

Tutorials

1. Shape shifted TV: Authoring and delivering new forms of interactive TV

Duration:

Full day (6 hours)

Organizers:

Marian F. Ursu, Department of Computing, Goldsmiths University of London, UK
Ian Kegel, BT, UK
Doug Williams, BT, UK

Summary:

ShapeShiftedTV denotes programmes that adapt their content, on the fly, to suit the preferences of the viewer. “On the fly” refers to the main trait of this approach, namely that programmes are *automatically edited at the time of delivery* to reflect the choices of their viewers. If the delivery medium is broadband, then ShapeShiftedTV can address an audience of one – a ShapeShiftedTV programme can be a unique experience for each individual viewer.

2. User-generated Content – a Mega-trend in the New Media Landscape

Duration:

Half day (3 hours)

Organizer:

Jens F. Jensen, Aalborg University, Denmark

Summary

The tutorial will deal with the new media phenomenon: user-generated content. User-generated content refers to media content that contrary to content created by media producers such as broadcasters, media houses, or publishers is created by ordinary viewers of a TV-station, users a website and the like. User-generated content covers a broad spectrum of technologies such as blogging, digital video, photography from mobile phones, podcasting, wikis etc.

3. Modern Techniques in Professional Film & TV Productions

Duration:

Session (2 hours)

Organizer:

Artur Lugmayr, Tampere University of Technology, Finland

Summary

The tutorial is designed to teach methods related to media content creation in professional film & TV productions. Nowadays it is important to understand how to apply techniques related to image-, video-, and computer graphics processing in

industrial life. The tutorial is aimed at an audience with interest in audio-visual media creation, especially TV and film productions. It explains the underlying techniques and methods to be able to understand media production processes. The tutorial also gives fundamental knowledge of media production tools and being technical personal involved in new media related projects. The application areas range discussed focus mostly on TV, film, High-Definition (HD) workflows, 3D in both, large scale content management systems, metadata in content management, network design techniques for high-demanding media systems, systems for new media solutions, software design methods, etc. After the course, the audience shall understand: 1) techniques and methods for TV and film media technology; 2) technology supporting the creation of media works for TV and film; and 3) problems and solutions in the creation of professional film and TV productions. Practical film & TV productions currently in production are acting as basic example for the tutorial.

4. Introduction to iTV: State of the Art and Future Directions

Duration:

Session (2 hours)

Organizers:

Konstantinos Chorianopoulos, Bauhaus University of Weimar, Germany

Pablo Cesar, CWI, The Netherlands

Summary

This tutorial introduces the most significant findings in the multidisciplinary field of interactive digital television. The tutorial covers many topics, such as content distribution (broadcast, internet), user interface toolkits, user interaction, user-generated content, and sociability. In addition, we discuss current commercial developments such as BBC peer-to-peer service, Google video and YouTube, social TV, and mobile TV. We conclude with an agenda for further research. This two-hour tutorial provides the attendee with a solid background of the technologies, content, and user behavior, and an introduction to the open questions in the field. This tutorial is aimed at experienced (post-graduate, post-docs) researchers in multimedia, human-computer interaction, media studies, who wish to gain a quick, yet in-depth understanding of what interactive TV is, what is the state-of-the-art, and which are the open research questions.