



Anotemos and LessonDepict

TECHNOLOGY NUMBERS: 2019-310, 2021-165

Accelerate Blue Foundry - 2025 (Physical Sciences)



OVERVIEW

Anotemos and LessonDepict are web-based platforms designed for collaborative multimedia engagement: Anotemos enables text, audio, and graphical annotations on video streams from major providers as well as image sequences uploaded to the platform, while LessonDepict provides a visual, collaborative environment for creating and mapping interactive storyboards, presently applied to classroom lessons but possibly to use with other graphics to storyboard processes and practices. The two applications can be linked dynamically offering a comprehensive toolkit for advanced, flexible educational experiences and team-driven content development.

DESCRIPTION

Anotemos works by letting users import videos from platforms such as Youtube, Vimeo, or Kaltura into a web-based interface, where text notes, drawn shapes, audio files, or other tags can be precisely attached to either specific time-points (timeline) or regions of the video display (screen). Users can also invite others to join their annotation projects, supporting real-time and asynchronous collaboration. Unlike conventional video comment systems that are limited to single-user, textual input or rigid location tagging, Anotemos uniquely supports multi-user, multimodal feedback directly tied to any moment or spot in visual media.

- [Click here](#) to view several tutorials of how to use Anotemos

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Category

Software

Software & Content

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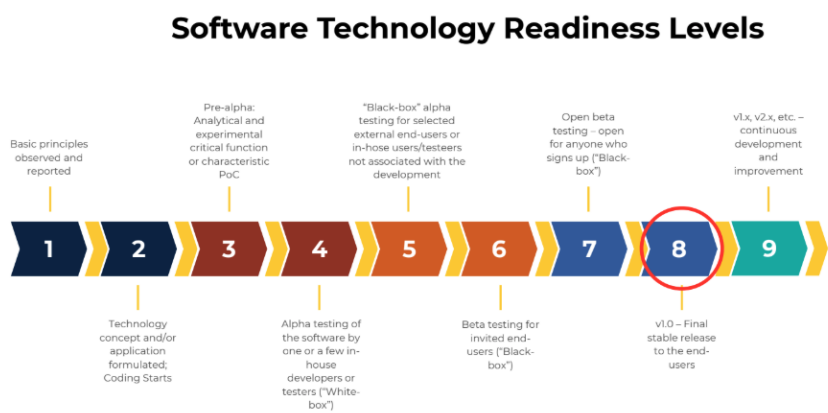


LessonDepict, on the other hand, allows users to build educational storyboards by arranging and customizing purpose-built graphics on a digital canvas. Multiple users can edit lesson sequences simultaneously, including splitting or relating them into manifold branching “lesson maps” that visualize alternate teaching paths or outcomes. This tool distinguishes itself from existing storyboard tools with its structured support for lesson mapping, collaborative real-time editing, and drag-and-drop libraries tailored to lesson planning; it also tightly integrates with popular learning management systems (like Canvas via LTI), making it simple for educators to share and embed projects.

VALUE PROPOSITION

- **Unique collaborative workflows:** Both platforms facilitate multi-user editing and annotation in real time or asynchronously, going well beyond what existing video note or storyboard tools offer.
- **Multimodal input and mapping:** Anotemos supports written, audio, and graphical overlays, while LessonDepict enables the creation of branching lesson maps, accommodating a wider range of teaching, learning, and planning needs.
- **Seamless integration with e-learning ecosystems:** Direct LTI integration with Canvas means easy deployment at scale in educational institutions, allowing for instant import and use alongside existing curricular tools.

TECHNOLOGY READINESS LEVEL



MARKET OPPORTUNITY

The rapid shift to remote and hybrid learning necessitates better tools for interactive, multimedia educational content, collaborative lesson design, and flexible activity mapping. Anotemos and LessonDepict directly address these needs for schools, universities, and corporate training, while also enabling creative marketing, video production teams, and entertainment professionals to layer insights and drafts over visual materials. Institutions increasingly demand integrated, collaborative platforms that plug smoothly into existing digital learning environments; the global market for educational technology is projected to exceed \$400B by 2030, with dramatic growth in tools for video, team-based content authoring, and LMS integration. This surge is highlighted by widespread adoption trends in collaborative and interactive learning solutions.

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- This project has participated in Customer Discovery.