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Technology Tools

There are many ways for libraries to provide storytime services and programs from afar, including livestream videos (the transmission of video content in realtime), pre-recorded videos (video content filmed and possibly edited in advance) and audio-only options (such as podcasts). Which approach is best for your library? The answer depends on each library's unique community, capacity and goals.

This section explores specific technology considerations for library leadership, departments involved in the virtual program editing and marketing processes, and virtual program providers. This section also includes further information and resources to assist libraries in navigating the following technology areas:

- Accessibility
- Privacy and Cybersecurity
- Audio Hosting Platforms
- Video Hosting Platforms

- Video Editing & File Sharing Tools
- Video Recording Tools & Troubleshooting Tips

This section will include technology solutions to get your programs recorded, edited, and distributed to patrons. While we've linked some buying guides and articles as a starting point, we recommend you research and consider your library's unique needs before committing to any product or process.

Technology Considerations & Suggestions...

For Leadership

Picking the technology tools for your library's virtual storytime services can feel daunting! Before determining your format, platform and staffing model, first identify the goals of your virtual programming. Knowing what you want to accomplish will help you navigate the multitude of available options. Consider your...

- Audience: Who is your target audience? What are their needs? Knowing who you want to reach, and when/where they are available, can help you find the best platforms for virtual program promotion and audience engagement.
    - Assess your community's technology capabilities. Look for platforms that pair well with the technology that your community can and does consistently access. For example, audio-only options may appeal to rural libraries with less widespread community access to broadband.
    - Designing online programs for children under thirteen entails additional considerations. Although most libraries are not themselves subject to the Children's Online Privacy Protection Act (COPPA), libraries are responsible for choosing COPPA compliant vendors and platforms. See the additional resources and information in the **Privacy and Cybersecurity** subsection below.

    - Take due diligence to ensure your library's virtual programs are accessible to all. As educational or as public institutions, libraries have both a professional and a legal obligation to provide accessible online content and services. See the **Accessibility** subsection below for more information and resources.
- Capacity: How much time, budget, staff expertise and other resources can your library invest in this new service model?
    - If your library plans to livestream performances, do you have a second staff member available who can provide comment and audience tech support, freeing the facilitator to focus on storytime?
    - Some platforms (especially video conferencing platforms) will have subscription costs and limitations on how many people can attend the session depending on your service level. What is your budget?
- Engagement Goals: How do you want to connect with your audience? Will you treat your audience primarily as attendees who view/listen to the program, or as participants who actively contribute to the content? How long will the virtual program be?
    - Different platforms offer different capabilities for screen sharing, commenting, and more. The same platform that works well for a public virtual storytime performance may not work well for facilitating virtual book clubs or virtual classroom visits.
    - Different platforms and levels of service may have different time length restrictions. For example, phone-a-story programs often rely on voicemail systems with a time limit on recorded messages. If you are partnering with a local radio or television station to provide storytime services from afar, they may already have designated time slots and duration expectations.
    - Different platforms and services may have attendance limitations as well. Think about the number of people likely to access your content and how to

ensure everyone in the community can enjoy your virtual programs and services.

- Library Mission: How does offering this program support your library's overall mission and vision? Think about how virtual storytimes align with your strategic plan and goals. These outcomes can help guide your programming decisions and help determine which platforms are most appropriate to meet your goals. Think about the features you absolutely need as well as those that you can live without or just don't need. Remember, no platform is perfect. It's okay to experiment with several to find the right fit for your library.

After you have identified *why* your library wants to provide a virtual program and *who* you will be providing this program for, use this information to help guide *how* you will deliver the program and *what* technology tools you will use. The **Video and Audio Hosting Platforms** subsections below can help your library explore what technology options are available. For more information about how to create structures and practices that enable staff to provide high quality virtual storytime services, see the **Virtual Storytime Services Guide: Suggested Practices**.

For Virtual Program Editors/Marketers

Video editors and marketers play a vital role in the virtual program process. Proper editing and marketing helps the community easily access and engage with your library's content - and keeps them coming back for more! The editing process is particularly important to making sure your library's online content is accessible.

