Effects of an Intuitional Pictograph Comment Function in a Video Sharing Web System

Kentaro Kagawa^{*}, Junko Itou^{**}, and Jun Munemori^{**}

^{*}Graduate School of Systems Engineering, Wakayama University, Japan ^{**}Faculty of Systems Engineering, Wakayama University, Japan {s105068, itou, munemori}@sys.wakayama-u.ac.jp

Abstract - Video sharing websites have spread throughout the world. Among the comments they contain are impression comments, which are one of the important factors determining the quality of video content. But if the posting process is complex or difficult, it is difficult to submit impression comments. Accordingly, we have developed a video sharing system named "Onion". One of the features of Onion is a pictograph comment function. The function consists of the scrolling wheel of a mouse and posting pictographs. We have experimented using the system and, as a result, obtained 13 videos, 738 views, 108 text comments, and 1,806 pictograph comments. The ratio of posted text comments is the same as before. The ratio of the posted pictograph comments is very large. We confirmed the utility of the system.

Keywords: video sharing, impression, comment, mouse wheel, pictograph

1 INTRODUCTION

In recent years, a great deal of video content has been shared owing to the enlargement of memory and hard disk drives, the spread of broadband, and the development of data compression technology [1]. There are many services using video content [2]. A video sharing website service is one such service. In particular, Nico Nico Douga [3] has become famous in the entertainment field. Users can post comments concerning particular video scenes. Comments include reviews, commentaries, impressions, dramatizations, and questions and answers. The actions of site users are divided into video search, viewing, and posting comments. But if it is complex and difficult for viewers to post comments, it becomes difficult to post their emotions or feelings to video. In this paper we propose an intuitional interface to post viewer's impression comments by using pictographs [4] and a mouse wheel device.¹

Chapter 2 explains the related work. Chapter 3 explains the proposed video sharing system, and Chapter 4 shows the experiment. Chapter 5 describes the experiment results, and Chapter 6 shows the additional experiments. Chapter 7 describes the future prospects, and Chapter 8 is the conclusion.

2 RELATED WORK

There is a study to make indexing and ranking from text comment of video clips for the video sharing websites [5]. They treated emotional impression such as happiness or sadness, and so on. But, they do not express these feelings in the video content.

A method to express feelings by a real-time chat is suggested [6]. This is the system which combined the information from a sensor with the animation of the text. They do not use pictographs with a text.

It is not a video sharing websites, but there is the example which used emoticons as a subchannel of the video meeting [7].

The emoticon (smily) is made with a text. It is known that it takes trouble to express pleasure and sadness in an emoticon [8].

3 PROPOSED MODEL

3.1 Composition of system

We have developed a video sharing website system called Onion [9]. Table 1 shows a list of software that composes this proposed video sharing system. Figure 1 shows the software constitution of the system.

Table 1: Software constitution.

component	software	version
Web server package	XAMPP	for Windows 1.6.6a
Web server	Apache	version 2.2
RDBMS	MySQL	5.0.51a
Scripting language	PHP	version 5.2.5
View content	Flash	Professional 8
Video encoder	FFmpeg	rev. 16905



Figure 1: The constitution of the proposed system Onion

3.2 Function of system

The proposed system features an intuitional pictograph comment function. But the system also supplies some fun-

¹ The work reported in the paper was partially supported by Japan Society for the Promotion of Science (JSPS), Grant-in-Aid for Scientific Research (B) 20300047, 2008.

damental function services for site users like other video sharing systems. Figure 2 shows the top page of Onion.



Figure 2: Top page of Onion.

Site users can upload their original videos by using the video upload function with attendant information and authentication. If they wish to delete their videos, they can delete them using the delete function with a password, which they had set when they uploaded it. Site users can also view uploaded videos by using the video search function and the video list. If a site user finds a video to view, the user then views the video on a viewing page. Figure 3 shows a content screen of a viewing page.



