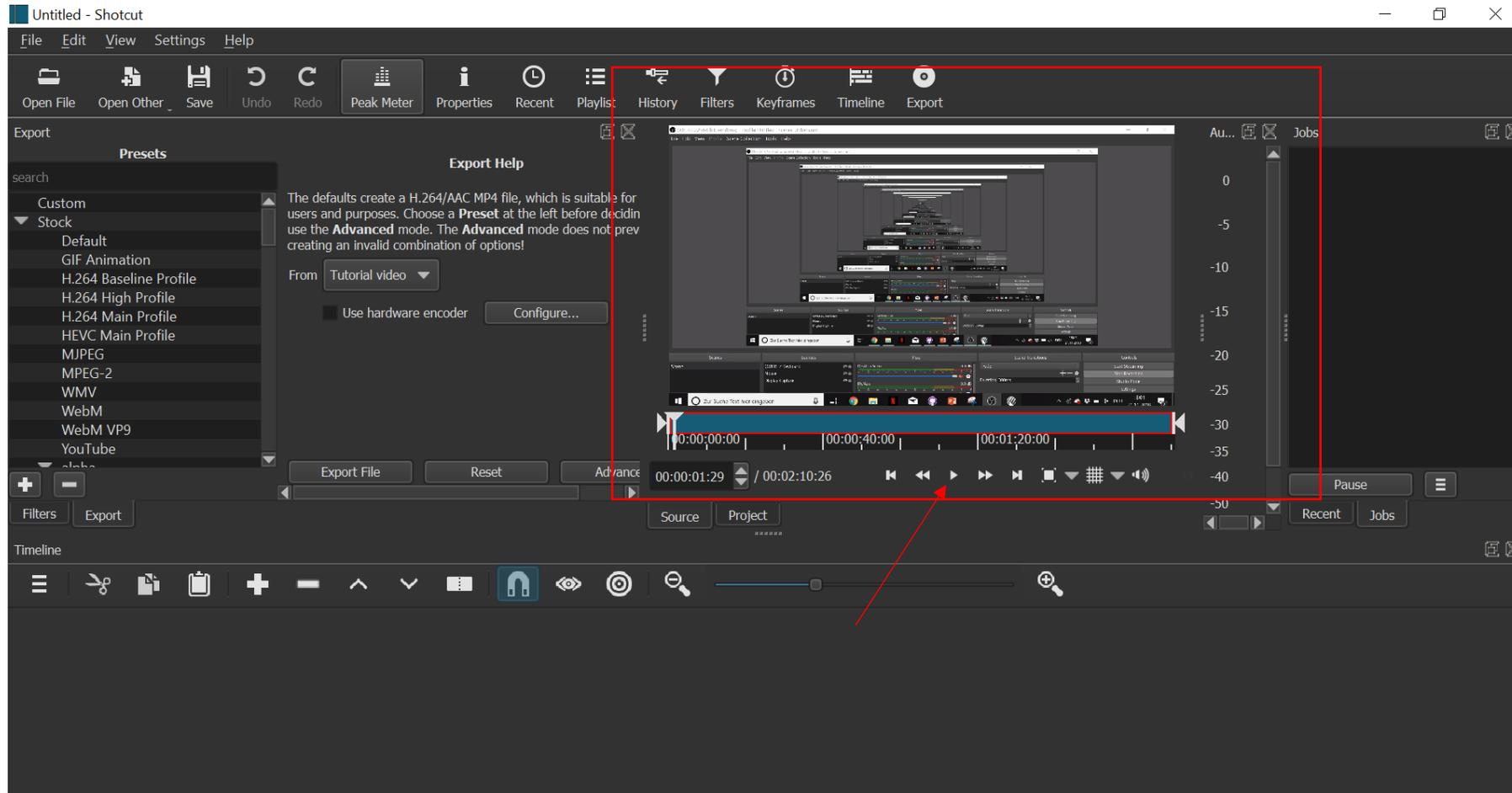
Shotcut is available for Windows, macOS and Linux. Choose the right version for yourself and follow the installation steps.



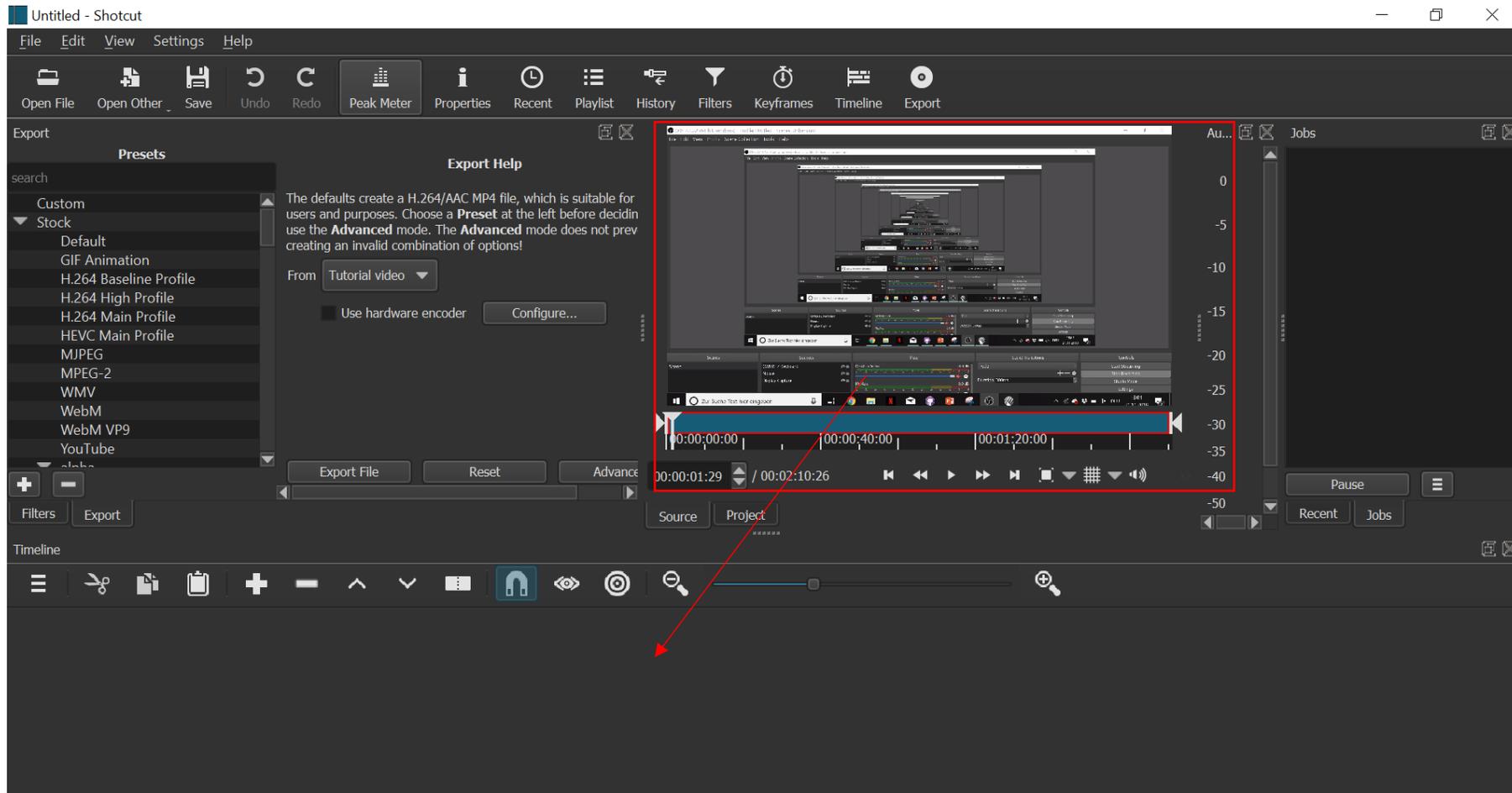
After installing and opening the software, this is the window you will see. As you might notice, like OBS, it offers a broad range of possible functions, but we will focus on the most important and basic ones when editing on a beginner's level (which is sufficient for editing your experiments).



