

## How To: Create an App Video

The College Board will be requiring students to upload a video of their app along with the program source code and reflection write ups. (Your instructor may or may not require this step - check with them.) There are also a number of app competitions that have participants create videos demonstrating their apps.

As a reminder, here are the directions about video for the performance task:

*“submit a video with voice or text annotation that demonstrates the successful running of at least one significant feature of your program. The video must not exceed one minute in length. Your teacher will share submission guidelines with you that include suggestions on video tools.”*

You have three options for creating videos:

1. Record your app running in the emulator using screen capture software such as Jing.
2. Record your app on a device using a separate camera and audio recorder.
3. Record your app on a device using a screen recorder app such as [AZ Screen Recorder](#).

This document will walk you through how to do each of these and some options for software to record and edit the videos and then how to publish the video on your portfolio.

### Preparing to Record

Before recording, you should **outline** what you would like to say and do in the video. Your script can be as detailed or as brief as you'd like, but it would be helpful to have a set introduction and conclusion. Remember, you only have 1 minute to show the essential aspects of the app as quickly and clearly as possible!

You will also want to **run a test** of your setup - options are described below. In fact, we find it helpful to just record the video several times until you get it down pat. It's usually easier to re-record short videos such as these rather than try to edit them later.

While you're talking, keep a **conversational tone** like you're talking to a friend. (Feel free to have a friend in the room to talk to!) Try to remember to speak clearly as well.

### Option 1: Record your app in the emulator

Make sure you only select this option if your app is able to run completely in the emulator. For example, if you are using the Location or Orientation sensors, these may not work completely in the emulator.

#### **Suggested Setup:**

- Headset with microphone for recording audio (optional - but you will need to add text annotations to the video afterward if not recording audio). This is one example from Logitech. If you are using a laptop and recording in a quiet environment, you may not need a separate



headset. However, students recording in a computer lab most likely will need one.

- There are a number of free screen recording software tools available. [TechSmith offers Jing](#), which is available for both Mac and PC, and has tutorials available on their website. Mac's come with screen recording software built in; [see this tutorial](#) for more details. Some other popular tools include [CamStudio](#) (Windows only) and [Screencast-O-Matic](#) (web-based).

## Option 2A: Record your app on a device with a separate camera

You may need to select this option if your app does not run properly on the emulator or was designed for a tablet or other, larger device than the emulator.

### **Suggested Setup:**

- Microphone for recording audio (may come with camera or could use a headset)
- Camera - you could use another smartphone, digital camera or camcorder.
- Tripod or other mount to stabilize camera
- Video editing software - Windows Movie Maker, iMovie for Macs

## Option 2B: Record your app on a device with screen capture

If you're up for the challenge, you can use a USB cable to connect your device to your computer and then use the [Android Screen Capture](#) software to display the device on your computer. The software displays a copy of your device's screen on the computer similar to the emulator, but then allows you to use all your phone's features. (We would recommend following [this article](#) for help with installation on Windows.) You can then use the screen capture software mentioned in Option 1, such as Jing, to record that portion of the screen.

## Option 3: Record your app on a device with screen recorder app

Use a screen capture app from the [Google Play Store](#) such as [AZ Screen Recorder](#). Here are some [instructions for setting up and using AZ Screen Recorder](#). Make sure that you enable audio and set the time limit to 1 minute in the settings. You can email the video to yourself or put it on your google drive or get it off the mobile device's file system using a USB connection. If needed, editing on Windows can be done using Movie Maker and on a Mac using iMovie. (You could also try installing a video editing app on your device.)

Other possible screen capturing tools can be found here:

- [Educational Technology - Screen Sharing Tools](#)
- [Jane Hart's Screen Capture Tools](#)

## Adjusting the Size of Your Video

When recording a video from a tablet device (e.g with A-Z Recorder), make sure to adjust the Settings in A-Z Recorder so that the file is small enough to email/attach. This may include reducing the resolution and the mbps, which reduces the video's size dramatically. For example,

some one minute videos can be as large as 22 mb, but can be resized down to under 1 mb after adjusting the Settings and recording again.

## Publishing Your Video

Once you've completed your video recording, you can choose to publish it in different ways on your Google site portfolio.

1. Upload video to YouTube (using your Gmail account to login). You may need to enable YouTube if you haven't used it before. Once it's uploaded, you can embed it in your Google Site.
2. Upload a video file (such as an MP4 file) to Google Drive. Set the sharing permissions on the video to "Anyone with the link" then add a link to the video file on your portfolio write-up.

