



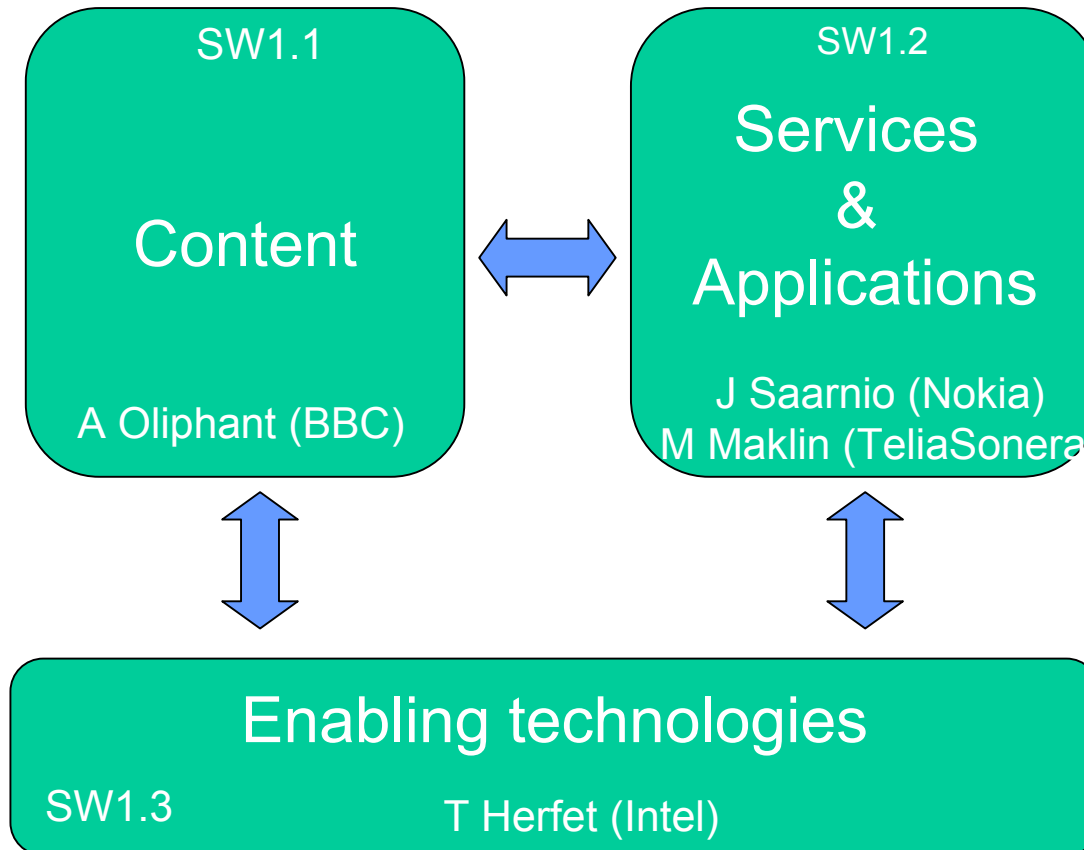
WG 1 : Content, application and services

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- During the Madrid workshop we defined what WG1 has to cover :
 - What is content ? : private, public, selfproduction, ...
 - Technologies for content : personnalisation, indexation, adaptation, location, ...
 - Middleware : service discovery, service provisioning, customer profiling, authentication, ...
 - Game, video, music, pictures, info, ...
 - Sectorial view : eHealth, eInclusion, eAdministration, ...

- We find the need to firstly organise that WG in order to establish the work plan :
 - Confirm/reconfirm the strategic interest of the initial SRA topics
 - Common understanding of each SRA topic
 - Prioritisation of topics
 - Budget estimation

What organisation to fulfill the objectives ?



- Objectives of each SWG :
 - Review the initial SRA : confirmation of topics, define/rewrite if necessary, enrichment, prioritisation, budget estimation
 - Enrichment with new topics

- Initial timeLine
 - First draft : mid-november
 - Final draft to be delivered : end-December

Each SWG leader identified the first version SRA topics which are relevant.

Interested NEM members contribute to fill the different parts of the description of each topics using the Wiki tool :

- Vision : how we see the future = where we want to go ?
- State of the art = where we are now ?
- New topics to address = what we need to get to where we want to go ?
- Issues to solve = something that stop us to go
- Research priorities = topics prioritised

Each SWG leader tries to harmonize the writing of each description and to insure consistency.



Provided to SRA editor group

- Futures scenarios
 - eApplications
 - Pervasive gaming
 - Advertising for new media content
 - Enriched personal communication
 - Personalised service creation
 - Digital cinema and electronic content delivery

- Service related technologies
 - Tools for content discovery
 - Multimodal interactivity with remote environment (telepresence)
 - Remote management
 - Micro payments

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

- Interoperable digital right management, content protection
- Metadata
- Media formats
- Multimedia search engines
- Transition from analog to digital TV and radio
- Natural and multimodal user interface
- Privacy and trust
- Flexible compression
- Human language technologies (translation, speech recognition)
- Multimedia analysis and computer vision (object recognition)
- Content indexing
- Mixed reality, animated computer graphics (2D, 3D)
- Personalization
- Intelligent agent and semantic technologies
- Display technologies
- Platform independent and porting tools
- Acoustic and sound generation (auralisation)
- Interactivity and mobile Digital TV

Thank you !