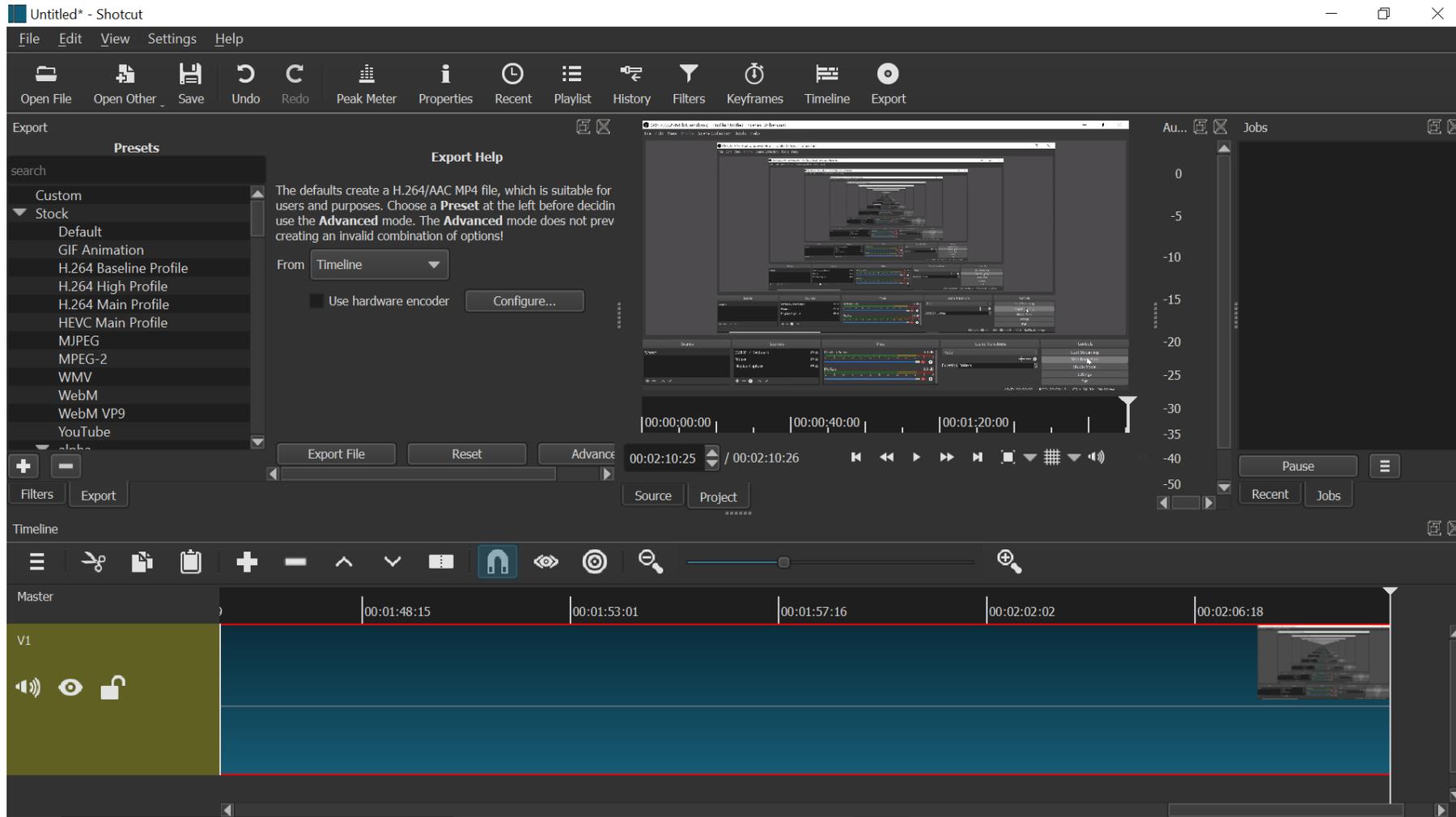
First, you need to open the video file you have just recorded.



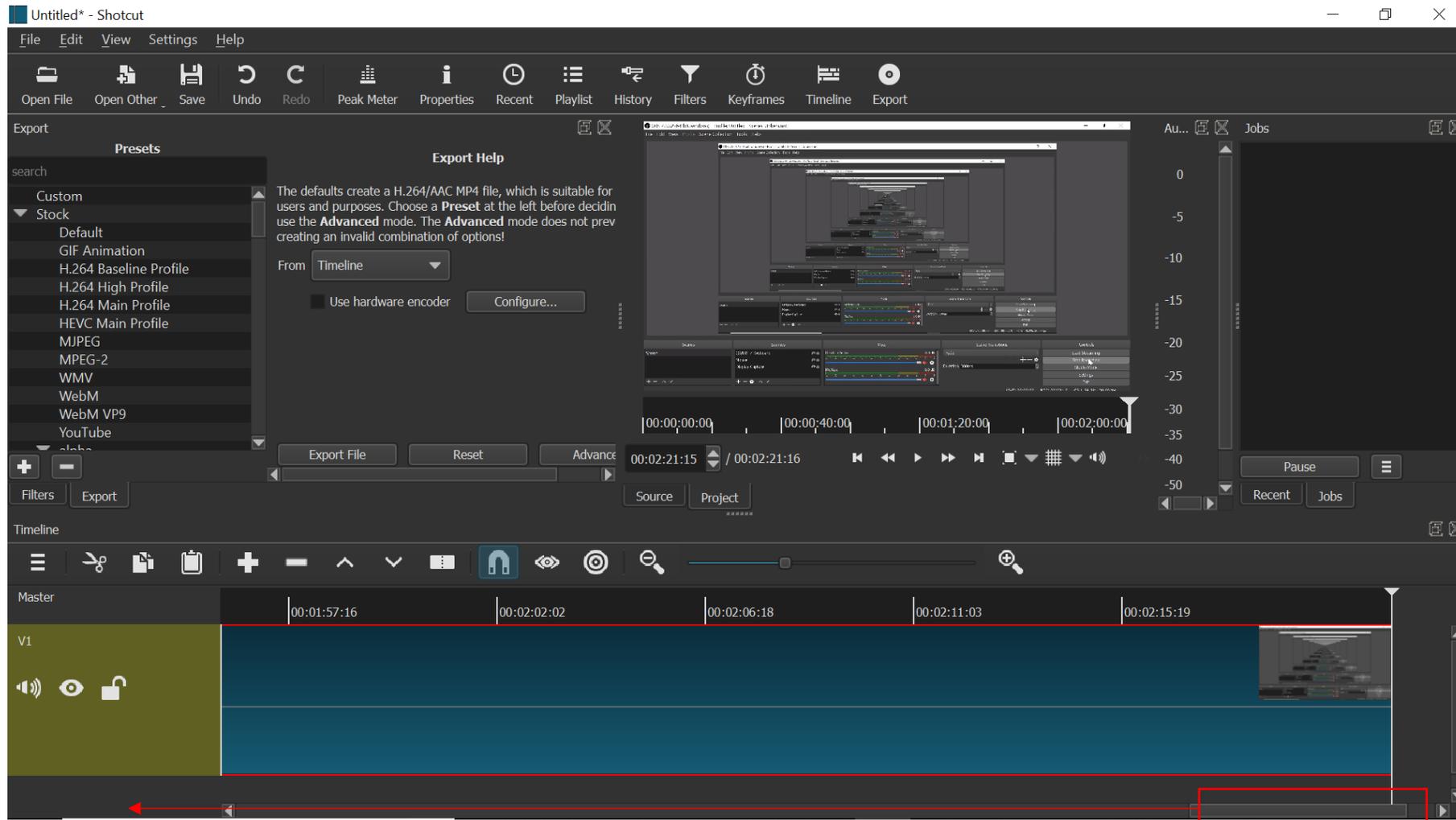
After opening the file, the video will be shown in the display screen and you can start and stop it with the start/stop button.



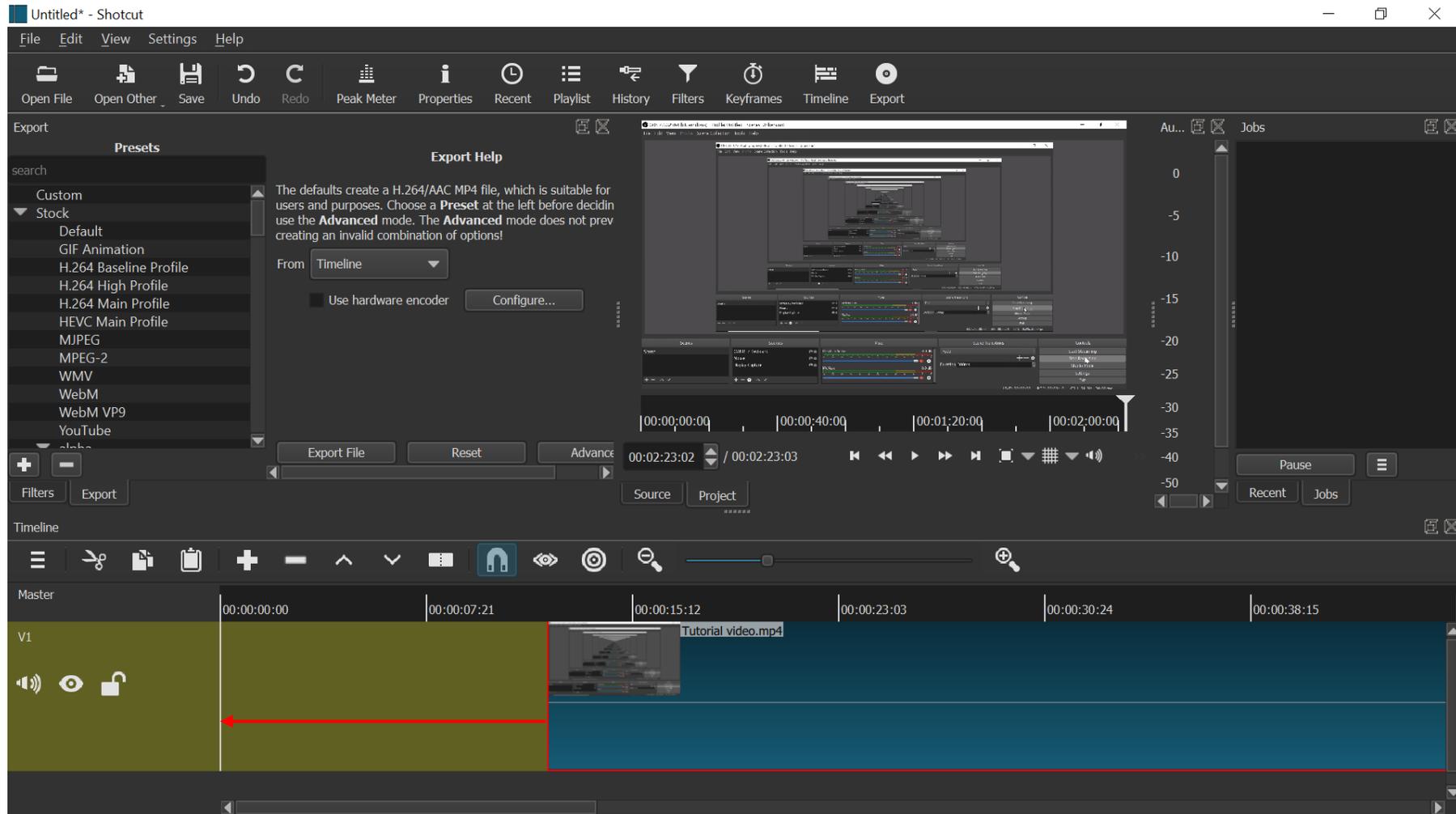
One crucial step in the editing process is to transfer the video into the area at the bottom of the screen where you can edit it. For this, drag-and-drop the video displayed above (marked in the red box) to the area at the bottom.



