

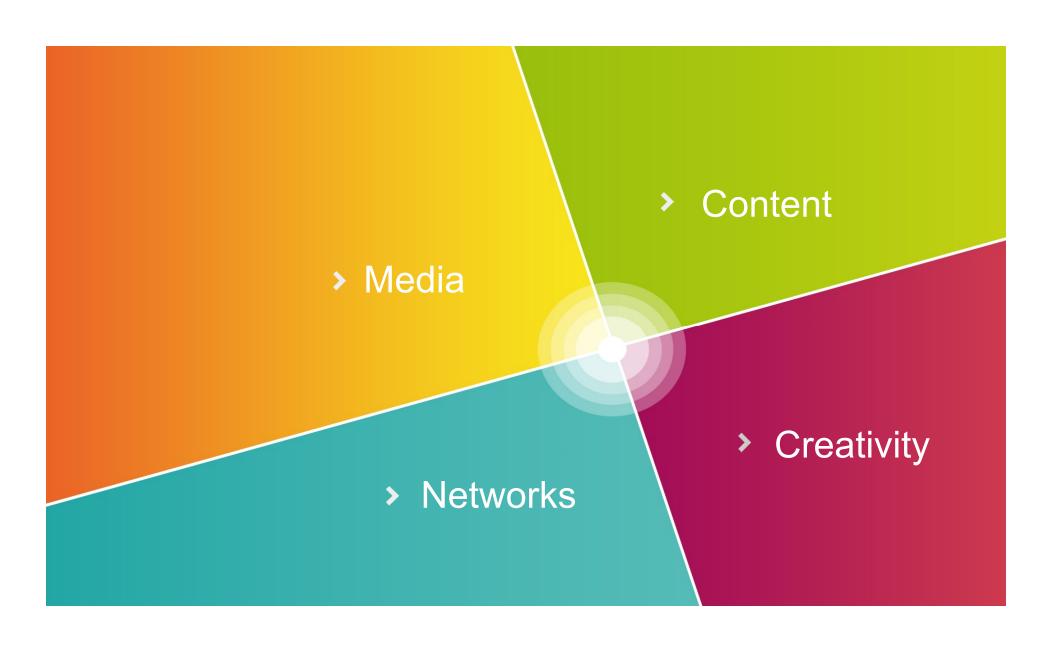
### **Cutting-edge ICT platforms**

for SMEs and developers

Social connected TV
Smart city services
Pervasive games

February 2014

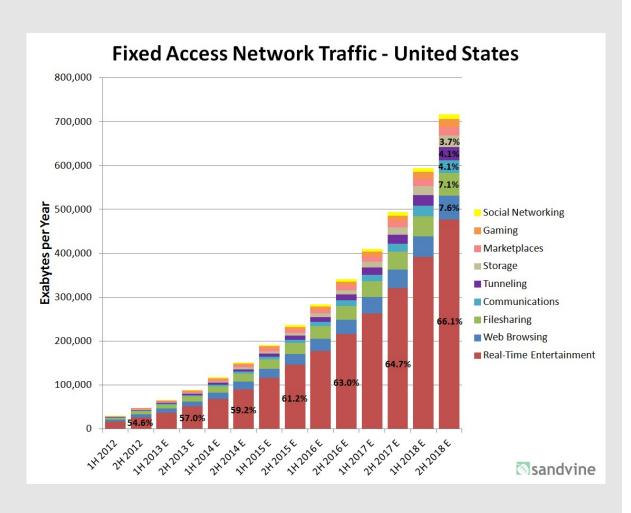
#### **Driving innovation at the crossroads**



#### What's happening at this crossroads?

#### Connected devices, Connected media...

- Entertainment already represents more than 50% of Internet traffic in US (in Europe about 34%), and is expected to increase to ~66% by 2018 (source Sandvine).
- In US, VOD operator Netflix represents 1/3 of fixed access Internet traffic.



Major European & global companies and research centres have joined their skills

























pixelpark







THALES

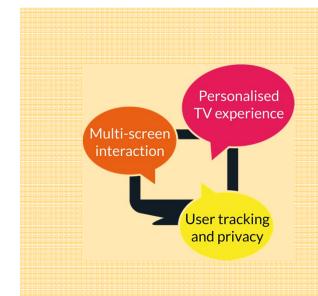






### **Cutting-edge ICT platforms**

#### 3 main applications & services



Social connected TV



Smart city services



Pervasive games

# A growing user community across 6 experimentation sites



#### Platform development & experimentation Iterations

#### Flcontent experiments

(Brittany, Zurich, Berlin, Cologne, Lancaster, Barcelona)

Social connected TV platform

Smart city services platform

Pervasive games platform

Tools Deployment
Monitoring
Management
SLA

FI-PPP Generic
Enablers
(Identity Management,
Content Adaptation...)