Figure 3: A content screen of a viewing page.

The video replay screen consists of a video screen, a text comment function, a pictograph comment function, and some additional functions. The content screen is 600px in width and height. The video replay screen is 600px in width and 400px in height (aspect ratio is 3:2).

Posted text and pictograph comments by video viewers are displayed on the video replay screen and flow from right to left. The size of text comments is 25px in height. The size of pictograph comments is 40px in width and height. The velocity of flowing is 150px/sec. Each comment is displayed on the video replay screen for 4 seconds. Viewers can post their comments by using the text comment function and the pictograph comment function.

3.3 Pictograph comment function

The process of posting a pictograph comment is done by selecting a pictograph and scrolling mouse wheel. The se-

lected pictograph is chosen from the pictograph comment area that provides nine kinds of pictograph comments. Figure 4 shows the list of nine kinds of pictograph comments.



Figure 4: List of pictograph comments.

Each kind of pictograph can switch to three grades by scrolling the mouse wheel. Those grades depend on the number of revolutions of the mouse. Figure 5 shows the strength list of pictograph comments, and Table 2 shows the chosen pictograph strength by mouse scrolling.



Figure 5: Strength list of pictograph comments.

Table 2: Chosen pictograph strength by mouse scrolling.

Amount of offset
$25 \sim$
$10 \sim 24$
2~9

Each pictograph on the strength list is schematized starting from the bottom in increasing order. Some of the pictographs were created by Munemori's group [10].

3.4 "Resonance Sense" function

Onion restricts pictographs to nine kinds. In other words, the frequency of posting the same pictograph comments is increasing. So, Onion provides a RS function (abbreviated form of the Resonance Sense). This function is designed to share emotions among viewers. The RS function is used when a viewer posts a pictograph comment. If the same pictograph comments are posted by others in the same video scene, the size of the just posted pictograph comment becomes large according to the number of like comments. The just posted comment expands 25px in width and height by each identical comment. The maximum pictograph size is 200px. At the same time, the other different comments fade out for a given length of time. Even though the same pictograph comments are posted more than two in the same video scene, RS function counts once at each posted. Figure 6 (a) shows a screen of not using the RS function (before), and Figure 6 (b) shows a screen of using the RS function (after).



Figure 6 (a): A screen of not using the RS function (before)



Figure 6 (b): A screen of using the RS function (after).

4 EXPERIMENTS

We have carried out experiments by using the Onion system to prove utility of pictograph comments. Purposes of this experiment are to evaluate how much a pictograph is used and to evaluate whether participants can effectively comment with a pictograph. The participants ranged from teenagers to those in their fifties in the experiments. Parts of the experiments were carried out at a university festival. They were divided into 2 groups. One of the groups called the "view group" consisted of eighteen video view users (as viewers) and the other group called the "upload group" consisted of eleven video upload users (as uploaders). The view group included seven Wakayama university students and eleven members of the general public. The upload group consisted of Wakayama university students.

4.1 Material

For experiments, participants of the view group used computers equipped with a wheel mouse and were connected to 100 Mbps Ethernet LAN. The computers had sufficient speed to process streaming media and depicting screens. We chose 13 of them among 20 videos including the video, which we made for exercises and used them for the experiment.

The contents of video are shown below.

No.1: The automatic turn of a seat on a limited express No.3: A vending machine with an interesting movement No.10: An elevator No.11: The backlashing of a picture No.12: Playing in Shirahama No.13: I'm breaking a watermelon No.14: I'm eating sushi in large quantities No.15: A dance show No.16: Though I am lively, I am lonely No.17: An encounter with a cat No.18: Sculptures No.19: Self-satisfaction No.20: An analysis experiment of gum

4.2 Method

We shall now describe the experiment procedure of the view group and upload group participants. Figure 7 shows a scene of viewing a video (the view group).

4.2.1 Method for uploaders

(1) They uploaded some original videos beforehand using Onion.

