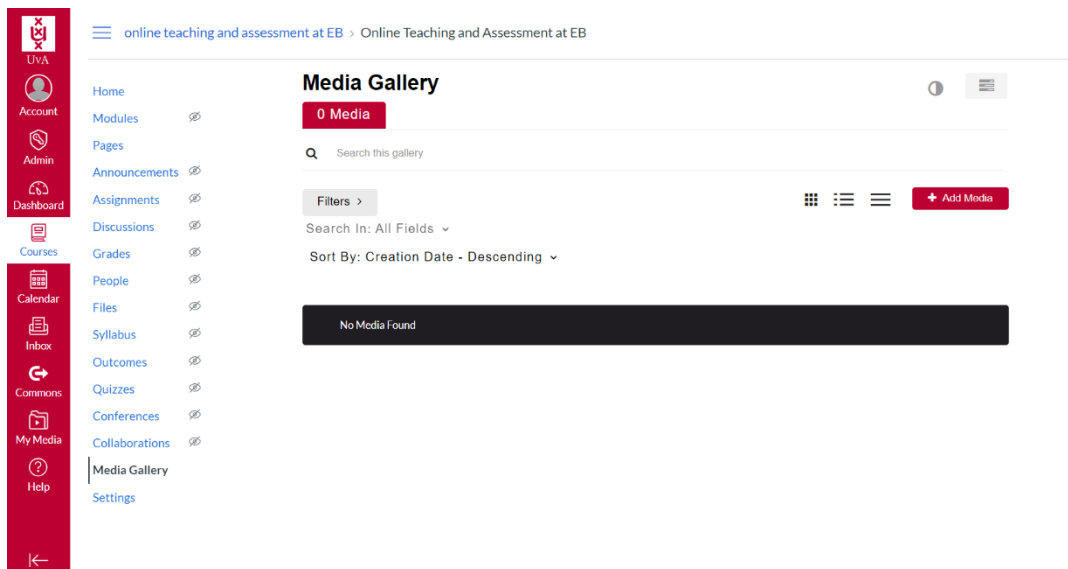
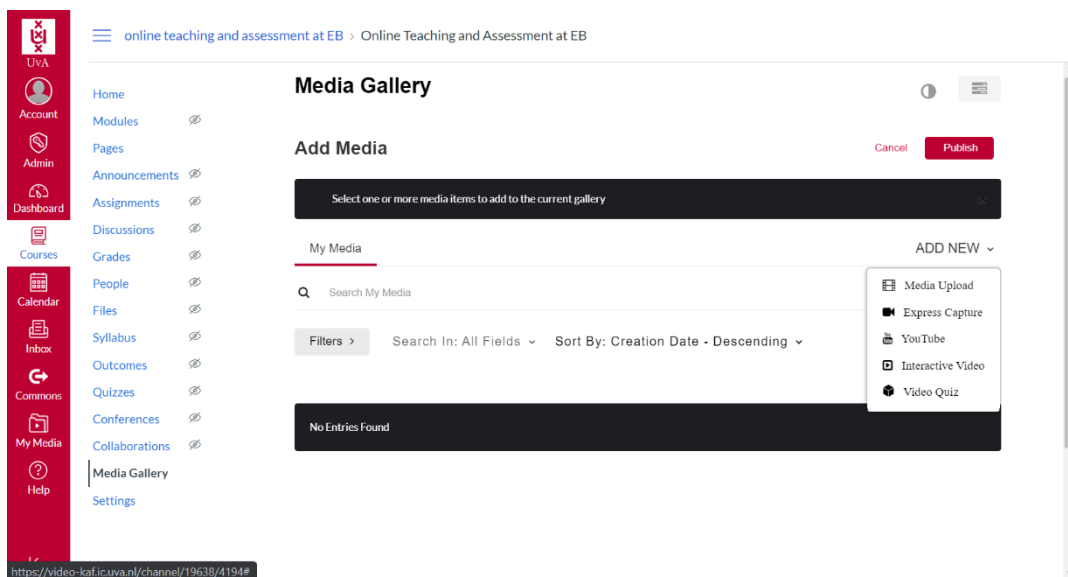