Depending on your library's structure and staff capacity, video editing and marketing may be handled by a separate department, or it may fall to the same staff who are creating the storytime content. As you prepare videos for public view, consider:

- Accessibility: How will you make content accessible for all library users?
    - For example, captioning videos is an essential step in the video editing process and can easily double production time if library staff are providing this service in-house. See the **Accessibility** subsection below for more information and resources.
- Equipment: How are staff recording program videos or audio content? Depending on the recording equipment used, staff might also need additional software for editing.
    - For example, staff recording with an iPad have easy access to the video editor iMovie. Staff recording from a cell phone will likely need to transfer content to a computer and utilize a third-party software or application to further edit footage.
- Promotion: How will your community know this service or program is being offered? How will viewers identify this content with your library? How will they know to keep coming back for more?
    - This can be accomplished even if livestreaming! For example, virtual storytime staff could display a branded sign in their filming environment, or share their screen and display a branded slide at the beginning or end of storytime.
- Time: How long will it take to prepare and upload content? This turnaround time is especially important to consider if multiple staff are involved in the production process. Large video files can take a long time to upload and send to others.

We recommend exploring the slides and resources from Community Outreach Librarian Annie Guzman's recent Marketing Your Library with Video PLA presentation. Annie walks participants through crafting a video marketing plan, creating captivating videos, and utilizing these videos to further the library's mission and goals. Check out Plano Public Library's Library Make video series for inspiration! Note how subtitles are burned into the video, rather than requiring viewers to turn on closed captioning.

Additional resources, software suggestions and more can be found in the **Video Editing & File Sharing Tools** subsection below. For more information about how video editors and marketers can enhance the virtual storytime experience, explore the **Virtual Storytime Services Guide: Suggested Practices**.

For Storytime Staff & Virtual Program Providers

Just like storytime in the library involves learning how to manipulate tools of the trade (such as a flannel board or wireless bluetooth speaker), it takes time to learn how to use digital storytime tools! Storytime providers will need ample time to practice, tweak and refine their new processes. Here are some general tips to keep in mind while you get started:

- Use what you've got! While working remotely, the quickest way to record is often by using a standard smartphone or tablet. Another option is to record using your laptop. Many models come with a built-in webcam and simple recording software.
- Test it out! The video quality is only as good as the camera on your device. If you have multiple devices, practice filming with them all to determine their limits and find which one you're most comfortable with. You may also want to experiment with how responsive your tech is to changes in filming. Do you need a wider shot for a dance break? Do you want a close-up of your flannel pieces?
- Steady there! Any smartphone recording will get the best results when the phone is stable and not handheld during recording. If using a smartphone, ask your library to purchase a tripod so you can film steadier footage.
- Experiment! Even if your library hasn't picked a video platform yet, practice seeing yourself on camera. Use the video recorder built into your phone camera or tablet, or set up a practice Zoom session with a friend. You can also create Facebook Live videos on your personal page - you don't have to share them with

others! Once your library has made a decision, practice with the same tech and setup you will be using on the day of your performance, so you know what to expect.

- Be aware of the unique considerations presenting storytimes in the digital environment brings. Accessibility, privacy and cybersecurity are everyone's responsibility! For example, consider if greeting young patrons by name in a live video is respectful of their online privacy - particularly on a public platform. For more resources, see the **Accessibility** and **Privacy and Cybersecurity** sections below.

The many resources in the **Recording Tools & Troubleshooting Tips** subsection below can help staff familiarize themselves with these new online storytime tech tools and fix common problems (such as backwards text on screen). For more information about how to adapt your presentation style for the screen (such as selecting content and managing virtual audience engagement), visit the **Virtual Storytime Services Guide: Best Practices**.



Photo Credit: Disability:IN

Accessibility

Access to information is a civil right. As educational or as public institutions, libraries have both a professional responsibility and legal obligation to provide accessible online content and services. This responsibility is made clear by Titles II and III of the Americans with Disabilities Act (ADA) and other federal/local legislation.

Accessible web videos include:

- Captions
- Audio Description of Visual Information
- Transcripts
- Player Compatibility with Assistive Technology

Accessible videos should also include the option for live sign language interpretation. Despite their inherently audist nature, podcasts and other audio programs can be made more accessible by including many of the same features as accessible web videos, such as transcripts and the ability to access content through an accessible media player.

Staff involved with picking technology platforms to deliver virtual storytime services might ask…

- How intuitive is this platform?
- How many clicks does it take to engage with our content?
- Is the path to this platform accessible - in other words, does our website comply with Web Content Accessibility Guidelines (WCAG)?
- If a user accidentally exits the platform, how easy is it to access again?
- Does the user have the power to pace their own experience - to start and stop the media?
- Does this platform support multiple orientations (such as landscape/horizontal)?
- Does this platform include functionality for captions and ASL interpretation?
- Are all controls operable using only a keyboard?
- Can this platform be accessed with adaptive and assistive technology?