After doing so, the timeline of the video will be displayed at the bottom.

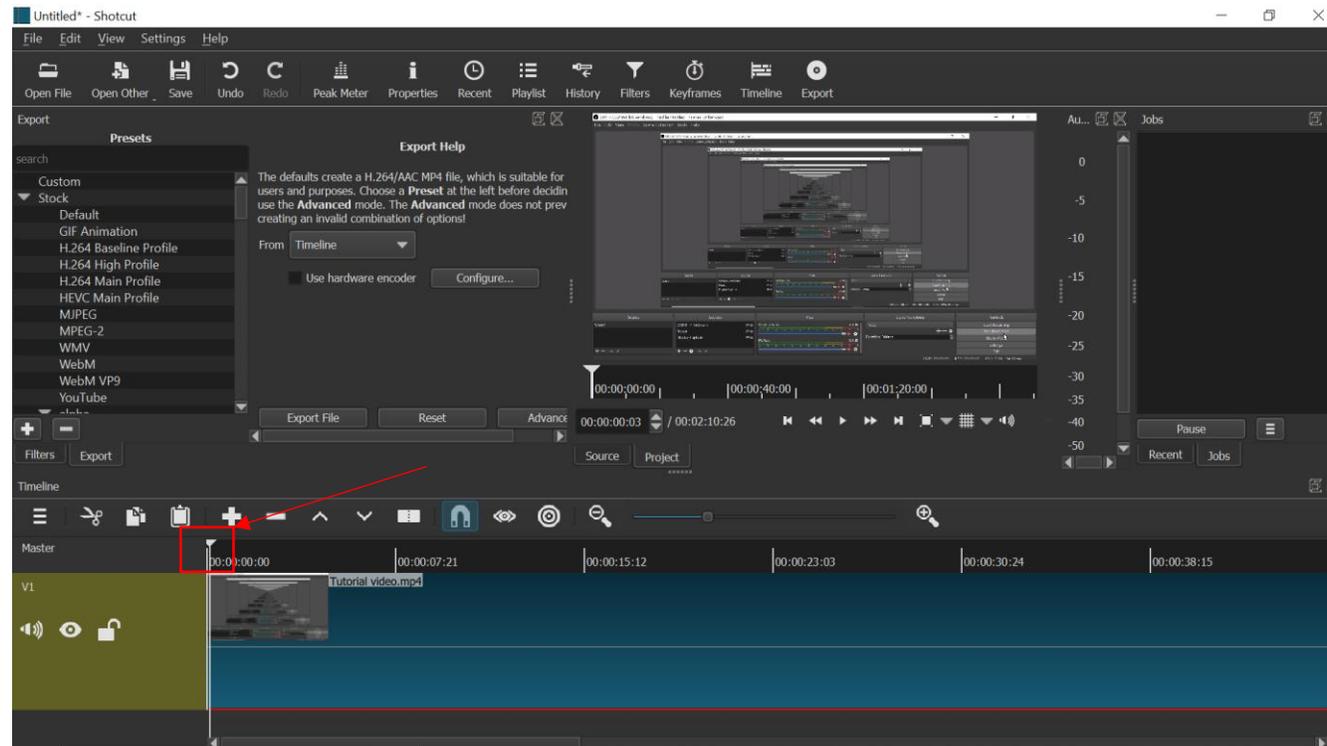
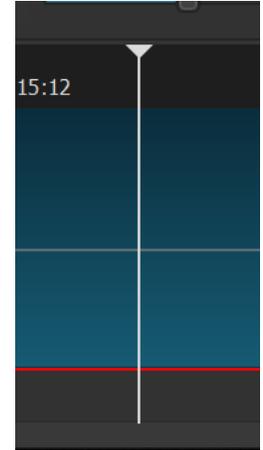


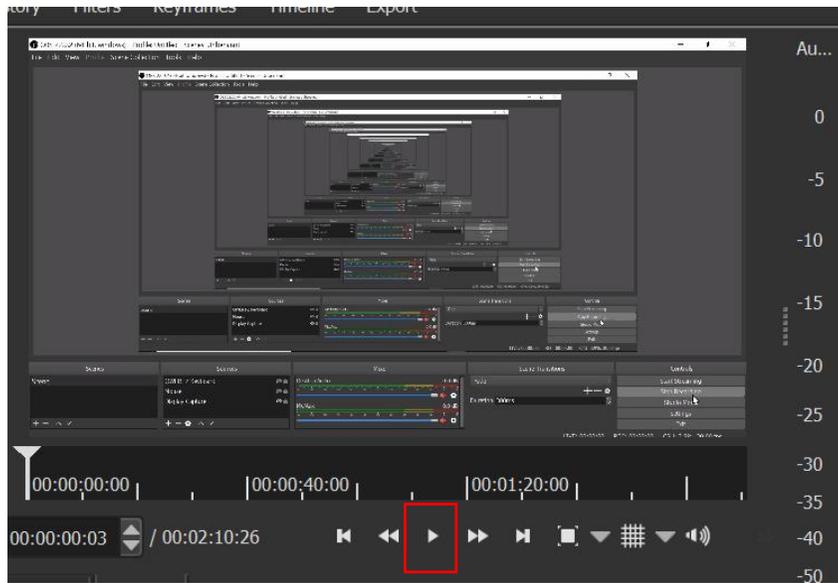
To remove the OBS window at the beginning of the video, first go to the beginning of your recording by moving the bar at the button to the left.



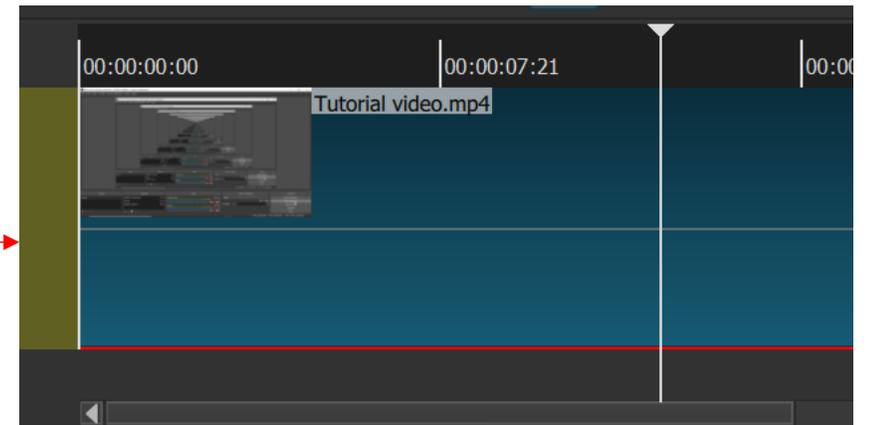
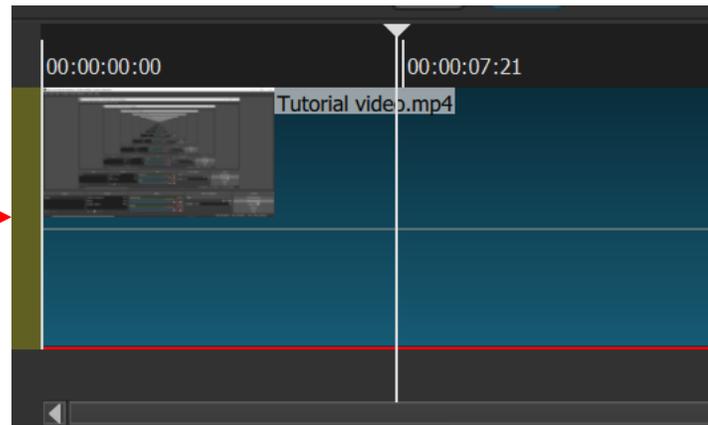
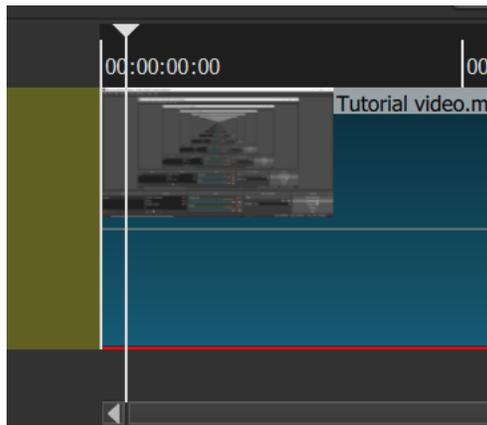
You might need to move the video, so that it begins at second 0. For this hold and click the video stream and move it to the left. It will automatically move to 0 seconds. After this, you might automatically return to the end of the video. In this case, just move back to the beginning as described above.