How to use Media Gallery



Step 1: Open Media Gallery

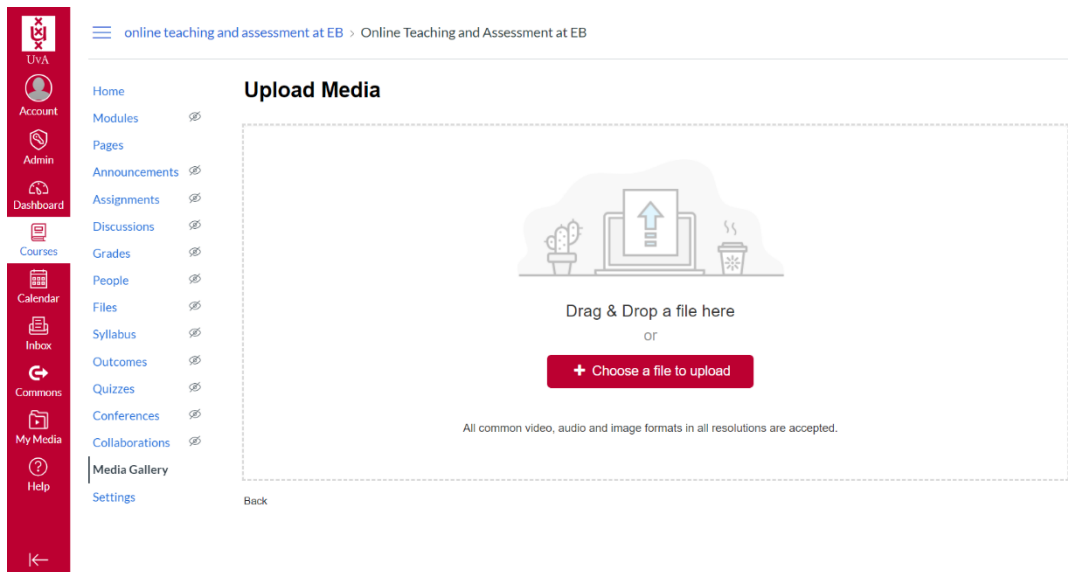
Open Media Gallery in the course navigation. To add a new media, click the red button “+ Add Media”



Step 2: Add new media

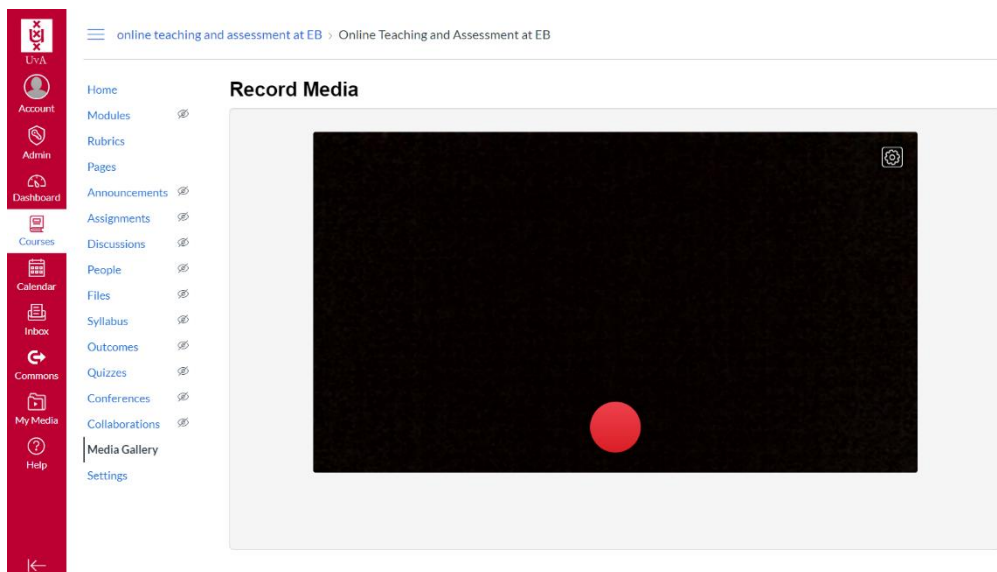
For adding new media, press the “ADD NEW” drop down menu. You have the following options:

- Add media upload (see step 3)
- Add express capture (see step 4)
- Add public YouTube clip (see step 5)
- Create Interactive video (see step 6)
- Make video quiz (see step 7)



Step 3: Add media upload

Through the upload media link, you can choose a file to upload with the red button. You can choose from the folders on your computer.