When library programs are designed and technology tools selected with accessibility in mind, everyone benefits! In the physical environment, this is called the curb cut effect. Think of how many benefit from ramp requirements that were originally intended for wheelchair users:

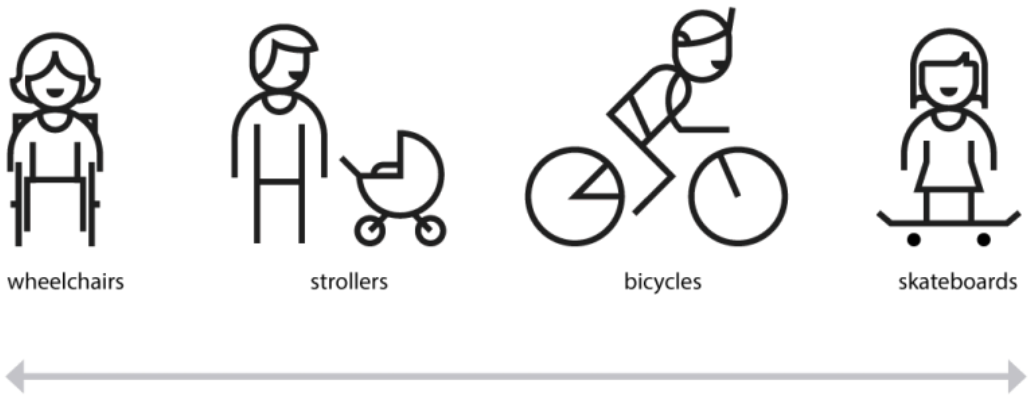


Image Credit: Microsoft Inclusive Design Toolkit

The same principle transfers over when designing virtual programs and online spaces. For example, a platform that easily changes orientation benefits not just users with screen readers, but also caregivers who may be watching from a mobile device. A platform that is forgiving of user errors benefits both users with limited fine motor control, and caregivers who are bouncing busy toddlers on their laps!

Consult the additional resources below for more information about accessibility and online library experiences.

Resources

ALSC Virtual Storytime Services Guide: Serving Diverse Children and Families

This section of the Virtual Storytime Services Guide contains more information and resources for serving children and families with disabilities in the digital environment.

Able Player

Able Player is a FREE and fully accessible cross-browser HTML5 media player designed from the ground up by the University of Washington in order to meet the diverse needs and preferences of all users. Able Player functions as both an audio or a video player and is compatible with videos hosted on YouTube or Vimeo.

Adaptive Umbrella: Accessible Virtual Programs & Close-Up on DIY Captioning

Written by Assistant Youth Services Department Head Jennifer Taggart, this blog post explores various different subtitle/caption editors for libraries interested in captioning their own video content.

The Big Hack: Best Video Conferencing Apps And Software For Accessibility

This comprehensive comparison of video conferencing apps from an accessibility perspective is a must read!

Described and Captioned Media Program (DCMP)

The Described and Captioned Media Program is a free-loan library of accessible educational media for use by teachers and family members of K-12 students. Besides being a repository of excellent accessible videos, they share many resources related to captioning:

- Start with the Basic Guidelines for Busy Teachers for some first steps.
- Check out the Captioning Tip Sheet for quick reference while captioning
- Consult the complete DCMP Captioning Key for comprehensive captioning best practices.
- Explore the DCMP Captioning Service Vendors if your library is seeking to outsource this professional service.

Digital A11y: Accessible Video Players

To make the life of developers easier, Digital A11y compiled this list of accessible audio and video players. Last updated in March 2020.

Rooted in Rights: Creating Accessible Videos Brief Guide

Start here! Rooted in Rights is a nonprofit advocacy and video production organization that is dedicated to making accessible and creative content. This brief but thorough guide takes readers through the elements of an accessible video and connects them with many additional resources. Don't feel overwhelmed - the authors emphasize taking progressive steps towards full accessibility! Make sure to also explore the #Access That Training Videos for tutorials on captioning, audio description, transcription and more.

We Need Diverse Books: How to Make Your Virtual Meetings and Events Accessible to the Disability Community

This article by Alaina Leary covers how to incorporate accessibility into your virtual event from the beginning, from preliminary planning and budgeting to collecting feedback after the event has passed.