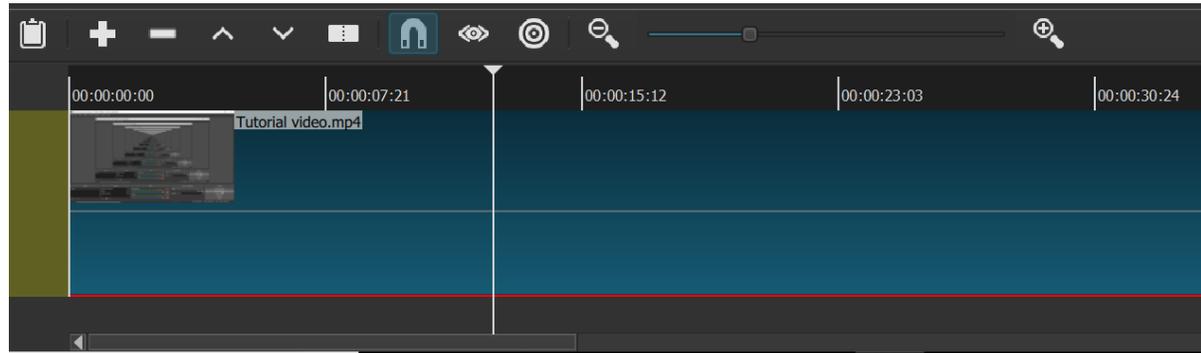
You might notice the bar within the video timeline. It represents the point of the video you are currently watching. Move it to the beginning of the video by clicking on the timeline (see red box). Doing so means you are now selecting the very beginning of the video. In general, you can move the bar anywhere you like by clicking on the black line above the video timeline and thus select different points during the video. Alternatively, you can also use the arrow keys to move within the video timeline.





If you now click on play, you will notice that the white bar will move along the video timeline as the video progresses.

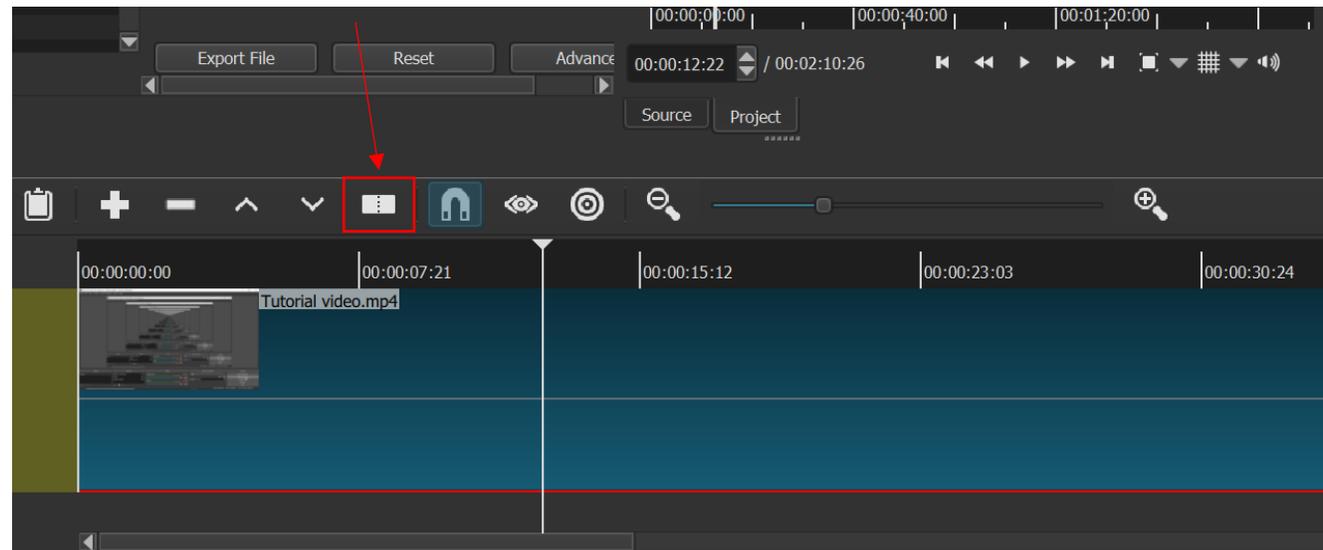




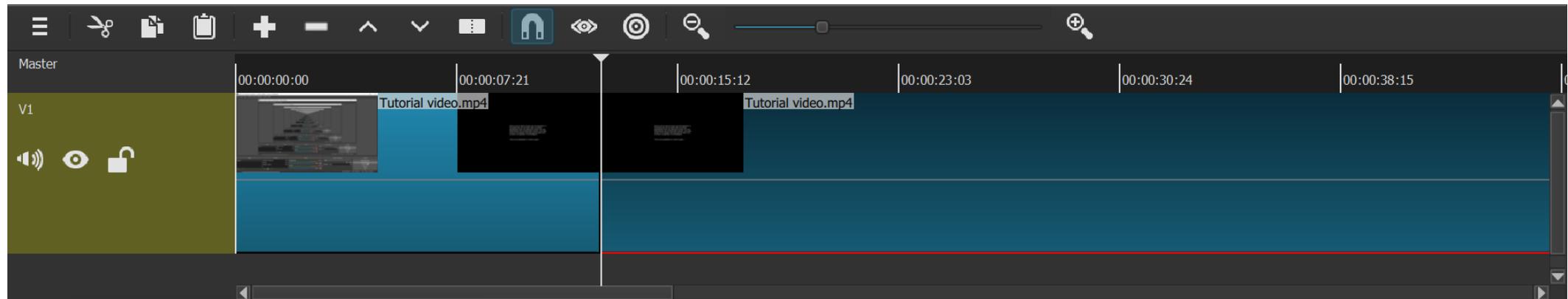
With these instruments (starting/stopping the video and thus moving the bar; moving the bar manually by clicking on the point of the video you want to select, or using the arrow keys), you can move within the video timeline.

Now you can identify and select the point in time where your recording switched from background noise (i.e., starting the recording in OBS) to the actual content you wanted to record (i.e., your experiment).

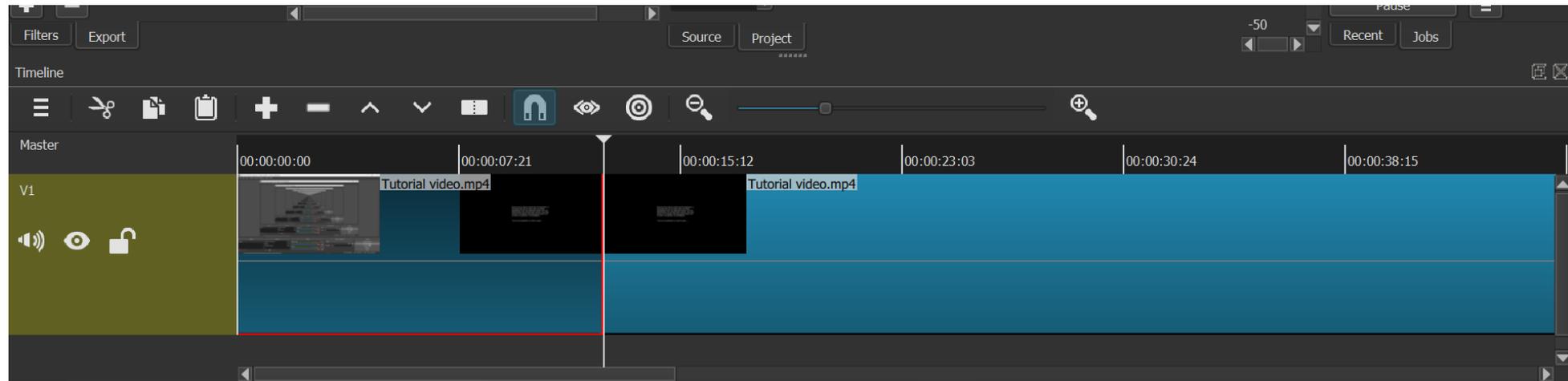
For our example, this point in time would be after approximately 12 seconds – here the actual experiment begins.



