

Directorate General for Communications Networks, Content and  
Technology  
Innovation Action

ICT-687655



## D5.2 Multi Screen Experience Components: Description of Second Release (Video)

Due date of deliverable: 30 Nov 2017

Actual submission date: 12 January 2018

Start date of project: 1 December 2015

Duration: 36 months

Lead contractor for this deliverable: **CWI**

Version: **12 January 2018**

Confidentiality status: **Public**

### **Abstract**

This document exists to point the reader to videos of multi-screen experiences whose technical implementation is described in D2.4 and of which a textual description exists in D4.4. The videos of the prototype services are available on the project's website [www.2immerse.eu](http://www.2immerse.eu) and on the project's YouTube channel, which can be found by searching for "2Immerse" on YouTube.

### **Target audience**

This is a public deliverable and could be read and the video viewed by anyone with an interest in the way television as a medium may use multiple screens to create richer and more immersive user experiences. It is of specific value to the project consortium as it defines the user requirements that the technology being supplied by the consortium should satisfy.

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### **Impressum**

Full project title: 2-IMMERSE

Title of the work package: Components for Multi-Screen Entertainment Experiences

Document title: D5.2 Multi Screen Experience Components: Description of Second Release (Video)

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## Introduction

Do not be alarmed, this deliverable is designed to be short. It is an extension of D5.1, providing information about other videos available in the YouTube channel and the webpage of the project.

In the 2-IMMERSE project, software is being developed to support the delivery of four multi-screen service prototypes which are then evaluated. We committed to providing descriptions of the platform and of the associated software components that were developed to enable these multi screen service prototypes. Originally, we proposed to provide these descriptions in two technical deliverables: one focused on the software platform only and one focused on the software components only. In practice we found that this planned separation was unwise; attempting to describe the components without reference to the software platform, and vice-versa, was unwieldy and led to significant repetition between the two documents.

In consequence we agreed with our project reviewers to submit one technical written document that describes the software, this is called *“D2.4/D5.2 Distributed Media Application Platform and Multi-Screen Experience Components: Description of Second Release”* and can be found on the project web site [1] and another deliverable (this one) that provided links to videos that illustrate the operation of the software described in D2.4.

This document serves solely to provide links to the site that hosts the project videos. No conclusions or Executive Summary are necessary.

Detailed written descriptions of the service prototypes supported by the software are available in deliverable D4.4 which is available on the web site [1].

## Videos

The videos are hosted at the project web site [1] and on a YouTube channel [2] which can be found by searching for 2immerse on YouTube.

D5.1 provided information about the video describing the Theatre at Home Experience

	Title	Description
1	2Immerse Theatre at Home prototype	This illustrates the Theatre at home experience in action and describes some of the multi-screen capabilities available.

The video associated to this deliverable, describing the MotoGP experience, is the following:

	Title	Description
2	MotoGP Guide AllParts	This video is used within the experience to show users the interactions and choices available)

Further videos will continue to be shot and edited, so, depending on when you are reading this, further videos may be available. In particular, three additional videos are currently being produced:

	<b>Title</b>	<b>Description</b>
<b>1</b>	An introductory video for the MotoGP experience	This illustrates the MotoGP application in action, and describes some of the multi-screen capabilities available
<b>2</b>	2IMMERSE Production Tools	This illustrates the production tools for object-based multi-screen experiences that the project is developing
<b>2</b>	2IMMERSE Platform	This illustrates the underlying platform used to run the end-user experiences

## References

[1] 2-IMMERSE web site : [www.2immerse.eu](http://www.2immerse.eu)

[2] 2-IMMERSE YouTube channel :

<https://www.youtube.com/channel/UCpGa5NU1Bbj8Nkz0vZi7lwA>

This can be found by searching for “2Immerse” on [www.youtube.com](http://www.youtube.com).