**Digital Video Interactive (DVI)** was the first [multimedia](http://en.wikipedia.org/wiki/Multimedia) desktop video standard for IBM-compatible [personal computers](http://en.wikipedia.org/wiki/Personal_computer), developed around 1984 by Section 17 of The [David Sarnoff Research Center](http://en.wikipedia.org/wiki/David_Sarnoff_Research_Center) Labs (DSRC) then a division of [RCA](http://en.wikipedia.org/wiki/RCA).

DVI technology allowed full-screen, full motion video, as well as [stereo](http://en.wikipedia.org/wiki/Stereophonic_sound) audio, still images, and graphics to be presented on a DOS-based desktop computer. DVI content was usually distributed on [CD-ROM](http://en.wikipedia.org/wiki/CD-ROM) discs, which in turn was decoded and displayed via specialized hardware installed in the computer. Audio and video files for DVI were among the first to use [data compression](http://en.wikipedia.org/wiki/Data_compression), with audio content using [ADPCM](http://en.wikipedia.org/wiki/ADPCM). DVI was the first technology of its kind for the desktop PC, and ushered in the multimedia revolution for PCs.

The first implementation of DVI developed in the mid-80s relied on three 16-bit [ISA](http://en.wikipedia.org/wiki/Industry_Standard_Architecture) cards installed inside the computer, one for audio processing, another for video, and the last as an interface to a Sony CDU-100 CD-ROM drive. The DVI video card used a custom chipset (later known as the i80750 or [i750](http://en.wikipedia.org/wiki/Intel_i750) chipset) for decompression, known as the pixel processor & display called the VDP (video display processor).

Later DVI implementations only used one card, such as Intel's ActionMedia series (omitting the CD-ROM interface).

The original video compression scheme, called Presentation Level Video (PLV for short), was asymmetric in that a [Digital](http://en.wikipedia.org/wiki/Digital_Equipment_Corporation) [VAX-11/750](http://en.wikipedia.org/wiki/VAX-11) minicomputer was used to compress the video in non-real time to 30 frames per second with a resolution of 320 × 240. Video compression involved coding both still frames and motion-compensated residuals using [Vector Quantization](http://en.wikipedia.org/wiki/Vector_Quantization) (VQ) in dimensions 1, 2, and 4. The resulting file (in the .AVS format) was displayed in realtime on an IBM PC-AT (i286) with the add-in boards providing decompression and display functions at NTSC (30 frame/s) resolutions.