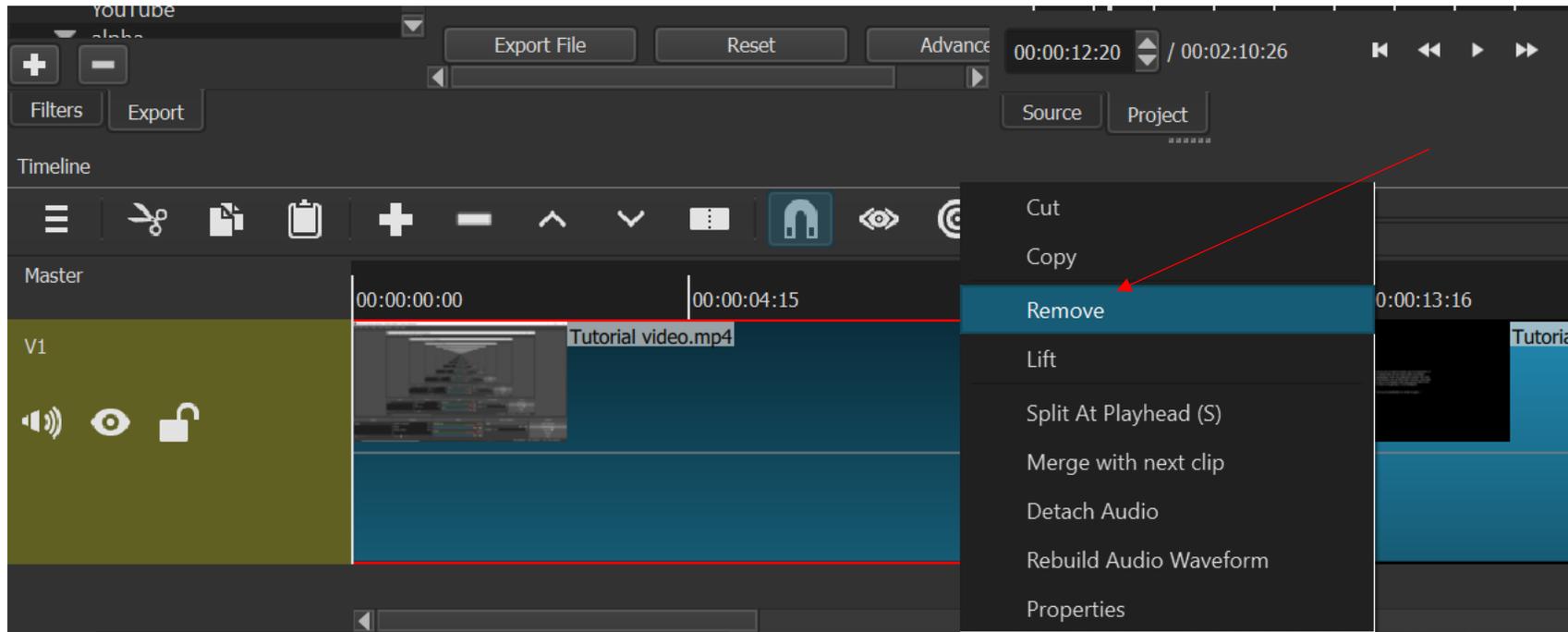
To remove the irrelevant part of your recording, simply click on the „split“ button (marked in red).



Your video will be split into two parts – 1) the irrelevant beginning, 2) the experiment (and the irrelevant ending of the video that can be removed in an analogous way).

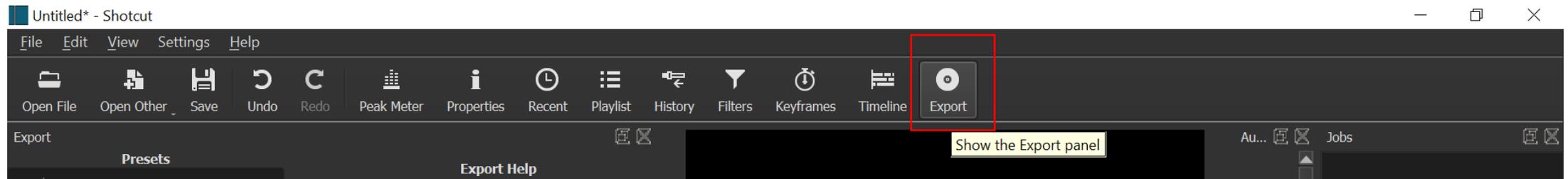


Now select the irrelevant part by clicking on it.

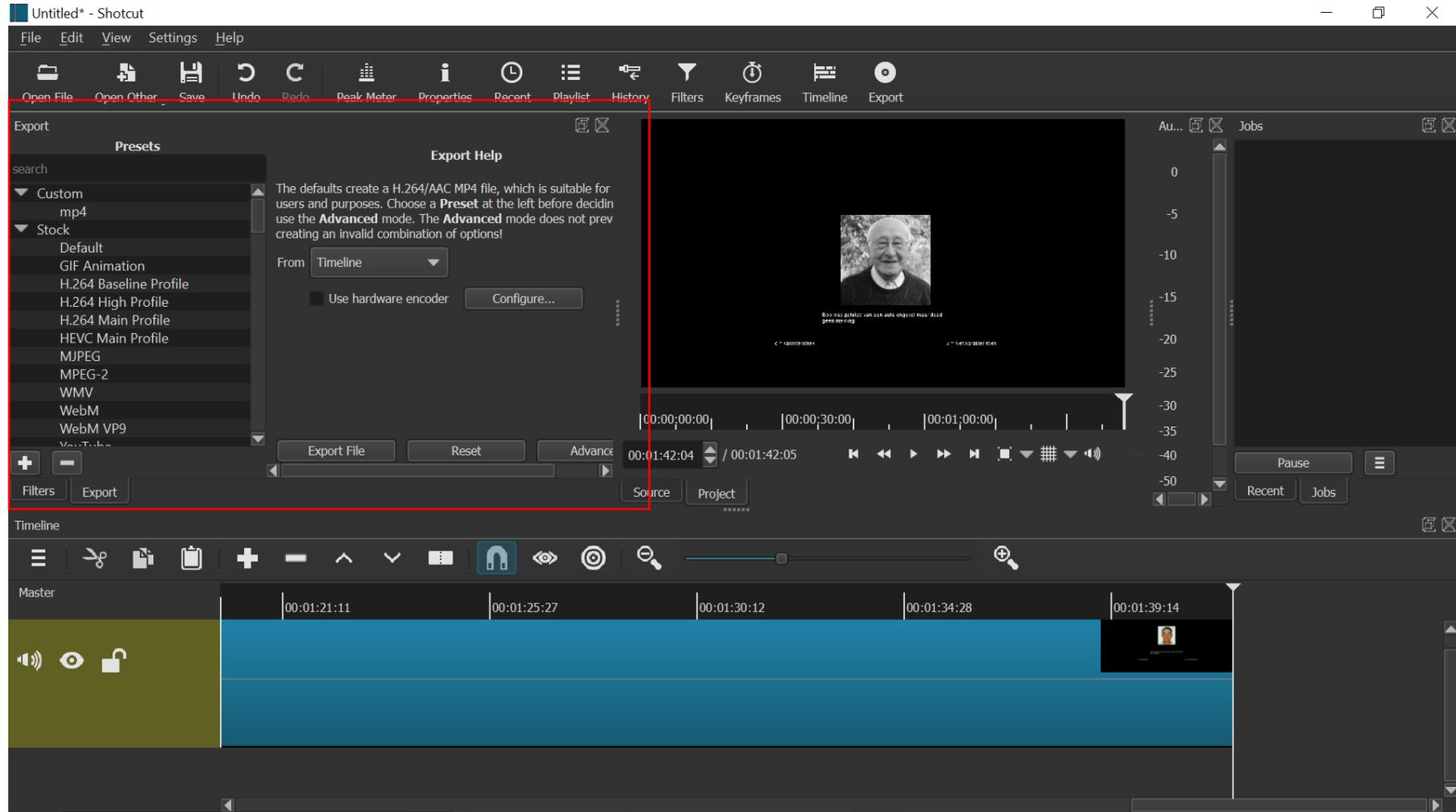


Then right-click on the irrelevant part and select the option „Remove“.  
The irrelevant part will be removed from the video and it will now start with the beginning of your experiment.

