



Podcasting

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PODCASTING

What Is Podcasting

From Wikipedia, the free encyclopedia

Podcasting is the distribution of audio or video files, such as radio programs or music videos, over the Internet using either RSS or Atom syndication for listening on mobile devices and personal computers. A podcast is a web feed of audio or video files placed on the Internet for anyone to download or subscribe. Podcasters' websites also may offer direct download of their files, but the subscription feed of automatically delivered new content is what distinguishes a podcast from a simple download or real-time streaming (see below). Usually, the podcast features one type of "show" with new episodes either sporadically or at planned intervals such as daily, weekly, etc. Besides that there are podcast networks that feature multiple shows on the same feed.

Podcasting's essence is about creating content (audio or video) for an audience that wants to listen when they want, where they want, and how they want.

From Apple - iTunes - Podcasts - Frequently Asked Questions

The word "podcast" is a concatenation of the words iPod and broadcast. The underlying technology used for podcasts, called RSS (Really Simple Syndication) is capable of containing any type of media including audio, video, graphics, and more.

Podcasting is a way of publishing podcasts to the web, allowing people to subscribe to a podcast and receive new "episodes" automatically through an RSS feed. Podcasting consists of publishing XML files which contain references to media (called "enclosures") to a website. Podcast aggregators (often called "podcatchers"), then read these XML files and download all the linked enclosures.

Unlike terrestrial and Internet radio, podcasts are time-shifted, meaning that listeners have control over when and where they hear their favorite programming. And, the episodes are delivered automatically to a subscriber on iTunes so the latest updates are always readily available with no effort required by the listener.

Podcasts offer iTunes users and iPod owners the same freedom and level of control they are familiar with when listening to their own personal music collections.

How Do I Create A Podcast?

If you are new to creating your own podcasting, it can seem like a complex and daunting task. It can be technical but is generally straightforward once you have developed a production process. Outlined here are the basic steps. The bibliography at the end of this document has references that can help you go deeper into the minutiae of the process.

BASIC HARDWARE

1. A Macintosh or Windows or Unix computer
2. An internet connection
3. A microphone or audio file
4. A webserver, such as Uoregon.edu

BASIC SOFTWARE

1. Audacity – <http://audacity.sourceforge.net/>
2. LAME – <http://audacity.sourceforge.net/help/faq?s=install&item=lame-mp3>

BASIC STEPS

1. Record the audio.
2. Export to MP3
3. Create an RSS/XML feed.
4. Upload the MP3 and RSS to your webserver.
5. Publish to a directory, such as *odeo.com*, *podcastalley.com* and *iTunes*.

How Can I Use Podcasting In My Class?

1. Lectures online
2. Presentations
3. Supplemental Material
4. Primary Sources
5. Lectures. Imagine students being able to subscribe to an RSS feed, and have recordings of every lecture automatically stored on their hard drive or iPod or whatnot for review. This

would remove the need for the dozens of recorders at the front of a large lecture hall, all getting crappy and redundant audio. Why not produce a single quality feed, and let everyone use it? (on a related note - why not share a single high quality set of notes, rather than making lectures a speed-writing test...)

6. Interviews with external resources - an instructor could interview a scientist, or someone practicing whatever the subject is, and add that recording to the RSS feed for the class - making it available to all students. Something like a Campus iTunes Music Store could do something similar, but everyone would have to go to it and grab the files, rather than have them quasi-pushed out to them.

7. for distance learning

8. to facilitate self-paced learning

9. for re-mediation of slower learners

10. to allow faculty to offer advanced and or highly motivated learners extra content

11. for helping students with reading and/or other disabilities

12. for multi-lingual education

13. to provide the ability for educators to feature guest speakers from remote locations

14. to allow guest speakers the ability to present once to many sections and classes

15. to allow educators to escape the tedium of lecturing

16. to offer a richer learning environment

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