See Hear Communication Matters: How to Caption Your Videos

Written by audiologist Tina Childress, this comprehensive blog post explores free and paid caption/subtitle resources. Includes information about platform requirements, pricing/plan options, and notable features.

3Play Media: 5 Elements of Accessible Video

3Play Media aims to equip you with the tools you need to make achieving accessibility easy. This article outlines 5 elements you can incorporate today for a more accessible video.

WAVE Web Accessibility Evaluation Tool

WAVE is a suite of evaluation tools that helps authors make their web content more accessible to individuals with disabilities. WAVE can identify many accessibility and Web Content Accessibility Guideline (WCAG) errors. Find out how accessible your library website is by popping your site address into WAVE!

W3C: Making Audio and Video Media Accessible

This guide walks readers through accessibility considerations when planning, scripting, storyboarding, recording, and producing audio and video.

Web Based Media Player Accessibility Comparison Tool

Use this helpful tool to compare the accessibility of different web based media players.

**Please note that automatic accessibility tools, such as WAVE, can easily miss detecting critical user issues. The best way to discover if your library's technology and online content/services are truly accessible is to engage in user testing.*



Privacy And Cybersecurity

Libraries have an obligation to safeguard the privacy and security of our patrons' information. Virtual programming introduces new questions regarding personally identifiable information, registration requirements, and focusing content specifically for a younger audience. Do not underestimate the importance of privacy and security features while choosing an appropriate platform. Your patrons will appreciate the extra effort you take to keep their children safe online!

- Start by asking questions about privacy, cybersecurity, and data use/retention.
    - Be familiar with local, state, and federal laws, as well as company privacy policies.
    - Ask whether the platform that you are using is compliant with the Children's Online Privacy Protection Act (COPPA). You may wish to avoid platforms like social media that require your patrons to disclose personal information in order to engage with your virtual programs. Look for platforms that patrons can access anonymously.

    - Look for platforms with clear privacy, data use, and data retention policies. A trustworthy vendor will provide information in plain language that you can easily understand.
    - Look for platforms that balance patron security and privacy. There's a big difference between using data to improve the user experience and selling data to make a profit.
    - What happens to your content even after you've deleted it? Data retention and archiving are particularly important in the context of copyright.
    - Reach out for help if you need it. Resources like ALA's Office for Intellectual Freedom are available to assist you with interpreting privacy and data retention policies and answering questions.
- Have a clear plan in mind to prepare for technology hiccups and security issues.
    - Be thoughtful about the amount of control you give to your participants. For live virtual storytimes open to the public (as opposed to known audiences, such as closed virtual classroom visits), you may need to limit audience participation for safety. Consider disabling or limiting features like screen sharing, open microphones, chats, and commenting.
    - Have a plan in place to manage your audience. Spend some time getting to know the features of your platform and ways to make your broadcast as secure as possible.
- Plan to support your staff and patrons through a changing environment.
    - Be responsible in how you use platforms and teach your patrons privacy self-defense strategies.
    - Look for creative ways to provide access to your content without taking away from patron security.
    - Put steps in place to protect your staff privacy. Disable location information. Consider using standard "library program" backgrounds so that a staff member's personal residence is not shown.
- Take a deep breath and go through all the layers.

- It's not unreasonable to allow 48-72 hours to review options and decisions.
- It's okay to make changes along the way, too. Just because you start with one platform doesn't mean it's your only solution. If you find that things aren't working (or even if you find something that works better), don't be afraid to adapt and change along the way.

Resources

ALSC Blog: Virtual Programming and Patron Privacy

This post outlines some key questions for libraries to consider when selecting platforms and approaches to virtual programming. It also includes comprehensive resources for further learning.

PLA: Personal Identifiable Information, Parental Consent, and Public Libraries

A look at COPPA and privacy concerns, particularly as they apply to public libraries and services to children. This article also includes several useful resources for additional information.

Platform Specific:

Anti-Defamation League: Zoom Safety Settings Checklist

A quick guide to the most common safety features available in Zoom meetings.

OIF Blog: YouTube Moves to COPPA Compliance

From the ALA Office of Intellectual Freedom, this blog post outlines YouTube's move to COPPA compliance and how it impacts libraries.

SLJ: Zoombombing Is Just the Start. How to Protect Student Privacy During the Remote Learning Explosion

A thorough look at COPPA and privacy, particularly as it applies to schools. Many security tips are relevant for public libraries as well.