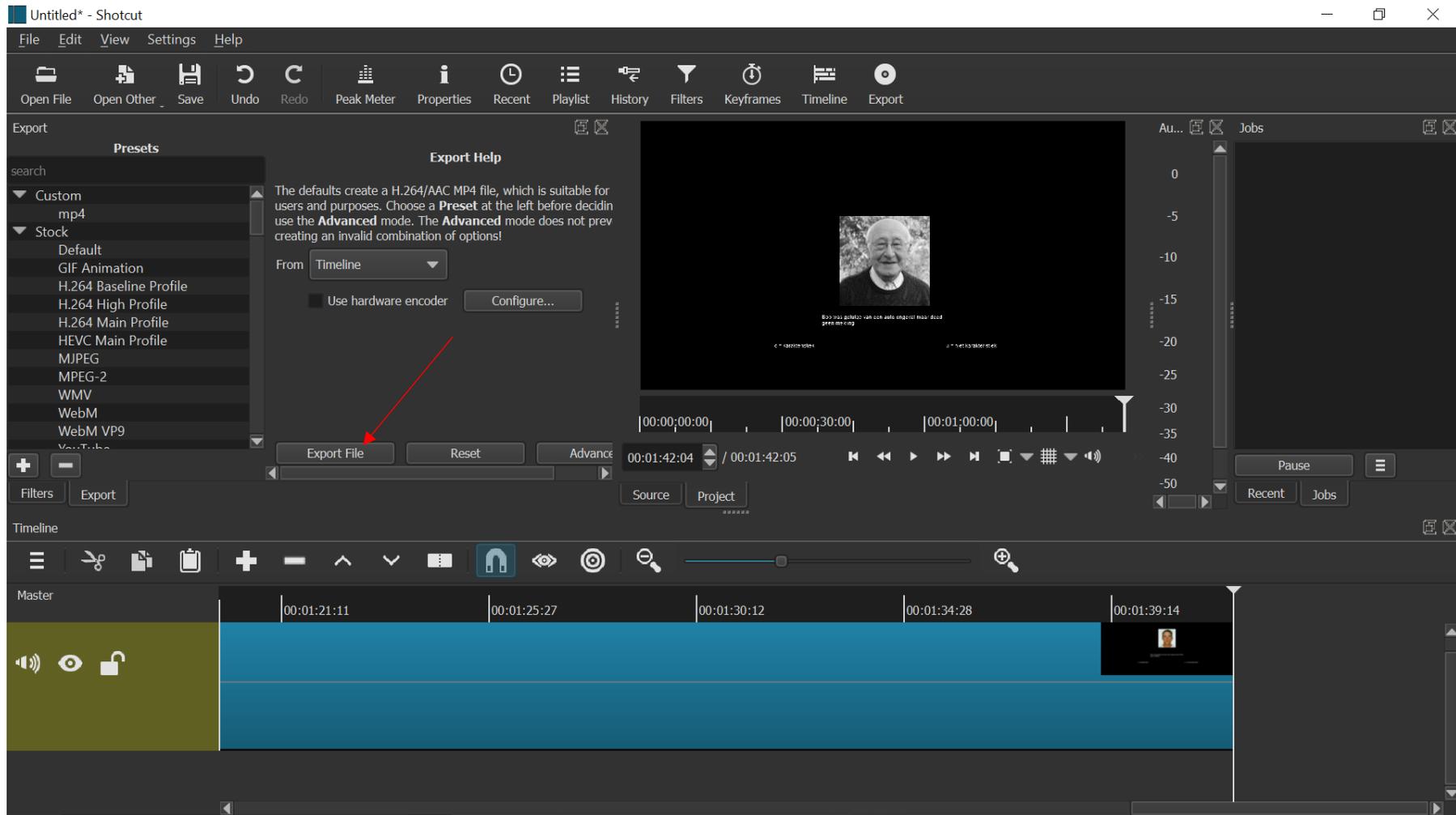
In an analogous way, remove the irrelevant ending of your video.



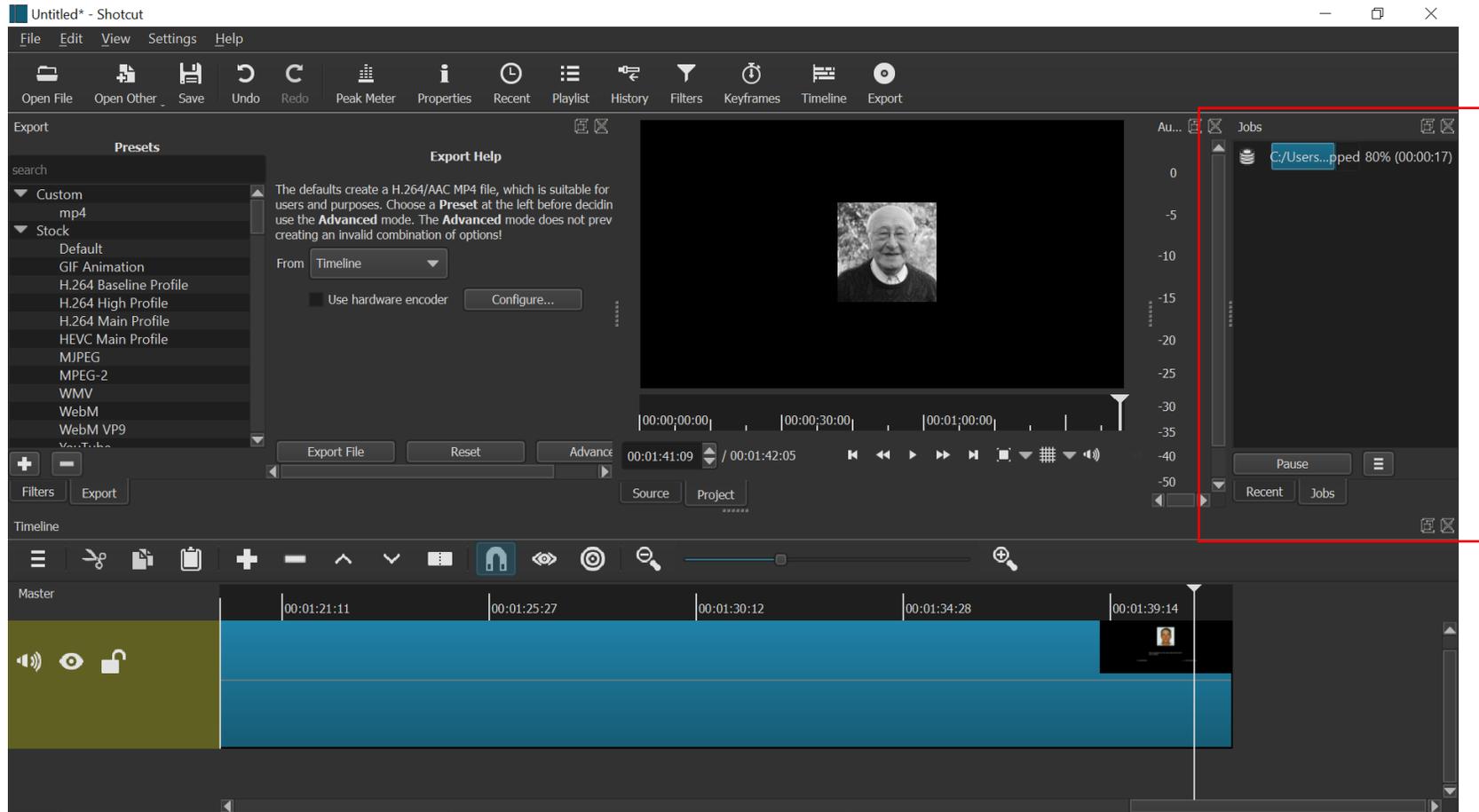
Now, you can export your video into a new video file by clicking on the „Export“ button at the top of the window.



Now the left part of your window will be important (here, the exporting options are displayed). By default, Shotcut saves your videos in a mp4 format.



Here, you can just click on „Export File“ and then choose where you want to save your file and name it.



You need to wait until Shotcut finishes the export process (the current status is displayed on the right side of the window).

After this process is complete, your edited video is finished and can now be uploaded! You can just close Shotcut or save the project if you might want to re-edit it at another time.

# Uploading your video

After successfully recording and editing your experiment, you can upload it to make it available for other scientists.

Of course, you can upload it to any Internet platform you find useful. In the following, we will shortly discuss the uploading on two very prominent platforms, namely Open Science Framework and Youtube.

# Uploading to Open Science Framework (OSF) (<https://osf.io/>)

REX

Private Make Public 0 ...

[Contributors: Lisa Spitzer](#)

Date created: 2018-11-24 03:43 PM | Last Updated: 2018-11-24 03:43 PM

Category: Project

Description: Add a brief description to your project

License: Add a license

Wiki 

Add important information, links, or images here to describe your project.

Files 

Click on a storage provider or drag and drop to upload

Name ^ v	Modified ^ v
----------	--------------

Citation 

Components

Add components to organize your project.

Tags

When uploading to OSF, you first need to go to the project you created for your experiment.

