

Media Use Cases and Issues

Presenter

Hiroki Endo

Outline



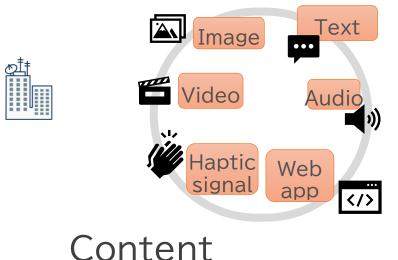
- Objective
- "IoT-based Media Framework" as a proposed solution
 - Imple. 1: Physical laboratory
 - Imple. 2: Virtual Web app
- Findings from our implementations

Objective

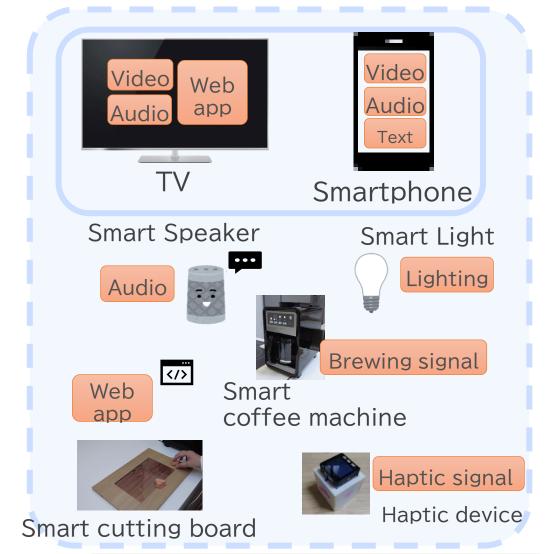


 Future broadcasters will deliver content not only for TV sets, but also for various IoT devices!