Zoom: How to Keep Uninvited Guests Out of Your Zoom Event

Directly from Zoom, this guide offers tips for managing screen sharing and participants to keep your programming safe for everyone. Be sure to also watch for...

Zoom's 90 Day Security Plan

Updates from Zoom regarding their improved security features. This resource includes common questions and answers as well as information updating to the newest Zoom interface.



Audio Hosting Platforms

Audio storytimes might be broadcast live or asynchronous and via platforms like radio, podcasts, and telephones. There are many potential benefits to delivering storytimes in an audio format, including:

- Accessibility for families with limited broadband because they do not require internet access to experience (except in the case of a file that needs to be downloaded).
- Offering a different type of storytime experience for families looking to diversify their digital media use.
- Increasing program reach through partnerships.
- Reduced potential need for staff equipment, physical materials and technical expertise (especially if partnering with a radio station as the producer or utilizing low-tech phone-a-story solutions). For example, phone-a-story staff can easily borrow an ebook from the library and record themselves reading from home.

There are many audio platforms your library can choose from. Audio storytimes can be delivered through…

- Radio, such as Homer Public Library

- Podcast, such as Santa Clara County Library District's Storytime Seedlings Podcast
- Telephone, such as Denver Public Library and Baltimore County Public Library

The following resources can assist your library with getting started with or expanding audio storytime services. For more information about selecting content and presentation considerations when delivering storytimes in an audio-only format, please consult the **Virtual Storytime Services Guide: Best Practices**.

Resources

CLEL Blog: A Complete Guide to Phone a Story

Denver Public Library's Program Coordinator Alberto Pellicer offers seven steps to get started with Phone-a-Story services at your library.

Colorado Virtual Library: Phone a Story Webinar

In this recent webinar, staff from Denver Public Library and Sterling Public Library explain all the details about their Phone-a-Story services. This webinar covers logistics, technology, tips and tricks and more!

Never Shushed: Radio Storytime

What does radio storytime look like? Youth Services Librarian and Media Mentor Claudia Haines answers this question in a recent blog post.

PLA: Engaging Patrons with Library Podcasts

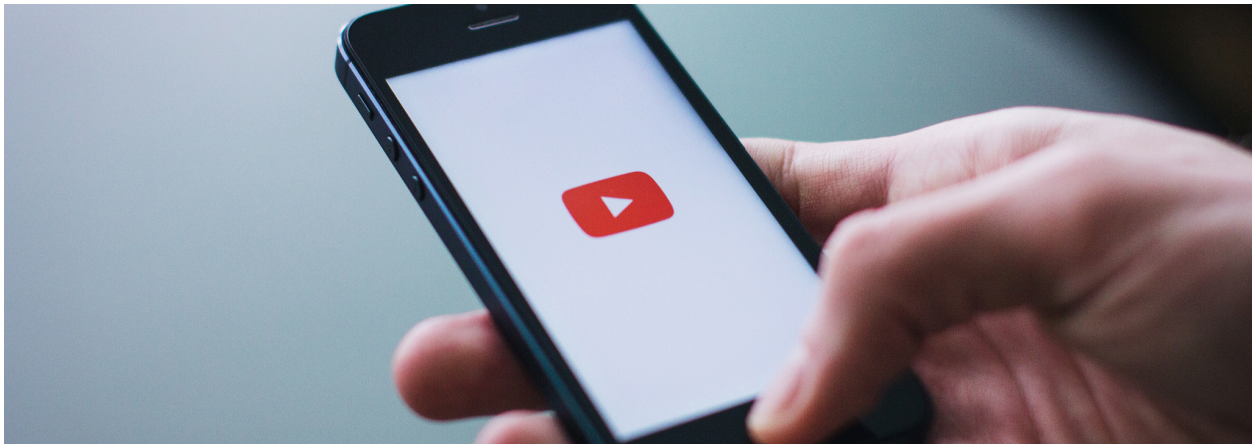
This round up shares podcast ideas from libraries across the country! Curious how to provide podcast services for your patrons? Ask one of these innovators!

The Podcast Host: How to Start a Podcast in 20 Steps

From planning your podcast to publishing your episodes, this thorough post has you covered for every step of the process.

Programming Librarian: Phone Programming in a Pandemic

This recent blog post highlights some popular phone programming options and the technology and marketing strategies behind them.



