



Content Usage Area report

Brussels
2nd Usage Areas
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Session Co-Chair: *Stefano Bertolo, INFISO E2*
Session Rapporteur: *Henri Fourdeux Technicolor*

Content: Scope & Objectives



- Opportunity for participants to present their position paper relevant to Content Usage Area in the framework of FI-PPP
- Presentation made by the co-chair:
 - Reminder of the 5 questions to be answered by presentations
 - Some answers to these 5 questions given as an example,
 - available with all presentations at :

<http://initiative.future-internet.eu/events/2nd-usage-area-workshop.html>

Content: Summary of presentations / identified areas



- 25 presentations,
- a large part dealing with technologies applicable to content, some other relevant to more specific usage: AV entertainment, game, social networks, education, news.
- Very small representation of Content owners/creators/providers and no representation of user community
- Identified areas/groups with relevant content use case scenario:
 - Game, serious game, social networking
 - AV multimedia content including:
 - education
 - Daily news- mash-up/creation from always evolving large data base information

Use Cases and Scenarios for Large-Scale Experimentations

- On line Game
- Virtual communities connected with games
- ..

Innovative Internet Functionality and Technologies

- New human interfaces
- Keep the content application layer open for creators
- Games = most demanding mass-application for computer hardware and they will be in the future.

Expected Core Technology Platform Functionalities

- Network, infrastructure, middleware(e.g. latency context), and server management technologies

Experimentation Environments for New Services and Applications

- Reliability and pan-European speed of the network for large volumes of data in real time.
- Cloud computing, mobile services and online services, large databases, low latency.
- internet of today allows independent developers to communicate directly with the consumer: good for Europe

Sector's Role in the PPP

-  European Games Developer Federation

- Keeping game developers in the center of the future internet PPP is a cornerstone of implementing a user centric approach.



Use Cases and Scenarios for Large-Scale Experimentations

- Hybrid TV: **SD-/HD-/3D-TV**
- Interactive & Personalised TV
- Content creation
- Content management
- Education, e-learning
- News edition/mash-up
- ..



Innovative Internet Functionality and Technologies

- Privacy-conserving profiling functionalities , content & context awareness
- Recommendation
- Smart content: better integration of metadata, preservation throughout production and distribution chains
- Immersive Experience
- QoE
- Ubiquitous access

Expected Core Technology Platform Functionalities

- CDN technologies for distribution and storage, Cloud services
- Generic search engine, indexing
- QoS
- Real time streaming
- Data mining



Experimentation Environments for New Services and Applications

- Several Pan-European existing testbeds: living labs,...
- Support from existing infrastructure owners (cities, transport operators, broadcasters, network operators)
- Reliable gateways between “future” Internet and existing infrastructure

For education:

- Schools over Europe, etc

Sector’s Role in the PPP

- Broadcaster and content provider/aggregator federation in Europe through DVB
- Interfaces and APIs to enable 3rd party applications, including SMEs and other web partners



**Thank you
for your attention**