

Embedding Media in Classes

This page provides guidance on how to embed video, image, and mixed media content from public and open sources directly into Canvas. Embedding media can enhance student engagement, streamline access, and support diverse instructional strategies.

Embedding Video Content

Most video platforms offer embed codes or direct integration with Canvas. For platform-specific instructions and media sources, see the [Instructional Media from Public and Open Sources](#) page.

Using the Rich Content Editor

1. [Open Rich Content Editor](#)

Open the Rich Content Editor using one of the Canvas features that support the Editor.

Note: The Rich Content Editor supports keyboard shortcuts. To view the Keyboard Shortcuts menu, click the Keyboard icon or press **ALT+F8** (PC keyboard) or **Option+F8** (Mac keyboard).

Open Embed from Toolbar

Open Embed Tool from Toolbar

To embed media from the toolbar, click the **Embed** icon [1].

To view the Embed icon, you may have to click the **Options** icon [2].

Open Media Upload Tool from the Menubar

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You can also embed media using the menubar in the Rich Content Editor. The menubar displays the title of Rich Content Editor tools and may be preferable for those using keyboard navigation.

To embed media using the menubar, click the **Insert** menu [1] and select the **Embed** option [2].

Enter Embed Code

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Paste the code in the **Embed Code** field [1]. Then click the **Submit** button [2].

Embed Media

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Click the **Submit** button.

See [How do I embed media from an external source in the Rich Content Editor?](#) from the Canvas Basics Guide.

Using the Apps Icon

Use these integrated apps to embed or link content directly into your course without needing embed codes. To embed app content in the Rich Content Editor, click to place your cursor in the location in the Rich Content Editor where you want the app content to appear.

Open Apps

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You can view a list of external tools from the menubar. Click the **Tools** link [1]. Navigate to the **Apps** option [2], then select the **View All** option [3].

Alternatively, you can view your apps from the toolbar. In the toolbar, click the **App** icon [4].

Note: To view the App icon, you may have to click the **Options** icon [5].

View Recently Used Apps

View Recently Used Apps

If you have previously used an external app from the Rich Content Editor, you can quickly open recently used apps.

To view recently used apps, click the **App** icon [1]. Then select the app you want to open [2].

To view all apps, click the **View All** link [3].

Select the App

These include:

- **Video Tools:** Kaltura, Vimeo, YouTube, Screencast-O-Matic, VoiceThread
- **Content Libraries:** Canvas Commons, FlatWorld, SAGE Vantage, Pearson, Macmillan Learning
- **File and Media Tools:** Dropbox, Google Apps, Microsoft Office 365
- **Design Tools:** Lucid, Cidi Labs Upload/Embed Image tool
- **Interactive Tools:** Nearpod, Wiley

Use the app to search for and select content to link to or embed. External app settings and options may vary by app.

See [How do I select content from an external app in the Rich Content Editor?](#) from the Canvas Basics Guide.

Embedding Images

Using the Rich Content Editor

1. Click the **Image icon** in the editor.
2. Choose **Upload Image** to select a file from your computer or **User Image** to select a file already uploaded to Canvas.
3. Add **alt text** for accessibility.
4. Resize or align as needed.

See [How do I upload and embed an image in the Rich Content Editor?](#) from the Canvas Basics Guide.

See the [WebAIM article on Alternative Text](#) for guidance on how to make alt text truly accessible.

Best Practices for Accessibility

Ensuring media is accessible helps all students engage with course content effectively.

- Always include **captions** or **transcripts** for video content.
- Use **alt text** for all images.
 - See [How do I manage alt text and display options for images embedded in the Rich Content Editor?](#) from the Canvas Basics Guide.
- Avoid autoplay features unless pedagogically necessary.
- Test embedded content on mobile and screen readers.

Accessibility Tools in Canvas

- **Canvas Accessibility Checker**
Use the built-in Accessibility Checker in the Rich Content Editor to identify and fix common issues like missing alt text, low contrast, and heading structure.
 - See [How do I use the Accessibility Checker in the Rich Content Editor?](#) from the Canvas Basics Guide.

- **UDOIT (Universal Design Online Content Inspection Tool)**

A-State has integrated UDOIT from Cidi Labs into Canvas. This tool scans entire courses for accessibility issues and provides actionable feedback to improve content.

- [Learn more at UDOIT by Cidi Labs](#)
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Request Assistance

If you need help embedding media or selecting appropriate resources, contact your faculty support office:

Center for Excellence in Teaching and Learning (CETL)

Email: CETL@AState.edu

Phone: 870-972-2334

Location: Dean B. Ellis Library, Suite 301

A-State Online Faculty Support

Email: aos@astate.edu

Phone: 870-680-8464

Location: International Programs Building

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