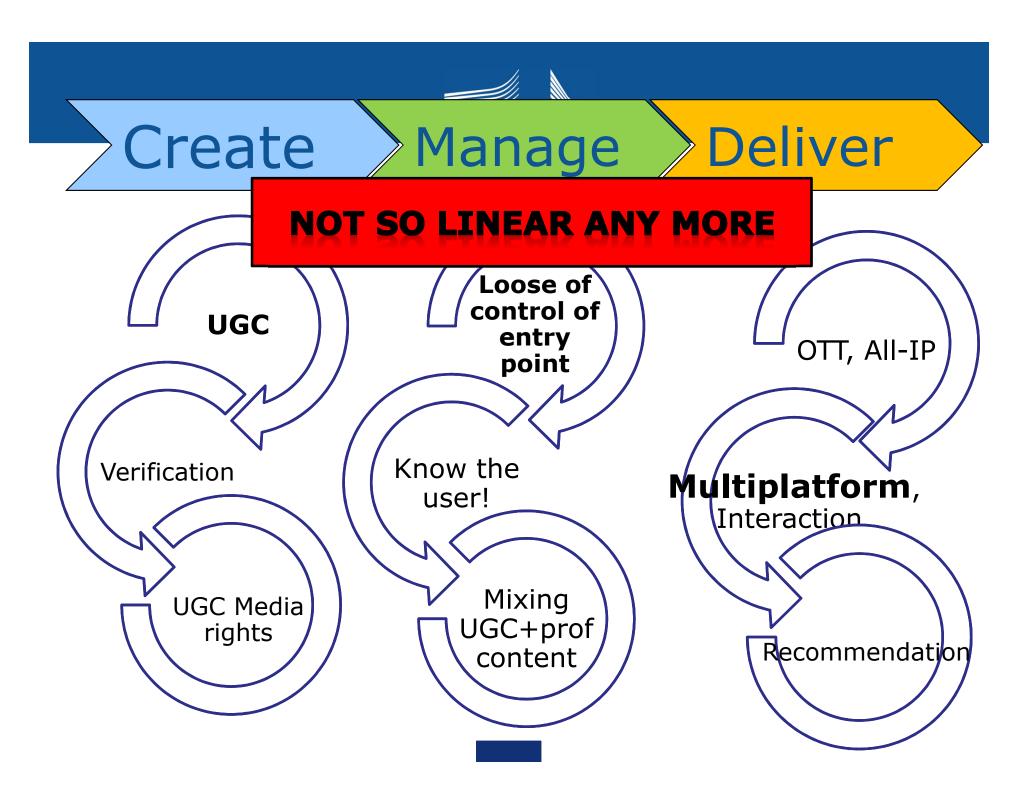
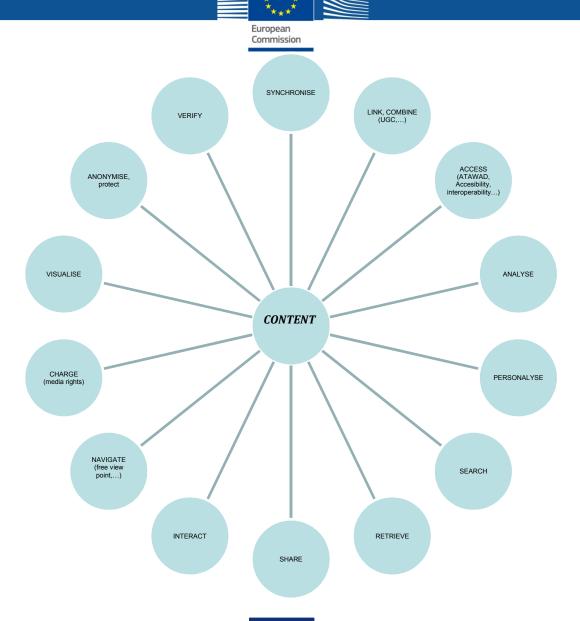


NEM areas in Horizon 2020 WP 2016-2017

Miguel Montarelo Navajo
(Unit G.1 -Converging Media & Content)



What to do with content? (content MNG)



X-cutting of Media and other sectors

Big Data in Media is a reality:

- Strategic decisions even on real-time (operational)
- Analyse user behaviour, knowing the customer:
- To improve user experience (content personalization –length of programs, additional content,...-, recommendation,...): user expects more
- Particular requirement to Big Data: audio & video search at speed of structured text, video feature extraction, similarity detection (e.g. for media rights, for duplication detection on stored files, for veracity check).
- Big Data to transform unstructured video/audio data into semanti monetise custome ICT-14 and ICT-15 BIG DATA



IoT & Media: How IoT can be applied to Media and Content

- Creating content with higher engagement: audience as sensor data
- Content consumption: biometrics to modify in real-time the storytelling
- Media experience: immersiveness; recreation of experiences with 100 of parameters (T, wind, humidity, interaction with lights and sound,...)
- Advertising: from based on basic data (time, demographics,...) to personal situational-based ad

We will keep on working for the next WP!



Media and Infrastructure

- Live broadcasting and 5G
- All-IP, but
 - Is IP able to deliver to everybody with the required quality?
 - Is broadband able to deliver HDR, 8K,... due to spectrum limitations? tech goes in favour of internet delivery?
- Moving intensive tasks to the cloud

CHECK WP16-17: ICT-13 FIRE, but marginal



From Media Convergence to Full Convergence

Future: convergence of content with all these technologies mobility, sensors, cloud, connectivity, analytics...

E.g.:

- contextual recommendation based on the weather, on your mood, on the place, on your free time;
- the automated car as a prolongation of your living room;
- self-configuring devices to offer you the best immersive experience and adapting automatically to your accessibility needs checking your heart-beating in case of thrillers...



ICT WP 2016-2017 ICT 19 Media and Content Convergence

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RATIONAL AND CHALLENGE

Strong Europe's media sector in creating content + adopting new technologies (e.g. data, IoT) and investing in innovation

However, the sector has to become even more tech driven as the competition from technological-strong global players is higher than ever.

Challenge:

 make the best use of technology for reaching out to new audiences, adapting to the digital era and thriving in the connected Digital Single Market.



a) INNOVATION ACTIONS (i)

- New solutions, services, technologies
- Validated via large scale demonstrations, pilots or close-to-market prototypes
- On
 - Social media
 - ii. Personalised user experience
 - iii. Content interaction in a multiplatform scenario
 - iv. Content accessibility



a) INNOVATION ACTIONS (ii)

Impact

- New services around convergence of broadband, broadcast and social media
- Towards a fully personalised and interactive user experience
- Increase use of ICT technologies in the Media industry
- Clear barriers for the success of the Digital Single Market



b) COORDINATION AND SUPPORT ACTION (i)

Addressing:

- Increase awareness and cooperation between policy and research on Convergence and Social Media
- Support on Convergence and Social Media activities (dissemination, research roadmap, pre-standardisation initiatives, ...)



b) COORDINATION AND SUPPORT ACTION (ii)

Impact

To support a sustainable European fora of stakeholders representing the evolving Media environment.



ICT-19-2017

Topic	Туре	Total Budget	Suggested funding	Call opens	Call closes
19 a)	IA	38 M€	2-4 M€	20 Apr 2016	08 Nov 2016
19 b)	CSA	1 M€	1 M€	20 Apr 2016	08 Nov 2016

ATTENTION!! call opens 20 Apr 2016 And ends in Nov 201<u>6</u>



Thank you!

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