Step 4: Add express capture

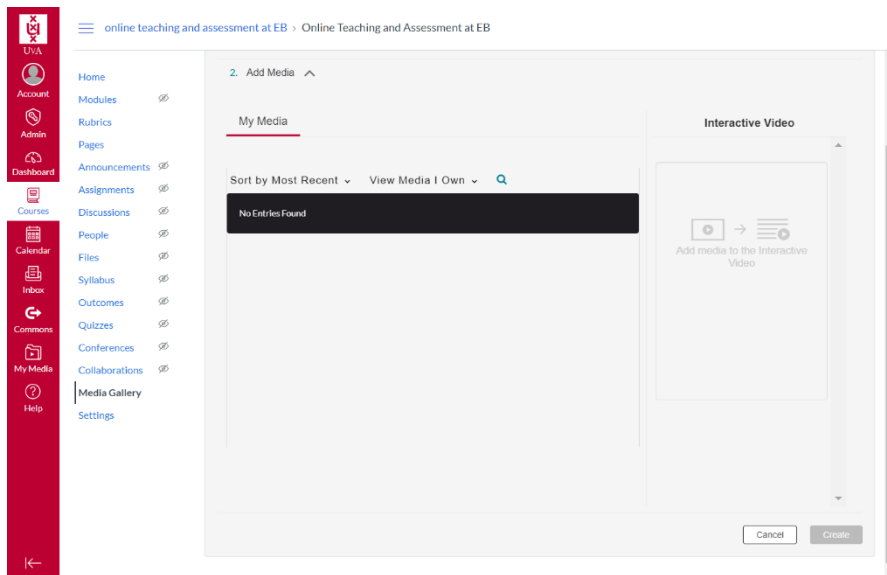
Through the express capture link, you can make a recording. To start, press the red button

Step 5: Add public YouTube clip

Through the YouTube link you can insert a video page link to add a YouTube video.

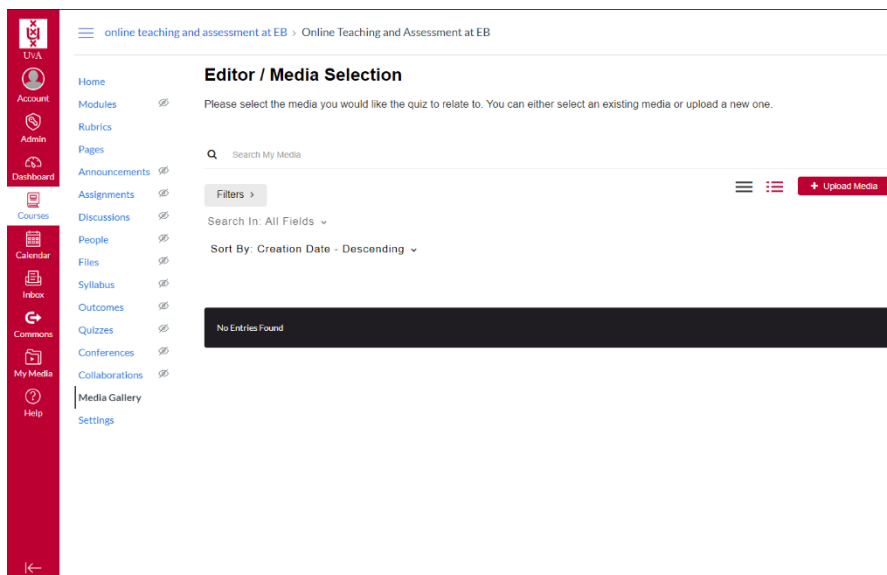
Step 6a: Create Interactive video

Through the Interactive Video link you can first set details, such as a name and a description



Step 6b: Create Interactive video

Secondly, you can add video's that are already in your MyMedia

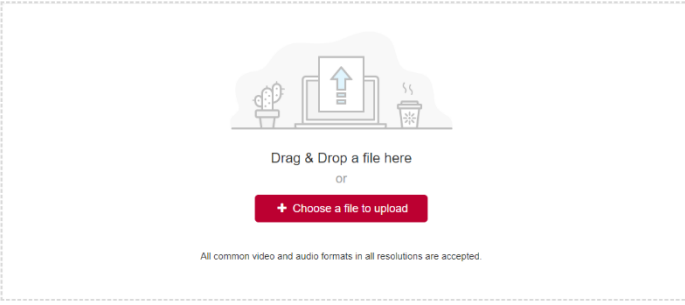


Step 7a: Make video quiz

Through the Video Quiz link, you can upload media with the red “+ Upload Media” button, or select items from already uploaded files.

online teaching and assessment at EB > Online Teaching and Assessment at EB

Editor / Media Upload



Drag & Drop a file here
or
+ Choose a file to upload

All common video and audio formats in all resolutions are accepted.

Back

UvA
Account
Admin
Dashboard
Courses
Calendar
Inbox
Commons
My Media
Help

- Home
- Modules
- Rubrics
- Pages
- Announcements
- Assignments
- Discussions
- People
- Files
- Syllabus
- Outcomes
- Quizzes
- Conferences
- Collaborations
- Media Gallery
- Settings

Step 7b: Make video quiz

Through the “+ Upload Media” button you can upload media using the “+Choose a file to upload” button that will direct you to the folders on your computer.