Files 

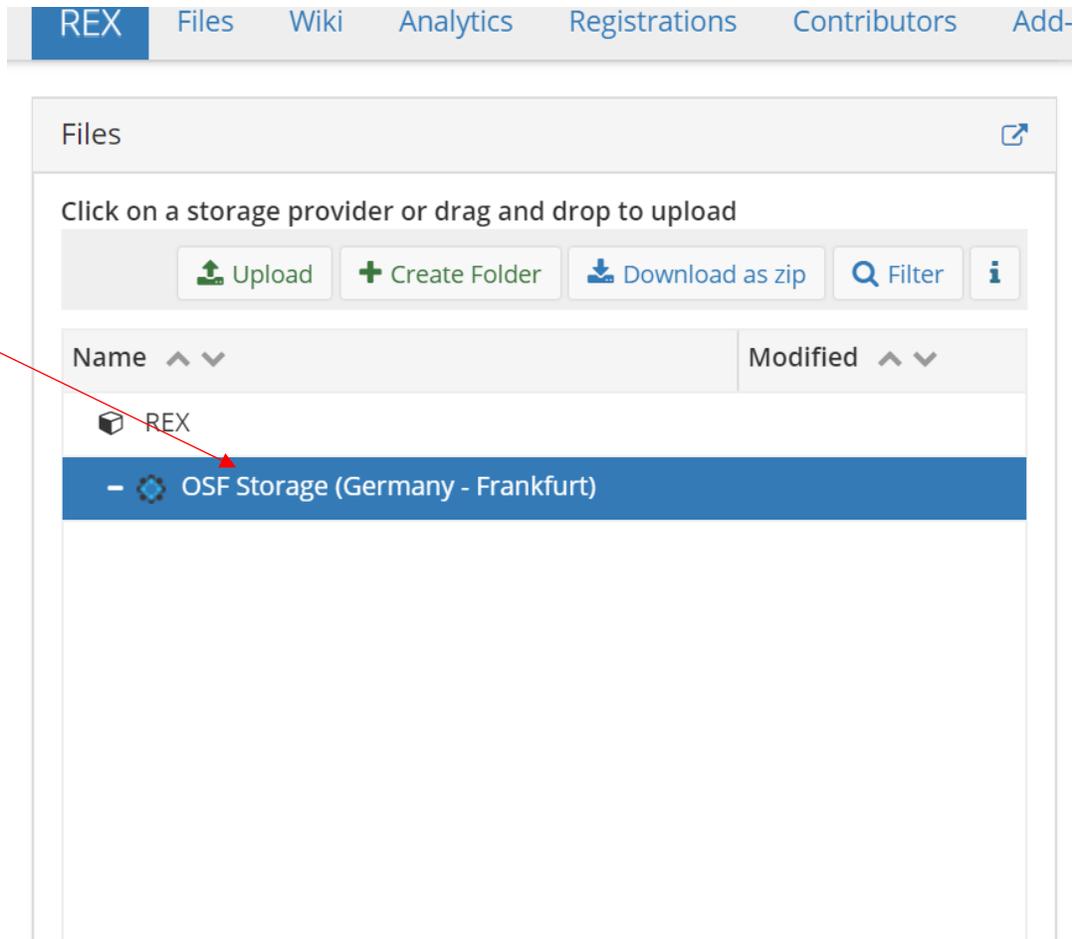
Click on a storage provider or drag and drop to upload

 Filter 

Name ^ v	Modified ^ v
 REX	
-  OSF Storage (Germany - Frankfurt)	

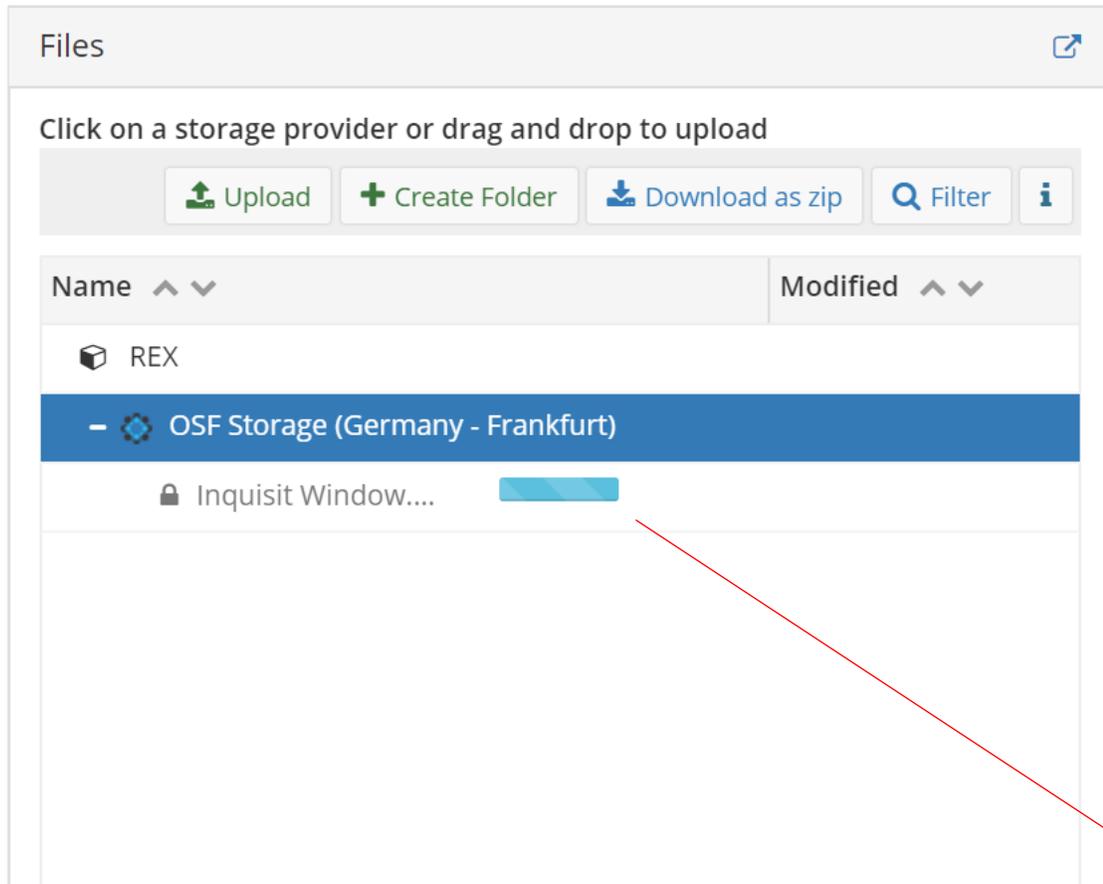
Specifically, you need to go to the files area of your project.

Here, click on the storage provider of your choice (e.g., here this would be „OSF Storage (Germany – Frankfurt)“).



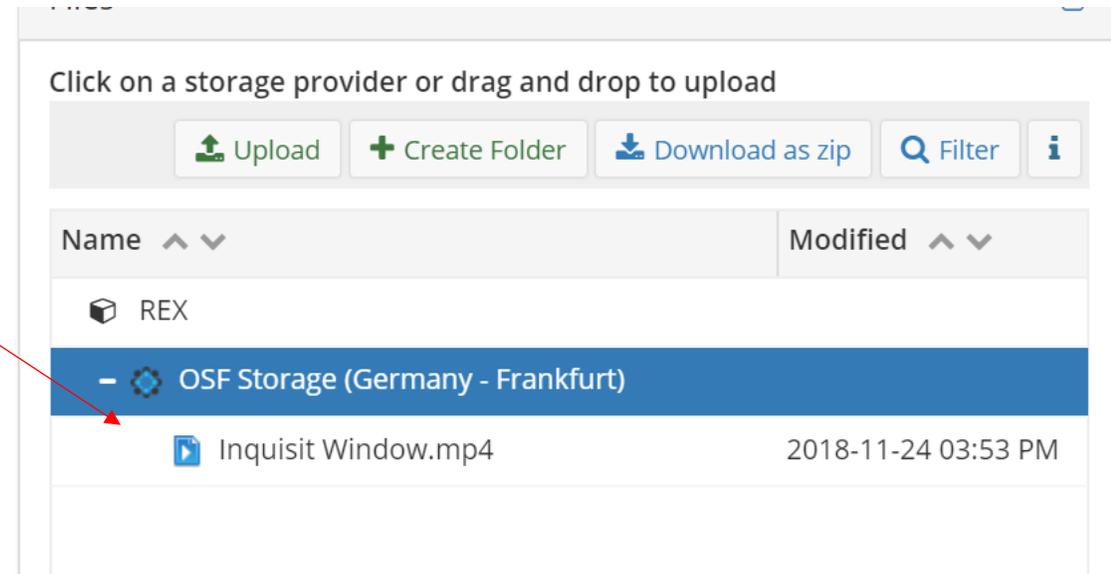
Once you did this, there will be more buttons visible, namely „Upload“, „Create folder“, „Download as zip“.

Click onto the „Upload“ button.



Once you have selected the video file you want to upload from your computer, the upload will automatically begin and the video will be uploaded to OSF.

It is now included in your project.



Name ^ v	Modified ^ v
REX	
OSF Storage (Germany - Frankfurt)	
<a href="#">Inquisit Window.mp4</a>	2019-01-06 02:10 PM



OSFHOME

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Inquisit Window.mp4 (Version: 1)

Check out Delete Download View Revisions

Filter

REX

OSF Storage (Germany - Frankf...)

