

CAM4Home

Enabling new multimedia
deployment in the digital home

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Agenda

- Cam4Home vision in 2011
- The Present State of the Art
- Cam4Home benefits
- Cam4Home Core Technologies
- Cam4Home Consortium

Just 3 Minutes of the CAM4Home vision in 2011



The present state of the art

Today limited interaction between:

- Broadcast TV Networks
- Mobile Networks
- Web

Dedicated contents for targetted networks and user devices leading to unbalanced services

User Device is a TV set



Live TV
VoD



Live Music



User Device is a Lap Top or Desk Top PC



Stream On Demand TV



Download music



Surf the Web



User Device is a Mobile phone



Live TV, VoD



Download Music



Surf the Web



SMS, Calls



Cam4Home Benefits: Ubiquitous Access

« Create once,
Deliver anywhere »

- Ubiquitous access to any contents on any devices through all networks



Cam4Home Benefits: Enrich broadcast contents



Cam4Home Benefits: Enrich broadcast contents



Cam4Home Benefits: Enrich broadcast contents



Cam4Home Benefits: Link and Interact with contents



Cam4Home Benefits: Link and Interact with contents



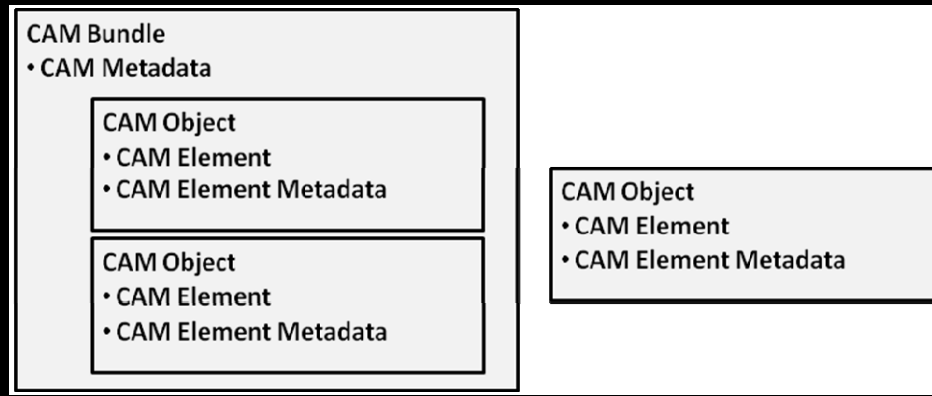
Cam4Home Benefits: Interact and Share

- Move from passive content consumption to interactive community based experience and finally benefit of rich multimedia experience



Cam4Home Core Technologies (1)

- Semantic Technologies: Metadata Framework
 - creating links between contents, ease content search and personalize contents thanks to user profile
 - enabling content « bundles »