Broadcasters



Media presentation according to characteristics of devices



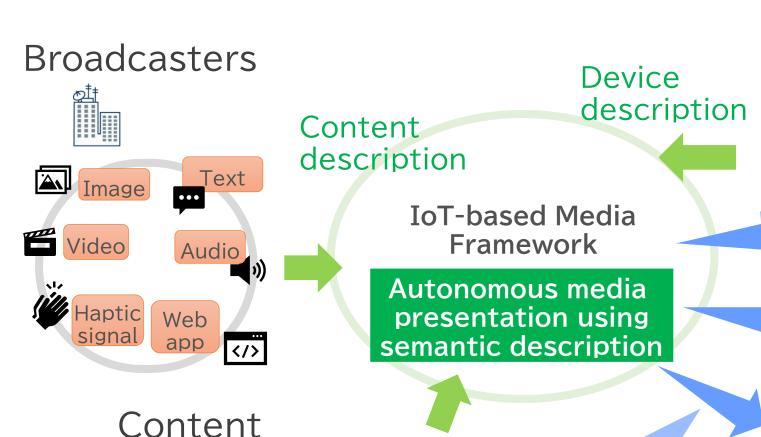


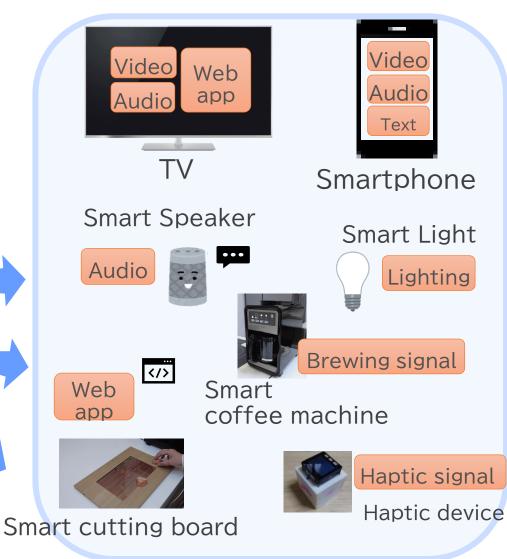




"IoT-based Media Framework" as a solution









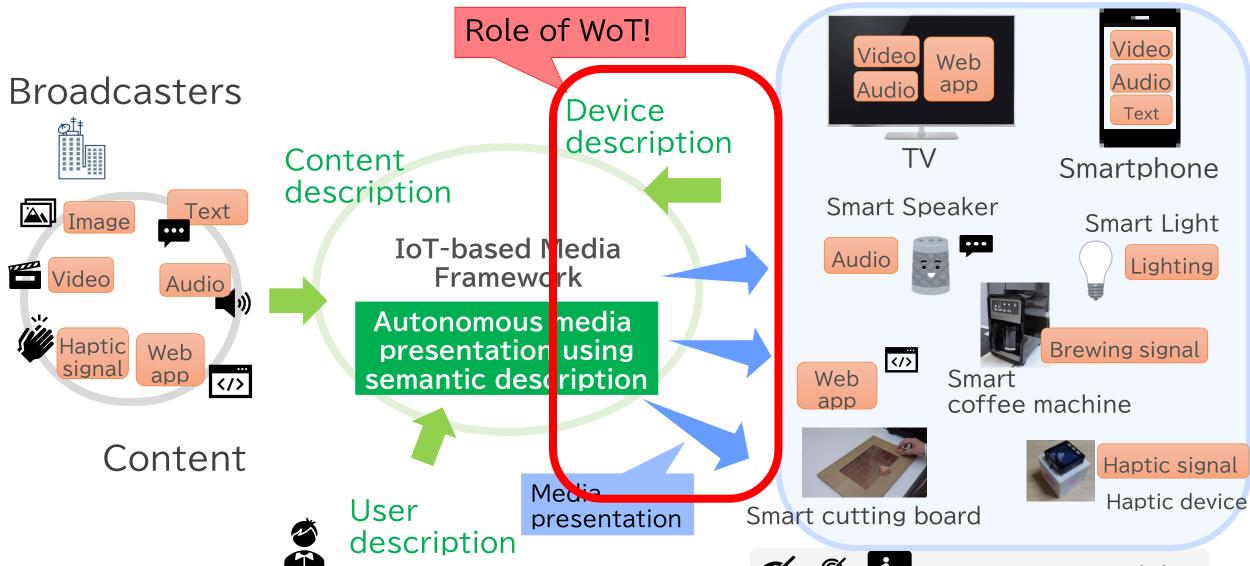
User description Media presentation





"IoT-based Media Framework" as a solution





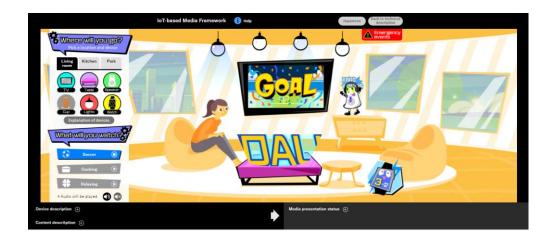




- 1. Physical laboratory (demo)
 - UX testing
 - Prototyping

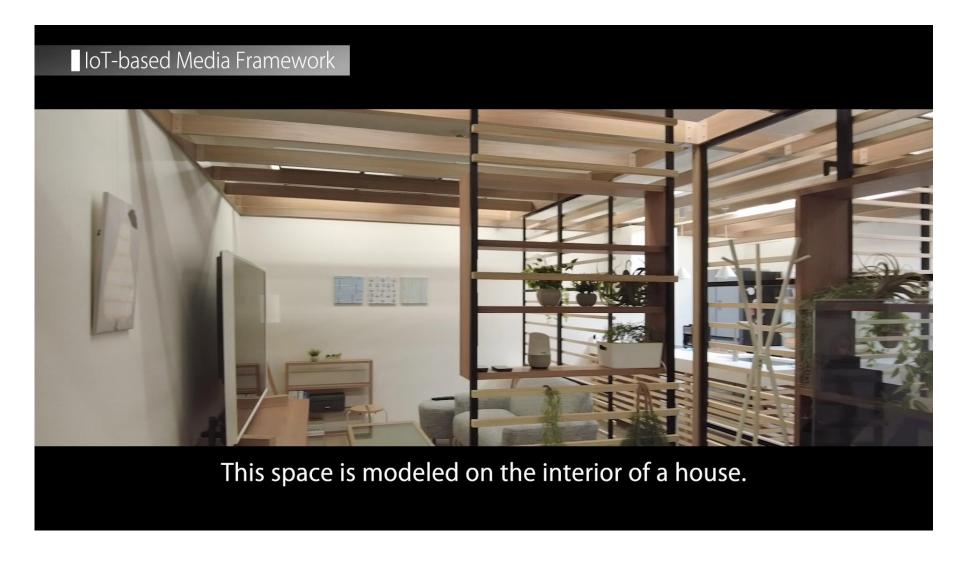


- 2. Virtual Web app (demo)
 - To stimulate the imagination
