

EuroITV WIP accepted papers

1. Using Text Matching to recommend TV shows. Jan Hess, Tim Reichling, Volker Wulf, Steffen Rumpf & Gerd Flender.
2. Interactivity & interactive Television – an integrative approach to study communicative settings. Jan Kallenbach & Pirkko Oittinen
3. A Java-XML-Based Platform for Prototyping of Interactive Digital Television Programs. Joao Benedito dos Santos Junior, Paulo Muniz de Avila, Herick Nogueira Marques, Marcos Augusto Loiola
4. A Content Management for Developing Digital Terrestrial Television Applications. Gaetanino Paolone & Eliseo Clementini
5. ELU Approach to Design of Educational Applications for iDTV. Daniela Ponce, Kamila Olsevicova, Vladimir Bures, Zdenek Mikovec & Pavel Cech
6. Watching User-generated Content Cross the Barrier to iTV. Jaime Russell
7. Investigational Ethnographic Methodology & Evaluation to the Local TV Channel Creation that allows interaction with the Community. Patricia Vasconcelos, Fabricio Fava, Thais Kampf, Albert Schilling & Elizabeth Furtado
8. “Different” and “exciting” – the impact of STB and mobile phone interactivity on TV viewing experiences. Tommy Standval & Susanne Sperring
9. DVR’s and micro-social networking – recreating the shared watching experience of TV. Sergio Goldenberg
10. TV-centricity – Requirements Gathering for Triple Play services. W. Seager, H. Knoche & Angela Sasse
11. User driven business models – assessing the value of the long tail for audiovisual services. Sander Limonard & Richard Tee
12. "My Social Tube" - User Generated Content and Communication on Interactive DTV. Evangelia Mantzari, Adam Vrechopoulos
13. A Convergent Proposal for Accessible Interactive TV Applications Development. Lara Piccolo, Amanda Melo & Maria Baranauskas
14. A Creative Adaptation of Eye Tracking Analysis for Children’s new Media Research. Nisha Weeramanthri, Andrew Turk
15. An examination of the new paradigm shift facing IDTV stations. Zvezdan Vukanovic
16. A user to use communication service for MHP applications. F. Garcia-Sanchez, A-J Garcia-Sanchez
17. Living@Room: a TV-based social experience for multimedia content streaming - Andrea Ghittino, Arianna Iatrino, Sonia Modeo, Ferdinando Ricchiuti
18. CollaboraTV: using asynchronous communication to make TV social again. Chris Harrison, Brian Amento
19. The Didactics of Punk Production. Ken Newman, Robbie Grigg
20. Remote User Experience Testing of Peer to Peer Television Systems: A Pilot Study on the Tribler. Jenneke Fokker, Arnold Vermeeren, Huib de Ridder