Inquisit Window.mp4

Tags

Add a tag to enhance discoverability

By now clicking on the file, you can open the video in a separate tab. If you copy the URL of this separate tab, you can insert it into your paper. With this link, people will get direct access to the video file in your OSF repository. For an example of an experimental recording uploaded to OSF, see <https://osf.io/eyfxs/>.

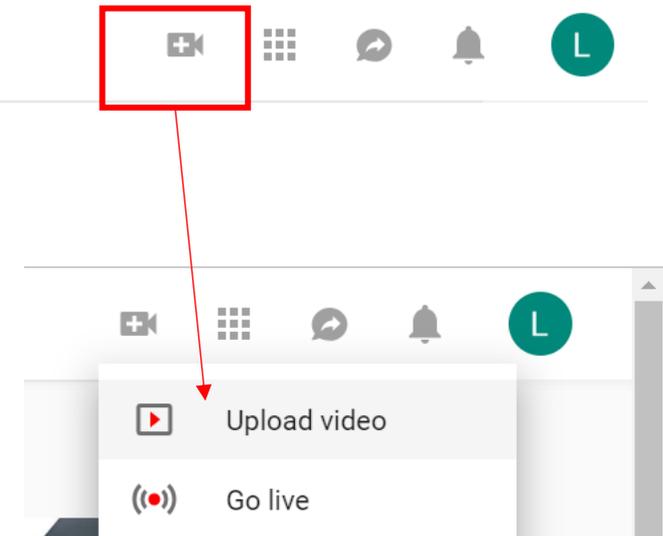
# Uploading to Youtube

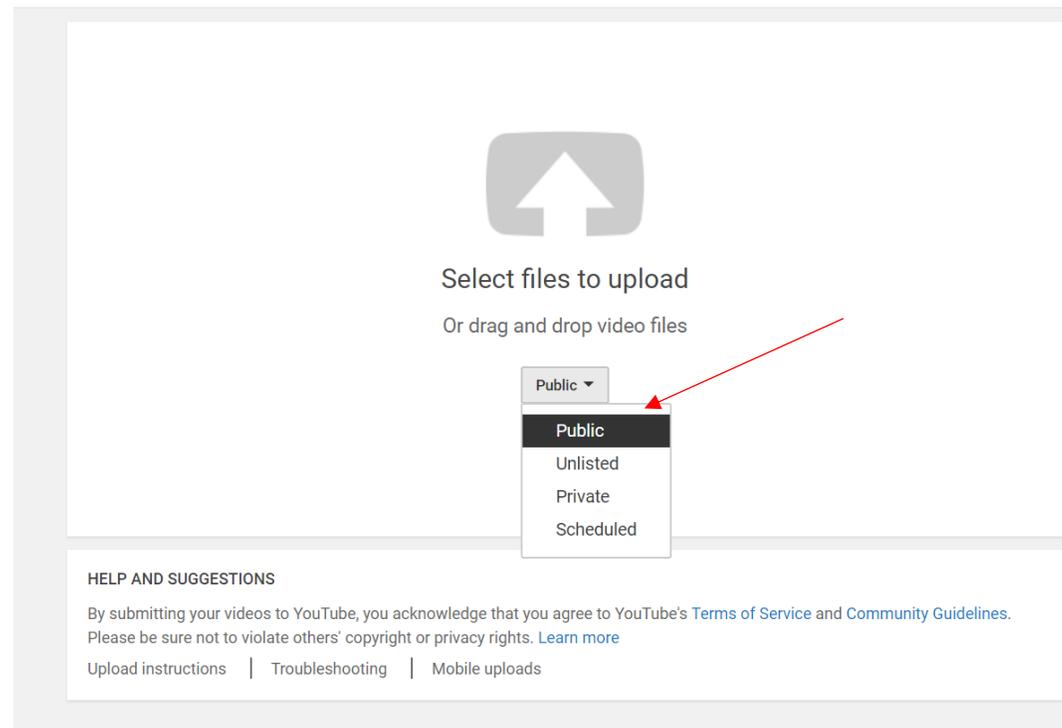
(<https://www.youtube.com/>)



Before uploading to Youtube, note that for uploading videos longer than 15 minutes, you need to verify your account (with your phone number). Once you have verified your account, you can upload up to 128GB or 12 hours. You will, of course, need a Youtube or Google account regardless of the length of your video.

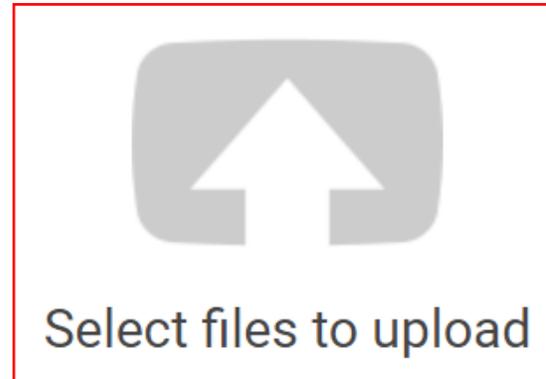
To upload your video to Youtube, click on the „Upload“ button and select the option „Upload video“.





Before uploading your video, you need to adjust the video's privacy settings. You can choose to share it in public or privately.

Using the "public" option means making it visible for everyone. Using the "private" option means making it visible only for you and users you choose (you can share it via e-mail). We recommend to share it publicly in order to make it accessible for the whole scientific community.



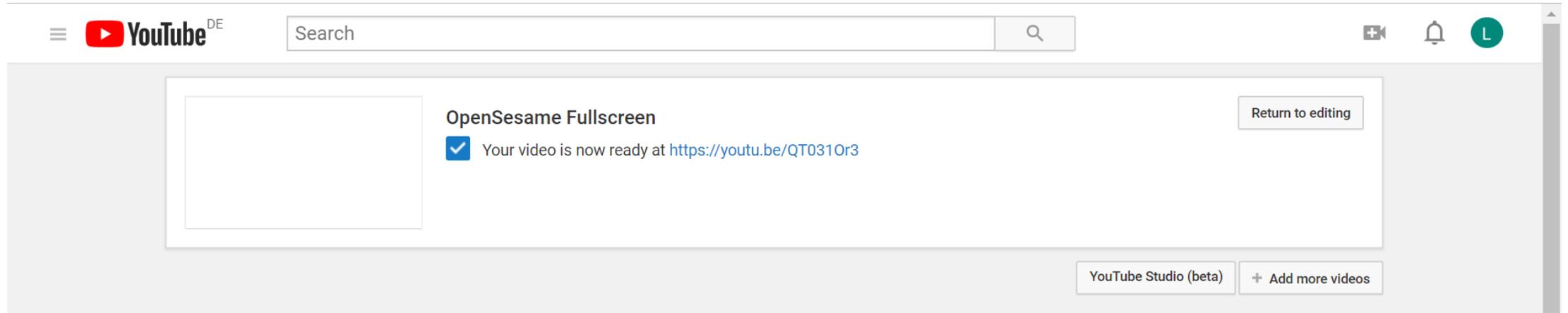
Or drag and drop video files

Public ▼

Now click on the button „Select files to upload“ and search your PC for the video file you want to upload.

The image shows the YouTube video upload interface. At the top, a blue progress bar indicates 'PROCESSING 95%'. To the right of the progress bar is a 'Publish' button and a 'Cancel upload' button. Below the progress bar, a message says 'Click "Publish" to make your video live.' and 'Draft saved.' is visible on the right. The interface is divided into three tabs: 'Basic info', 'Translations', and 'Advanced settings'. The 'Basic info' tab is active and contains three input fields: 'Title' (with the text 'OpenSesame Fullscreen'), 'Description', and 'Tags (e.g., albert einstein, flying pig, mashup)'. On the left side, there is an 'Upload status' section with a circular progress indicator and a URL 'https://youtu.be/QT031Or3U9k'. Below that is a 'Video / Audio quality' section with a star icon and text explaining that streamable file formats process faster. On the right side, there is a 'New! Premieres' section with a colorful banner featuring Sesame Street characters and a '3' in a circle. Below this, there are instructions to 'Make it a moment!' and a list of actions: 'Schedule your Premiere', 'Share your watch page URL with your fans', 'Chat with fans before and during the Premiere', and 'Watch the Premiere with fans in real time'. There is a 'Learn more' link and a 'Premiere' toggle switch. Below that is a dropdown menu set to 'Public'. At the bottom right, there are 'Also share on' options for Google+ and Twitter, and a text box for 'Add a message to your video' with a green 'L' icon. At the very bottom, there is a '+ Add to playlist' button.

Your video will be uploaded and you can choose a title, description and tags. Then just click „Publish“.



The link of your video will be displayed in the following page.

Lisa Spitzer

HOME

Uploads

OpenSesame Fullscreen  
1 view • 24 seconds ago

0:38

Additionally, it will be visible on your Youtube Channel.

You can now share the link and include it into your paper!

These are the most important steps when recording,  
editing and uploading your experiment.

**Thank you for using this tutorial!**