(reality mixer, multimedia indexing...)

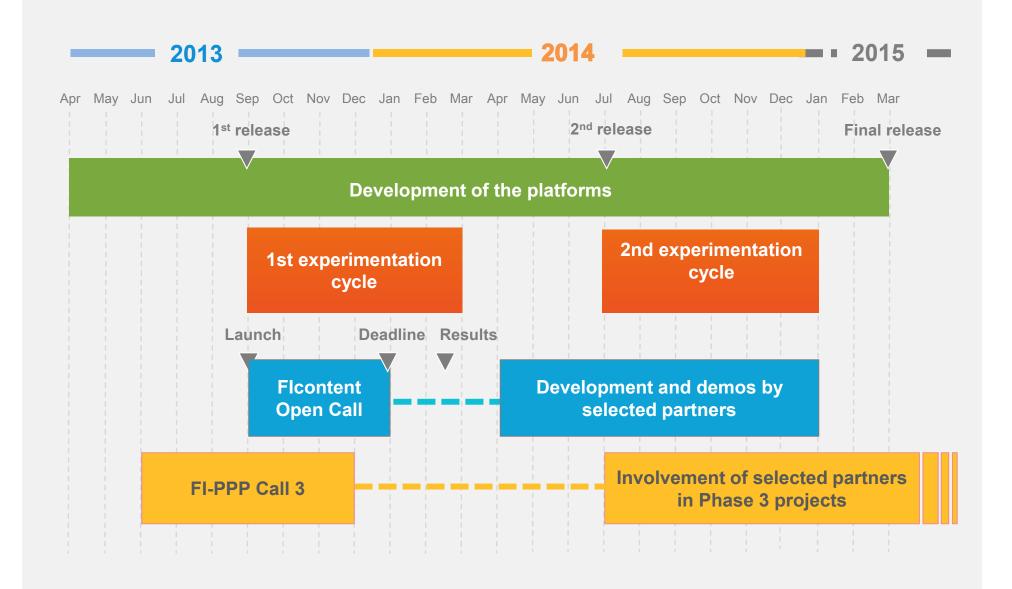
**Multi-laaS / Content Delivery Network** 

### Open platforms for SMEs and developers

- Develop your innovative applications
- Work with cutting-edge technology
- > Boost your business



#### Our roadmap



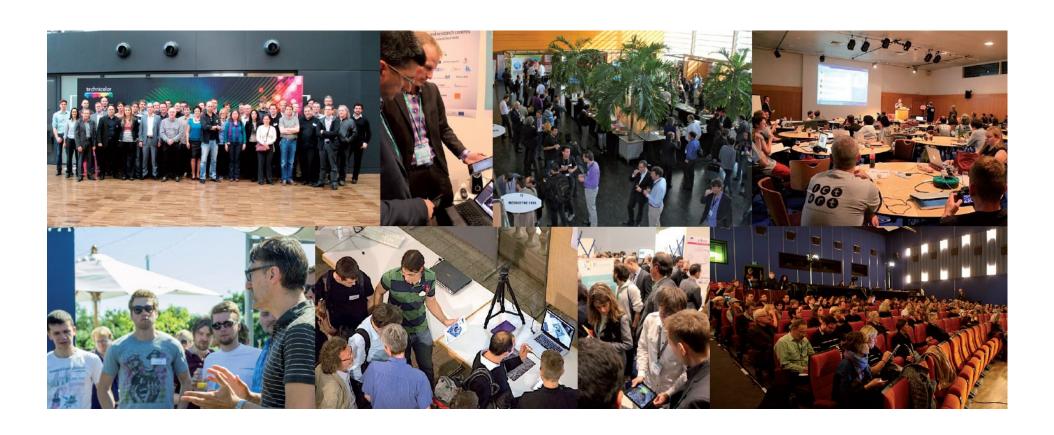
# Flcontent is proud to be one of the FI-PPP projects

- Supported by the European Commission
- A total investment of 600M€ over 5 years to build Europe's Future Internet





## Join our community!







# mediafi.org