(2) After the viewers posted comments, the uploaders checked the comments uploaded to their videos.

4.2.2 Method for viewers

- (1) Search the randomly posted videos using Onion.
- (2) View video on a content screen.
- (3) Post comment using both comment functions.



Figure 7: A scene of viewing a video.

After the experiments, we distributed questionnaires to all the experiment participants.

5 RESULT AND DISCCUSION

5.1 Results of Experiments

The results of the experiments are shown below. We got 13 videos, 738 views, 108 text comments, and 1,806 pictograph comments. Figure 8 shows the number of the posted comments for each video.

The number of posted pictograph comments was more than the number of text comment for all uploaded videos. Posted pictograph comments accounted for 94% of the total



Figure 8: Number of posted comments.

comments, indicating that viewers prefer the pictograph comment function to the text one for expressing their emotions. Figure 9 shows the ratio of total pictograph comments. Figure 10 shows the number of posted comments for the three grades. Table 3 shows the number of posted comments in a viewing.



Figure 9: The ratio of total pictograph comments.

The ratio of posted pictograph comments expressing "Hope" was 25% and "Funny" was 24%. It means that these two kinds of pictograph comments occupied about half of the total pictograph comments. Conversely, the ratio of "Tear" and "Bore" pictograph comments occupied only a small percentage. It indicates that some of the extreme or negative comments were posted less.



We got 1,527 weak grade pictographs, 173 middle grade pictographs and 106 strong grade pictographs. Thus, the weak grade pictograph comments occupied 85% of the total posted, indicating that the viewers prefer posting soft expressions to extreme expressions.

Table	Table 3: The number of both posted comments		
	Text	Text	Pictograph
	Nico Nico	Onion	Onion
	Douga		
Average	0.131	0.19	3.17
Median	0.134	0.123	2.631
Expectation	0.125	0.146	2.447

The number of total posted pictograph comments was 16.7 times that of text comments. There was no significant difference between the number of posted text comments of Onion and the number of posted text comments of Nico Nico Douga. This indicates an increase of posted emotional comment counts.

Figure 11 shows the number of RS functions.



Figure 11: The number of RS functions.

The standard line indicates a value if each pictograph comments is posted evenly in all scenes. The standard line was calculated by values of average length of 11 videos (118.2sec).

The number of RS function occurrences was related to the number of posted comments. Therefore, the same pictograph comments that were posted by several viewers were concentrated in the same video scene. Then, the curve of the graph is above the standard line. It indicates that previously posted pictograph comments influence other viewers who watch the same video.

If they use the RS function, they may be able to get a sense of synchronization in disparate places.

5.2 Questionnaire results

5.2.1 Questionnaires for the upload group

Evaluations of part of the questionnaire were rated on a scale of one to five. "5" is the highest score and "1" is the lowest. Table 4 shows a part of the questionnaires for the upload group. The evaluation scores of the questionnaires

were the average and the standard deviation of eleven video upload users.

Each person of the upload group checked their comments both text and pictograph simultaneously. In Table 4, the word of "text" means the comment of text. The word of "pictograph" means the comment of pictograph.

Table 4:	Questionnaire	results for	or the up	load group.
				0 1

Questionnaire items		Evaluation (AVG) / (STD)	
	Text	Pictograph	
Do you feel delightful if your videos get some comments from viewers?	(4.4)/(0.6) (4.2)/(0.6)	
Do you feel sad if your videos get no comments from viewers?	(4.1)/(1.0) (3.8)/(1.1)	
Do you have more incentive to next videos if your videos get comments?	(4.1)/(0.7) (4.1)/(0.8)	

We carried out a T-test and found that there was little difference in evaluations between text and pictograph comments (Table 4), indicating no difference between the two functions. Thus, we can conclude that the pictograph comment function gave satisfaction for video upload users just like the text comment function.

5.2.2 Questionnaires for the view group

The results of the questionnaires for the view group may be summarized as follows.

