





SAFE

Streaming Approaches for Europe – Enhancing the digital competences by streaming approaches for schools to tackle the challenges of COVID-19

O3 Classroom Materials

Aspect (2): Streaming Software

Module 6

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Classroom

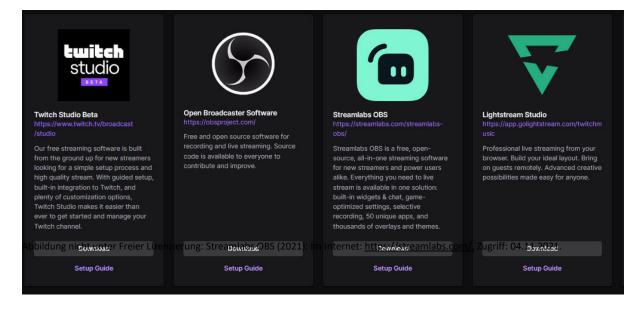
Materials

Aspect (2): Streaming Software

Modul 6: My first stream: Going online - First streaming

Streaming is the real-time transmission of audiovisual content, usually in the form of images and sound. The receiver can therefore see what the broadcaster is publishing live at the same time. However, a stream is also capable of transmitting recorded content. This is, for example, pre-recorded videos that are put online at a specific time. With a livestream, on the other hand, things are transmitted in real time.

Besides Streamlabs OBS, there are many other softwares that enable streaming:









Task 1

Online research

Start an online research and search specifically for streaming software.

Name three software products you have researched!

I Streaming Software
II Streaming Software
III Chronoming Coffeens
III Streaming Software





Task 2

What are the differences between the streaming software? Name the similarities and differences between the software products!

Criteria	I Software	II Software	III Software
Live streaming possible	yes	yes	yes
Recording can be saved in the archive	yes	no	yes





Task 3

Mapping task

Put the following terms in the right column!

Terms:

Mouse - Spotify - Data - Programme - Keyboard - CD'ROM - USB Stick - Twitch - Word - Microsoft - Camera - Jukebox - Printer - OBS - Computer - Laptop - Chrome

Hardware	Software