

Directorate General for Communications Networks, Content and Technology
Innovation Action

ICT-687655



D5.3 Multi-Screen Experience Components: Description of Final Release (Video)

Due date of deliverable: 30 Nov 2018

Actual submission date: 19th December 2018

Start date of project: 1 December 2015

Duration: 36 months

Lead contractor for this deliverable: CWI

Version: V1.0, 15 December 2018

Confidentiality status: Public

Abstract

This document exists to point the reader to videos of multi-screen experiences whose technical implementation is described in D2.5 and of which a textual description exists in D4.5 and D4.4. The videos of the prototype services are available on the project's website 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: **D5.3 Multi-Screen Experience Components: Description of Final Release (Video)**

Editor: **Doug Williams, BT**

Work Package Leader: **Pablo Cesar, CWI**

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Introduction

Do not be alarmed; this deliverable is designed to be short. It is an extension of D5.2, providing information about other videos available in the YouTube channel and the webpage of the project.

In the 2-IMMERSE project, software was developed to support the delivery of four multi-screen service prototypes that 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 “*D2.5/D5.3 Distributed Media Application Platform and Multi-Screen Experience Components: Description of Final Release*” and can be found on the project web site [1] and another deliverable (this one) that provided pointers to videos that illustrate the operation of the software described in D2.5.

This document serves solely to provide pointers 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] that can be found by searching for 2immerse on YouTube, and is linked in the footnote. D5.1 provided information about the video describing the Theatre at Home Experience and D5.2 that describing the MotoGP experience.

	Title	Description
1	2-IMMERSE Theatre at Home prototype	This video illustrates the Theatre at Home experience in action and describes some of the multi-screen capabilities available.
2	MotoGP Guide AllParts	This video is used within the experience to show users the interactions and choices available)

The video associated to this deliverable, describing the Football and the Theatre in Schools experiences are the following:

	Title	Description
3	Wembley Trial Video	This video illustrates the football experience created during the final FA Cup at Wembley
4	Football Fan Zone	This video illustrates the football Fan Zone experience, as demonstrated at IBC2018
5	Football at Home	This video illustrates the football at home experience, as demonstrated at IBC2018

6	Theatre in Schools	This video illustrates the theatre in schools experience
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In addition, a number of videos about different technical aspects of the project have been shot and edited. Here we include the list. The full list of approximately 20 videos resulting from the project can be found in the deliverable on dissemination and exploitation (D6.3).

	Title	Description
1	An introductory video for the MotoGP experience	This video illustrates the MotoGP application in action, and describes some of the multi-screen capabilities available
3	On Boarding	This video illustrates the interface to start the 2-IMMERSE services
2	2-IMMERSE Production Tools (part I)	This video illustrates the initial version (2017) of the production tools for object-based multi-screen experiences that the project has developed
2	2-IMMERSE Production Tools (part II)	This video illustrates the final version (2018) of the production tools for object-based multi-screen experiences that the project has developed
6	Here we are at IBC	These short video introduces the presence of the 2-IMMERSE project at IBC2018

References

- [1] The 2-IMMERSE web site is www.2immerse.eu
- [2] The YouTube channel, which can be found by searching for “2Immerse” on www.youtube.com, is here <https://www.youtube.com/channel/UCpGa5NU1Bbj8Nkz0vZi7IwA>