- 1) Viewers can post whenever they wish.
- 2) Viewers do not have to "read" pictographs.
- 3) Viewers can grasp the comments of viewers at once.
- 4) Pictographs can be a distraction from watching video.
- 5) Range of expression is reduced.

The overall results indicate that pictograph comments have a high level of visibility and some problems (4, 5). So, pictograph comments require some method for solving these problems.

6 ADDITIONAL EXPERIMENTS

We added experiments in U.S.A. and China. There were three viewers in the Department of Information Computer Sciences, University of Hawaii at Manoa (September, 2009) and three viewers in the Institute for Digitization of the Palace Museum in Beijing (January, 2010).

The number of the posted pictograph comment was several times of the text comment in all experiments (4.8 times in the U.S.A experiments and 15.2 times in the China experiments).

Table 5 shows the ratio of posted pictograph comments in the additional experiments and the conventional experiments (shown as Japan).

In the additional experiment in U.S.A, and China, the ration of "Bore" was over 10%, but the ratio of "Anger" and "Sweat" occupied only a small percentage. Because it is expression of comics, there is a possibility that it was not understood.

The weak grade pictograph comments occupied most of the total posted.

Table 5: Ratio	of posted p	oictograpl	h comments	in the addi-
tional exper	riments and	the conv	entional exp	periments.

	USA	China	Japan
Hope	16%	16%	25%
Funny	19%	15%	24%
Surprised	17%	14%	14%
Lovely	9%	14%	12%
Question	10%	17%	8%
Anger	3%	3%	6%
Sweat	3%	4%	6%
Bore	13%	12%	3%
Tear	11%	4%	2%

7 FUTURE PROSPECTS

Plutchik [11] concluded from research that there are 8 primary emotions (joy, trust, fear, surprise, sadness, disgust, anger, and anticipation). In our system, "Joy" is corresponding to a "Funny" icon. "Trust" is corresponding to a "Love-ly" icon. "Fear" is corresponding to a "Surprise" icon. "Surprise" is corresponding to a "Surprised" icon. "Sadness" is corresponding to a "Tear" icon. "Anger" is corresponding to a "Hope" icon. But, there is not the icon equivalent to "Disgust".

In this experiment, viewers often posted their comment by text comment like "Please stop it" [9]. So we had better add a "Disgust" icon. Figure 12 shows a sample of a "Disgust" icon.



Figure 12: A sample of "Disgust" icon.

The kind of a used pictograph is supposed to be different by the genre of the video or the person viewing a video. Therefore it is important to identify who watched the video. We had better make a function to manage the input. Fig.13 shows a sample of the login screen. Users can input their name, mail address, password, gender, and age.

8 CONCLUSION

In this paper, we proposed an intuitional pictograph comment function for posting the emotions of viewers. The features of this function are using pictographs and a mouse wheel. This function was adopted in "Onion," a video sharing system we have developed. The pictographs of the system can switch through three grades by mouse scrolling.

We carried out experiments using "Onion" for twentynine participants who were divided into view and upload groups. We obtained 13 videos, 738 views, 108 text comments and 1,806 pictograph comments in the experiments. The results of the experiments indicated the following.

	ユーザ新規登録画面 項目全てを埋めて投稿。てくたさい。
苗宇(family name)៖ 名称(given name):
ニックネー	- (Anickname);
	メールアドレスがそのままIDとなります。
メールアドレス:	
もえのど入力に	1
117	ワードは16文字に均可です。(文字が隠れます)
	1020-10
	65.1621
	1251
	例性(Male) 女性(Famele)
	0 0
	洋動(文字が現れます)
	再確認したので登録
-1	 ・利用規約・・投算物の注意・・おこれん優発記録。 接受環境: Firefox3.x,Safar5.x)
Copyrig	oht (C) 2010 kagawa, All nohts reserved.

Figure 13: A sample of the login window.