Video Hosting Platforms

When picking a video platform to host virtual programs, libraries have a wide variety of options, from social media platforms to webinar or video conferencing software. Libraries must first decide if they want to “go live” and/or share pre-recorded videos. There are benefits to both approaches, and even workarounds in which libraries can livestream pre-recorded videos! This decision between broadcasting live or pre-recording content to be uploaded onto a platform will greatly influence how storytime providers plan and deliver programs.

Livestreaming refers to content that your patrons access in real time. Patrons can view content and interact with the presenter as it is happening, generally via mobile or digital recording devices. These programs typically have a more authentic feeling, as they happen in the moment. There is generally less opportunity for staff to polish or edit the final product beyond any practice they may have in advance of filming. While the majority of these programs happen in real time, there are also workarounds that hosts can use to livestream pre-recorded videos as well.

Presenting live also allows for real time interaction between the provider and library patrons at home. Questions can be posed and feedback can be received. This interaction may be more appropriate during storytimes to a closed audience (like

outreach to a local classroom) rather than public performances (where anyone can attend). See the **Privacy and Cybersecurity** subsection above for more details.

Alternatively, libraries may choose to share pre-recorded video content. Pre-recording, with an option for multiple takes, puts less pressure on storytime staff to get their delivery just right on the first attempt. It also allows staff to record multiple storytimes per session, which can be helpful if access to equipment or space is limited. Recording a storytime to be posted at a later time allows the provider to perfect their craft at their own pace and on their own schedule. With many staff also balancing caregiver, educator and professional responsibilities, this schedule flexibility may be essential.

Pre-recorded content also gives options for specialized editing, polishing, and branding for the finished product. Video editors can intersperse close up shots of books, screenshots from ebook pages, or add credits and permissions for works used. These edits can greatly enhance the virtual storytime experience and keep communities coming back for more!

On the user end, making pre-recorded videos available also gives families more schedule flexibility and the ability to interact with their favorite programs over and over again. It is also important to note that recorded videos (which patrons can access on demand) are by nature more accessible than livestream performances. Accessible video experiences can be paced by the viewer; that is, the viewer has the power to stop and start the video. Libraries may also find it easier to add captions to pre-recorded videos than to hire a real time CART provider to caption virtual storytime performances. See the **Accessibility** subsection above for more information.

Depending on goals and community needs, libraries may choose to adopt a combination approach of sharing livestreamed and pre-recorded content. Experiment until you find the best fit for your library staff and patrons.

Resources

Live Video vs. Playing It Safe with Pre-Recorded

This article explores some pros and cons of livestreaming content, as well as some recommendations for the best content type and platforms to use.

Marketing Land's Guide to Social Video

A quick, visual overview to the features and statistics of major social media video platforms.

Medium: How to Stream Your Pre-Recorded Videos to Facebook Live

A look at both the free and for-cost options for scheduling live broadcasts of pre-recorded content on Facebook.

Social Media Examiner: How to Use Facebook Premiere

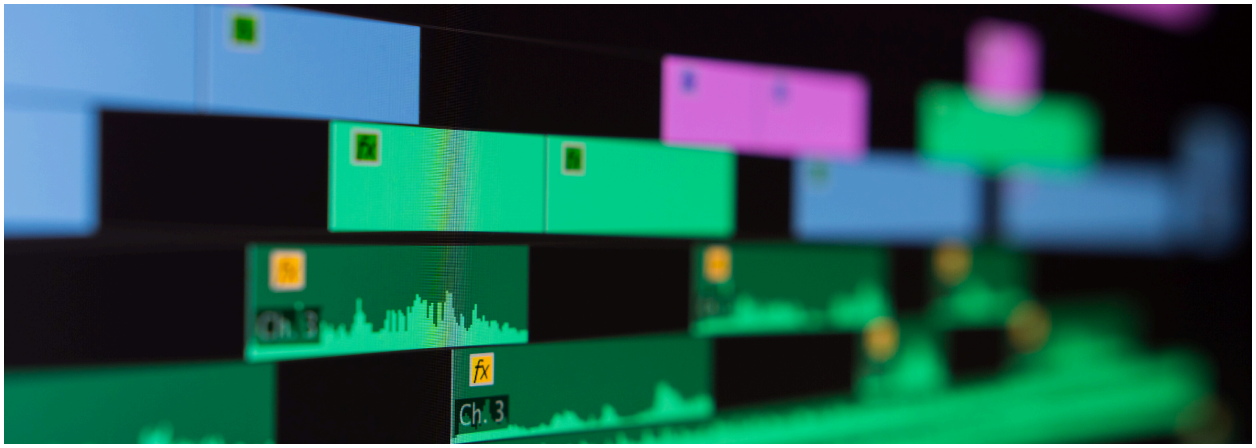
A comprehensive overview of the Facebook Premiere feature to upload and schedule pre-recorded content for live viewing, including some of its key benefits.

