

Workshops:

1. Social Interactive Television

Duration:

Half day (5 hours)

Organizers:

David Geerts, Katholieke Universiteit Leuven, Belgium

Gunnar Harboe, Motorola Labs, US

Noel Massey, Motorola Labs, US

Summary

In this half day workshop on social interactive television, researchers and practitioners will discuss issues related to different aspects of social television, such as social television program genres, implementing social features, designing for and evaluating sociability, the impact of the home context on social interactive television, etc.

Besides short presentations and group discussions, the participants will engage in a design activity to create a novel social interactive television concept.

2. Personalization in iTV

Duration:

Half day (5 hours)

Organizers:

Lora Aroyo, Free University of Amsterdam, The Netherlands

Pieter Bellekens, Eindhoven University of Technology, The Netherlands

Summary

Personalisation for Interactive TV gains more and more attention both in the broadcasting world as well as in the scientific community. The field of Web information systems, user-adaptive systems and semantic web are currently exploring the possibilities to provide appropriate technologies for digital and integrated access to distributed broadcasting material over IP and traditional channels. The notion of cross-media and personalization are gaining considerable attention in both fields and are main driving force in order to achieve a true user-centered ambient experience for TV users in their interaction with multiple content sources and presentation devices (e.g. mobile, web and traditional TV screens).

3. The future of Television: Is it Ambient Entertainment?"

Duration:

Session (3 hours)

Organizers:

Artur Lugmayr, Tampere University of Technology, Finland

Konstantinos Chorianopoulos, Bauhaus University of Weimar, Germany

Summary

Ambient intelligence or ambient media seek to make smart technology available for the consumer throughout his natural environment. Rather than the user explicitly tells

a computer system what to do, the system shall act autonomously in the way the consumer desires. Natural interaction, personalization, smart metadata, wireless technology, ubiquitous systems, pervasive computation, and embedded systems are enablers. The goal of this workshop is to look a bit beyond the scope of MPEG-2 compression techniques. The workshop should glimpse the future of modern ambient TV systems.

4. Interactive Applications for Mobile TV

Duration:

Session (3 hours)

Organizers:

Johan Lilius, Åbo Akademi University, Finland

Petri Vuorimaa, Helsinki University of Technology, Finland

Summary

Multicasting is being introduced as a new technology to deliver media to customers. The asymmetrical nature of multicasting (i.e. large bandwidth to client, small or non-existent bandwidth back to server) poses a number of interesting challenges for implementing interactive applications. The goal of this workshop is to discuss such issues related to future software platforms for interactive applications for Mobile TV.