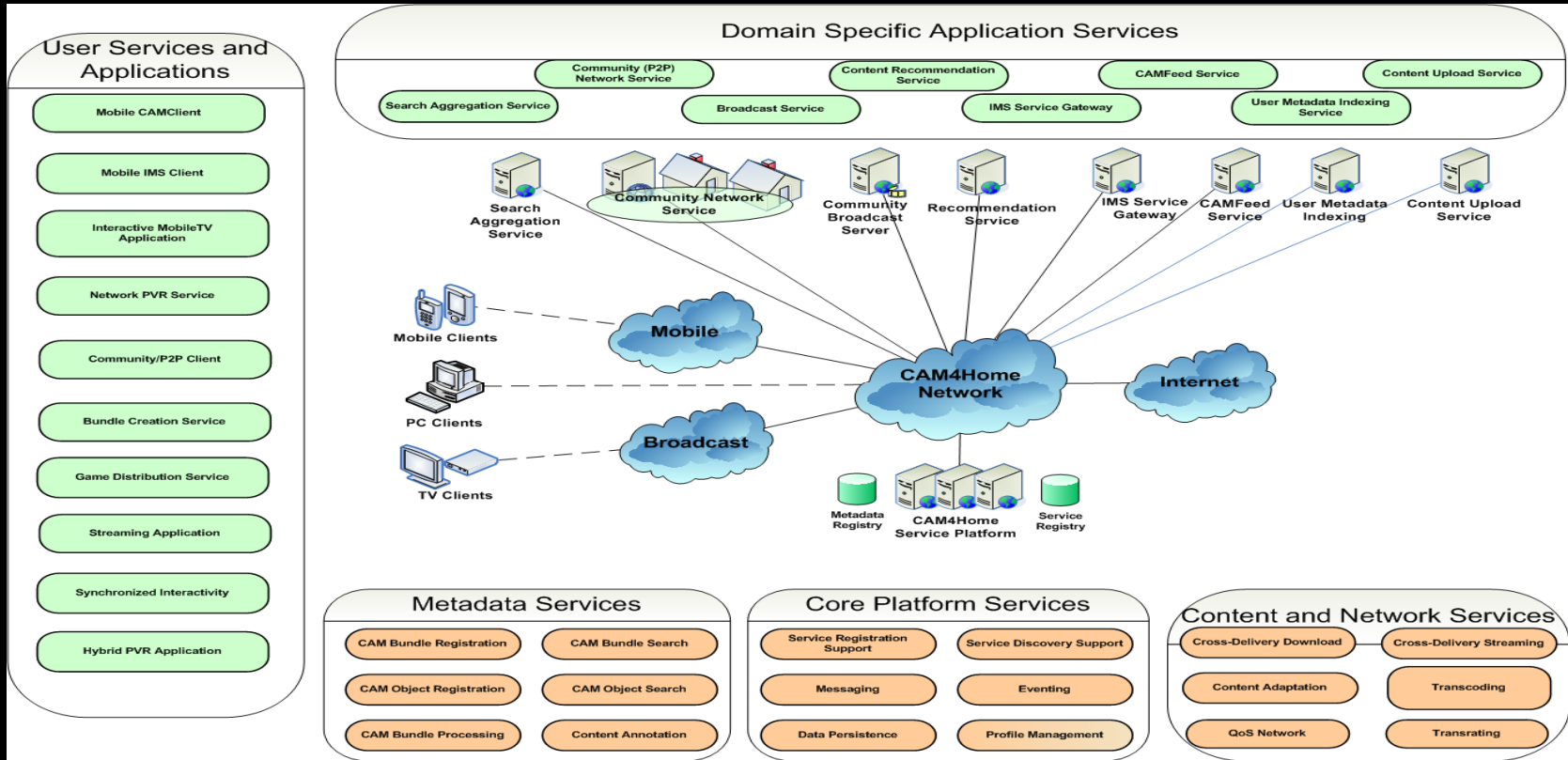


Cam4Home Core Technologies (2)

- Service Architecture and Platform
 - Combining benefits of MDA and SOA for multi-technology deployment, Web Services based implementation
 - Over 30 seamlessly interoperating user and software services in heterogeneous networked environment
 - Business players from many different domains
 - ca. 50 related enabling technologies
 - 3 different delivery mediums (Broadcast, Mobile and Internet)

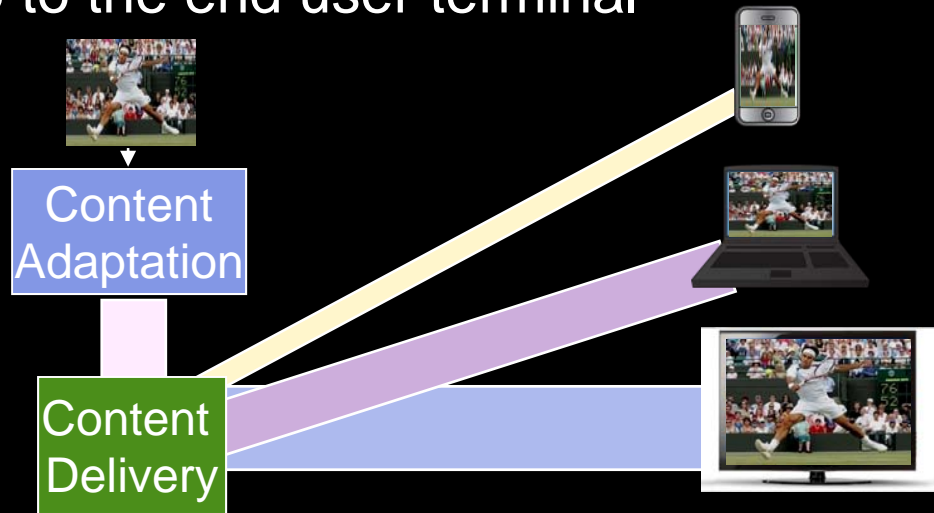


Cam4Home Core Technologies (3)



Cam4Home Core Technologies (4)

- Content adaptation and delivery
 - adapting incoming content to end-user context (transcoding, transrating, content repurposing, html rendering adaptation,...)
 - managing QoS up to the end user terminal

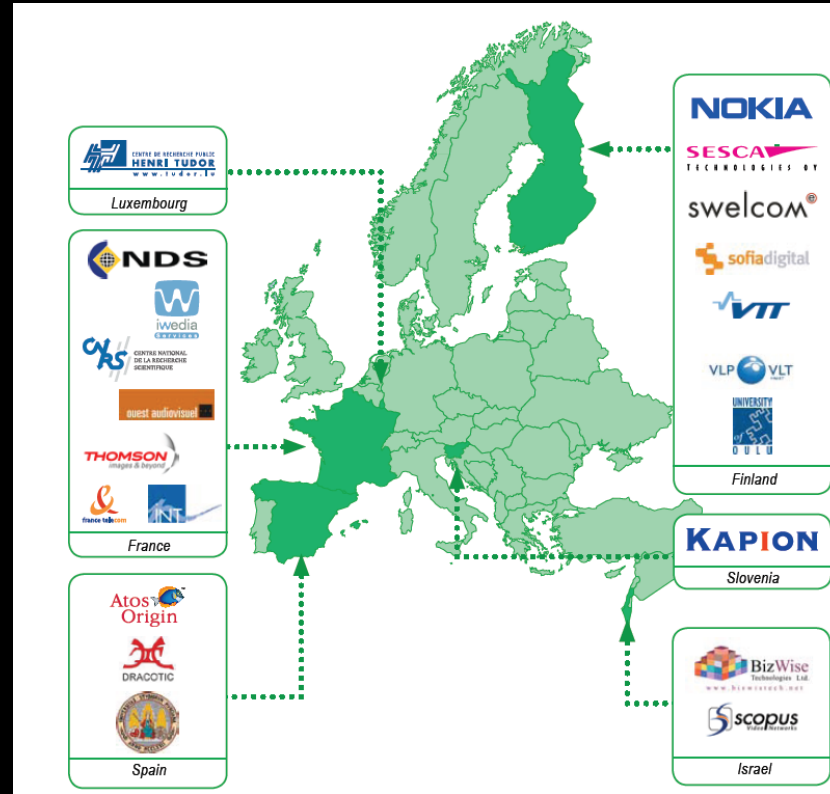


Cam4Home Consortium

- ITEA2 call 1 project



- 6 Countries
- 21 Partners



Thanks for your attention