Video Hosting Platforms: Which is Best for Your Business?

The article breaks down the key features and drawbacks for eight major video hosting platforms. Use the information included to help determine which platform (or platforms) might work best for your needs.

Virtual Platform Possibilities: Providing Digital Skilling Resources for Patrons

This PLA webinar explores some different platform opportunities for virtual programming, as well as key questions to consider while choosing your approach.



Video Editing & File Sharing Tools

Libraries may wish to edit and polish a pre-recorded video prior to posting. There are many free and fee-based options for editing your video, and most have tutorial videos posted on their website or YouTube. If you are using an Apple product to record your video, you already have a robust built-in video editing option with iMovie! If you are using a separate video camera (not the camera on your phone, laptop or tablet), you will need to transfer the file to another device for video editing.

Common video editing apps and software include:

- Adobe Premiere
- Animoto
- DaVinci Resolve
- iMovie
- Moovly
- Vimeo

If multiple staff are involved in the video production process, libraries will need to consider the best ways to share the original video file with the editor. Will files need to be accessed from different devices (necessitating cloud storage), or is a central place

available to store content for easy access? Also determine whether the person editing the video is ultimately responsible for posting the content.

Video files tend to be quite large, making it difficult to share through email. Sharing video files through text messaging may also distort the quality of the file. Here are some tips for sharing video files:

- Always remember to keep a copy of your original file on your computer, external hard drive, or USB. This way, if file corruption happens anywhere in your sharing or editing process, you always have your original file!
- You may want to use a cloud-based sharing option such as: DropBox, Google Drive, OneNote, WeTransfer, etc. Note that basic free versions of these platforms means you will be limited on storage size. You can also consider uploading your file to a shared folder on your network drive if you can access it remotely.

For more information, see the additional resources below.

Resources

ALSC Blog: Creation and Editing Tools for Online Storytimes

Rita Christensen of Orem Public Library dives into the pros and cons of different recording equipment, audio equipment, software and more tools of the virtual storytime trade! These pros and cons are summarized in an easy-to-reference chart.

Digital Trends: Best Free Video Editing Software for 2020

This guide provides an overview of different free video editing programs. Each entry includes information about the operating system compatibility and key features, as well as pros and cons and overall use recommendations.

Gear Hungry: Apps for Editing Videos

A look at some on-the-go video editing options for Android and iOS users. This guide explores some of the basic features and options of common video editing apps.

PC Mag: The Best Video Editing Software

A guide to video editing options that are both free and cost-based. This guide explores the pros and cons of each platform, as well as providing recommendations for best use of each product. Also included is an overview for considerations while editing videos.

PC Mag: How to Send Large Files Over the Internet

Transferring large video or audio files online can be a pain, but this article walks readers through many ways to make it easier.

PLA: Marketing Your Library with Video

In these presentation slides, Community Outreach Librarian Annie Guzman walks participants through crafting a video marketing plan, creating captivating videos and utilizing these videos to further the library's mission and goals. She also explores the pros and cons of several video editors.

Tech Radar: The Best Free Audio Editors in 2020

This article explores five of the most robust audio editing software options available. Includes information about operating system requirements, any professional version subscription costs, and key features.

Tech Radar: The Best Free Video Editing Software in 2020

A guide to some of the free video editing software options available. Includes information about operating system requirements, any professional version subscription costs, and key features.



Video Recording Tools & Troubleshooting Tips

Many smartphones, tablets and laptops come with a built-in camera that can be used to record videos. To improve video quality, libraries may wish to provide staff who are filming storytimes from home with an upgraded webcam and/or a wireless hotspot.

Filming storytimes in-house, using a dedicated camcorder or video camera can greatly improve video quality, but entails additional costs and demands on staff time. You may want to start by evaluating what technology is currently available to you, and how comfortable staff feel using it. It is usually easiest to edit a video from the device that was used to record it; using separate video cameras requires interfacing with a computer to download footage for further video editing and sharing.

