

# SRA v3.0 Status of Document



## Overall Structure

- Executive Summary
- Services and Applications
- Content
- Network Infrastructure, Delivery Networks
- Terminals, User Devices
- Enabling Technologies

## Basic Concept

- Services and applications give ideas about NEM-scenarios
- The remaining section describe necessary technology aspects

# SRA 3.0 Services



## ■ E-Applications

- Provisioning of all kind of services by means of electronic media; examples: e-government, e-learning

## ■ Pervasive gaming

- Games that are always present, available to the player

## ■ Advertising for new media content

## ■ Enriched personal communication

## ■ Personalized service creation

## ■ Digital cinema and electronic content delivery

# SRA 3.0 Service-related Technologies



- Tools for content discovery
- Multimodal interactivity with remote environments (telepresence)
- Remote management
- Micropayments

# SRA v3.0 Content



- Private and public content production
- Open content format supported by commonly available tools
- Content adaptation
- Content personalization, context awareness, ambient intelligence
- Convergence between personal communication and content
- Content summarising
- Content indexation (automatic metadata generation)
- Innovation in creative formats
- Semantic searching for content

# SRA v3.0 Network Infrastructure



- Network Infrastructure
- Network based intelligence and end-to-end service control
- Seamless service provisioning
- Network planning and optimization
- Security and privacy
- Ubiquitous multimedia networking

# SRA v0.3 Terminals, User Devices



- Gaming terminals
- Home multimedia devices
- Residential gateways
- Virtual distributed devices

# SRA v0.3: Enabling Technologies



- 2.5.1. Interoperable Digital Rights management, content protection (watermarking)
- 2.5.2. Metadata
- 2.5.3. Media formats
- 2.5.4. Multimedia search engines
- 2.5.5. Transition from analogue to digital TV, radio
- 2.5.6. Natural and multimodal user interfaces
- 2.5.7. Privacy, trust
- 2.5.8. Flexible compression
- 2.5.9. Human language technologies (translation tools, speech recognition)
- 2.5.10. Multimedia analysis and computer vision (object recognition and tracking, data fusion)
- 2.5.11. Content indexing (audio, video)
- 2.5.12. Mixed reality; Animated computer graphics (2D, 3D)
- 2.5.13. Personalization
- 2.5.14. Intelligent agents and semantic technologies. Ontologies
- 2.5.15. Display technologies
- 2.5.16. Platform-independent porting tools. Adapters
- 2.5.17. Acoustics and sound generation (Auralisation)
- 2.5.18. Interactivity and Mobile Digital TV