1) Viewers prefer the pictograph comment function to text one for posting their emotions.

2) Viewers prefer posting soft expressions to extreme expressions.

3) The same pictograph comments posted by several viewers concentrated in the same video scenes. The numbers of RS function occurrences were related to the numbers of posted comments.

Therefore, the proposed pictograph comment function is better than the text comment function for expressing spontaneous reactions.

In the future, we would like to discuss the video tags and java script of HTML, which are related our system.

REFEENCES

[1] YouTube, Inc., http://jp.youtube.com/.

[2] D. Yamamoto, T. Masuda, S. Ohira, and K. Nagao, "Synvie: An Annotation System Based on Quotation of Video Scenes," Intraction 2007, pp. 11-18 (2007) (in Japanese).

[3] Nico Nico Douga, http://www.nicovideo.jp/.

[4] Y. Ota, "Pictogram Design," Kashiwa Shobou, Tokyo (1993) (in Japanese).

[5] S. Nakamura and K. Tanaka, "Video Search by Impression Extracted from Social Annotation," Proceedings of the 10th international conference on Web Information Systems Engineering (WISE2009), LNCS 5802, pp. 401-414 (2009).
[6] H. Wang, H. Prendinger, M. Ishizuka, and T. Igarashi, "Affective Communication in Online Chat Using Physiological Sensors and Animated Text," Journal of Human Interface Society: human interface, Vol. 7, No. 1, pp. 39-45 (2005).

[7] A.J. Gill, D. Gergle, R.M. French, and J. Oberlander, "Emotion Rating from Short Blog Texts," Proc. CHI2008, pp. 1121-1124 (2008).

[8] J.T. Hancock, C. Landrigan, and C. Silver, "Expressing Emotion in Text-based Communication," Proc. CHI 2007, pp. 929-932 (2007).

[9] K. Kagawa, J. Itou, and J. Munemori, "Effect of an Intuitional Pictogram Comment Function and an Emotional Sharing Function for a Video Sharing Web System," Journal of IPSJ (Information Processing Society Japan), Vol. 51, No. 3, pp. 770-783 (2010) (in Japanese).

[10] M.B. Mohd Yatid, T. Fukuda, J. Itou, and J. Munemori, "Pictograph Chat Communicator II: A Chat System that Embodies Cross-cultural Communication," *CSCW 2008*, Poster paper, CD-ROM, (2008).
[11] R. Plutchik, "Emotion: A Psychoevolutionary Synthe-

sis," Harpercollins College Div (1980).

(Received August 30, 2009) (Revised January 10, 2011)



Kentaro Kagawa received the B.E. degrees in System Engineering from Wakayama University, Wakayama, Japan in 2009. His interests are network communication and human interface. He received IWIN Student Award in 2009. He is a stu-

dent member of IPSJ.



Junko Itou received the M.E. degrees in Information and Computer Sciences from Osaka University, Japan, in 2001. In 2005, she joined the Department of Design and Information Sciences at Wakayama University, as an assistant researcher, and from 2007, she has been an assistant pro-

fessor of Wakayama University. Her interests are human computer interface, groupware, image processing. She is a member of IPSJ.



Jun Munemori received the B.E. and M.E. degrees in electrical engineering from Nagoya Institute of Technology, Nagoya, Japan, and the D.E. degree in electrical and electrical communication engineering from Tohoku University, Sendai, Japan, in 1979,

1981, and 1984, respectively. He worked in Mitsubishi Electric Corp., Kagoshima University, and Osaka University. He is currently a professor of Department of Design and Information Sciences at Wakayama University. His interests are groupware, human interface, and neurophysiology. He received IPSJ SIG Research Award, IPSJ Best Paper Award, IEEE CE Japan Chapter Young Paper Award, and KES2005 Best paper award, in 1997, 1998 2002, and 2005, respectively. He is a member of ACM, IEEE, IPSJ and IEICE.