The resources below are intended to help storytime staff explore and use a variety of recording tools effectively and help troubleshoot common tech issues. Working with new technology can be challenging! Just as with in-person library programming, staff will need time to practice and become comfortable with their new tools. As libraries develop their own procedures and best practices, they may wish to create their own instruction guides and tip sheets to share with staff.

For information about adapting your typical storytime presentation style for the screen or over the air, consult the **Virtual Storytime Services Guide: Suggested Practices.**

Resources

Equipment

ALSC Blog: Creation and Editing Tools for Online Storytimes

Rita Christensen of Orem Public Library dives into the pros and cons of different recording equipment, audio equipment, software and more tools of the virtual storytime trade! These pros and cons are summarized in an easy-to-reference chart.

Digital Trends: The Best Webcams for 2020

A look at various webcam options, including information about common features and best uses.

Digital Trends: The Best Video Cameras for 2020

A comprehensive overview of video camera options. Reviews focus on the intended audience as well as detailed reviews of the important features.

Discover Pods: The Essential Podcast Equipment (For Any Budget)

A look at equipment designed for podcasting. Even if your library doesn't use a podcasting format, this resource includes a review of microphones that work with a variety of devices.

Gear Hungry: 10 Best Smartphone Tripods in 2020

A recent buyer's guide to smartphone tripods starting at $18.99.

Mic Reviews: The Top 10 Best Microphones for Smartphones

This buying guide looks at a variety of microphone options, from stand-alone to plugged into your device. The website explores the features of both, and also includes buying guides specific to Android and iOS users.

PLA: Marketing Your Library with Video

In these presentation slides, Community Outreach Librarian Annie Guzman walks participants through crafting a video marketing plan, creating captivating videos and utilizing these videos to further the library's mission and goals. She also recommends specific equipment purchases, including tripods and microphones.

Livestreaming Instructions

American Library Association Live Stream Tips and Execution Steps

A quick checklist guide to livestreaming that includes steps to shoot and post live videos with Instagram and Facebook Live.

Hootsuite: The Complete Guide to Facebook Live-Streaming for Business

A comprehensive overview of Facebook Live services, this guide includes information on how to use the platform, tips for use, video suggestions, and frequently asked questions. Abundant graphics and step-by-step instructions make content understandable and accessible.

Instagram: How Do I Start a Live Video on Instagram?

A step-by-step guide to starting and managing your live videos on Instagram. For additional options, see the resources for IGTV as well.

Wordstream: The Ridiculously Awesome Guide to Facebook Live

From a basic overview to Facebook Live to tips for successful videos, this guide covers just about everything you need to know to get started.

YouTube: Create a Live Stream Via Webcam

YouTube's step-by-step guide to creating live stream content using your webcam, including information to manage your live streams.

YouTube: Create a Live Stream on Mobile

YouTube's step-by-step guide to creating live stream content via mobile devices, with instructions for both Android and iPhone users. The instructions also include requirements for YouTube Live, live chat on mobile, and scheduling live streams.

Video Recording Software & Apps

ALSC Blog: Creation and Editing Tools for Online Storytimes

Rita Christensen of Orem Public Library dives into the pros and cons of different recording equipment, audio equipment, software and more tools of the virtual storytime trade! These pros and cons are summarized in an easy-to-reference chart.

CNET: Best Video Capture Software

A look at several video capture software options. Filter results by operating system, or review everything at once. For each entry, click through for more details like key features, publisher descriptions, and technical specs.

Hotmart: 20 Video Recording Apps

A look at a variety of recording apps for different platforms. Reviews compatibility, key features, and some of the pros and cons of each.

Troubleshooting Common Tech Troubles & Navigating Platforms

Facebook: Troubleshoot Live Videos

A guide to the most common video issues on Facebook, including error messages and connectivity. Included are links for additional information and how-to guides.

IGTV Help Center

A guide to uploading and watching videos using Instagram's video platform, IGTV.

YSS Blog: Fixing "My Phone is Backward in Online Storytime!" with iPhone

A quick tutorial to ensure that text is facing the right way for the audience in live videos.

Zoom: Troubleshooting

A comprehensive troubleshooting guide from Zoom sorted by common questions. Easily identify answers specific to your device.

Youtube: Troubleshoot YouTube Error Messages

A guide to the most common YouTube errors. Filter your action steps by computer, Android, or iOS devices. For additional help, check out the full YouTube Help Center.

Acknowledgements

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Full Virtual Storytime Services Guide: **https://bit.ly/alscvssg**