

## What's the difference between streaming, live streaming, podcasting, and all that?

### Some helpful explanations:

- **Podcast** = originally, an [episodic](#) series of spoken [digital audio files](#) (mp3's etc.) that a user can [download](#) to a personal device for ongoing access. Podcasting usually involves a subscription, digital feed or automated process for users to be provided with content sent regularly to their devices. Sometimes used to refer to content that is only streamed as well as content made available for download, and occasionally used to refer to both audio and video (also called videocast, webcast or vlog etc.).
- **Streaming** = delivering multimedia content to users over internet, where content remains online and is not downloaded in a permanent form to the user's device. Streaming is an alternative to downloading media files like podcasts or obtaining hard copy media such as DVD's. When content is streamed, users can receive and begin viewing content while it continues to be delivered. Streaming services can be delivered **live** or **on demand**.
- **On Demand** = content that is provided by a means called *progressive streaming* or [progressive download](#). This saves the file to a server or other location and then is played from that location. On-demand streams are often saved to hard disks/servers for extended amounts of time; while true live streams are only available during the actual time/event. On demand services may also be made available for download at the discretion of the copyright holder, usually via paid subscriptions (e.g. Netflix).
- **Live** = in real time. This can refer to **live streaming** which is the delivery of content via internet in real time (the content provided starts and ends at a certain time and is accessed simultaneously by users). The content being streamed might be also presented live in real time or be pre-recorded and scheduled for a real time broadcast. Live content can also be recorded simultaneously with transmission, though it doesn't have to be in order to stream it.

In streaming context, **live** frequently also refers to the live performance of the content, where content being streamed is also being presented/performed live and simultaneously with the stream occurring. This can be an important distinction for copyright implications because this form of streaming does not require a permanent recording to be made and is more like a performance in terms of the permissions required.

- **Pre-Recorded / Pre-recorded live performance** = the content being streamed has been recorded earlier by the person/team streaming the content. 'Live' is sometimes used in this situation to differentiate material previously recorded 'live' by the person or team, from material in existing commercial recordings. As pre-recording often involves making a recording of copyrighted content, it may require additional licensing.
- **Commercial recordings** = content that has been recorded and released for public consumption and/or purchase. Usually this is done via a record label or publishing company (e.g. Sony). This includes both hard copy and digital formats and may include items such as backing tracks.  
***Commercial recordings cannot be used in either pre-recording a stream or live streaming without permission from the publisher/record label. For Local Mission Expressions, recordings from the CCLI Catalogues are now covered by CCLI Streaming Plus License.***