 - For entertainment!



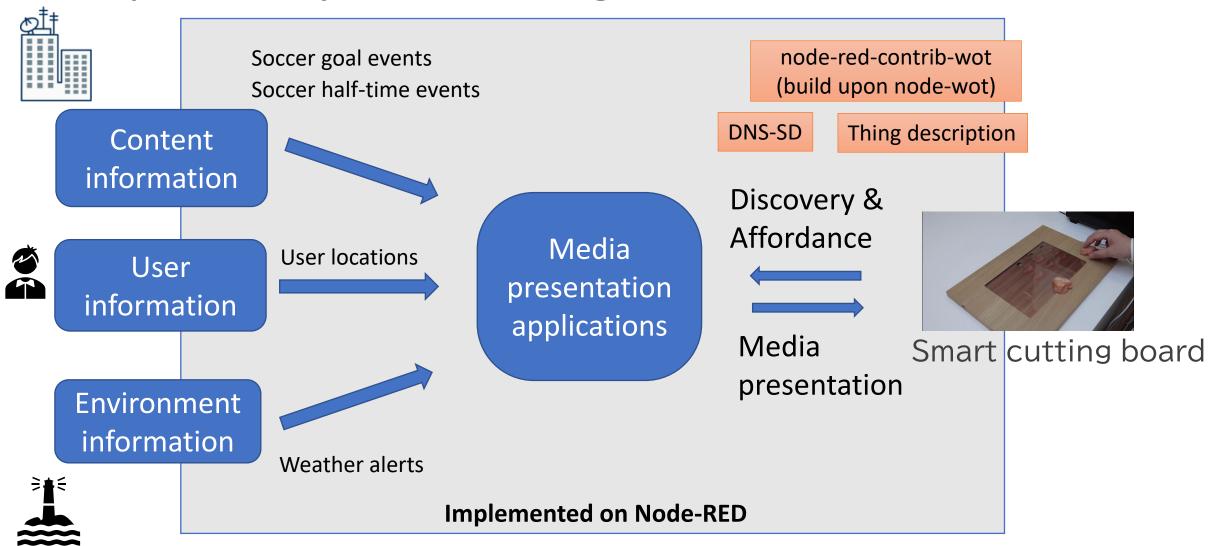
Imple. 1: Physical laboratory (demo)





Imple. 1: System configuration





Using the WoT device emulator



- For future possible WoT devices
 - Originally, media presentation with physical devices were necessary.
 - However, it costs much!
 - So virtual devices using the WoT device emulator is created.
- Provided to the Plugfest at TPAC 2021
 - https://github.com/w3c/wot/blob/main/PRESENTATIONS/ 2021-10-online-f2f/2021-10-11-WoT-F2F-OpenDay1-Endo.pdf

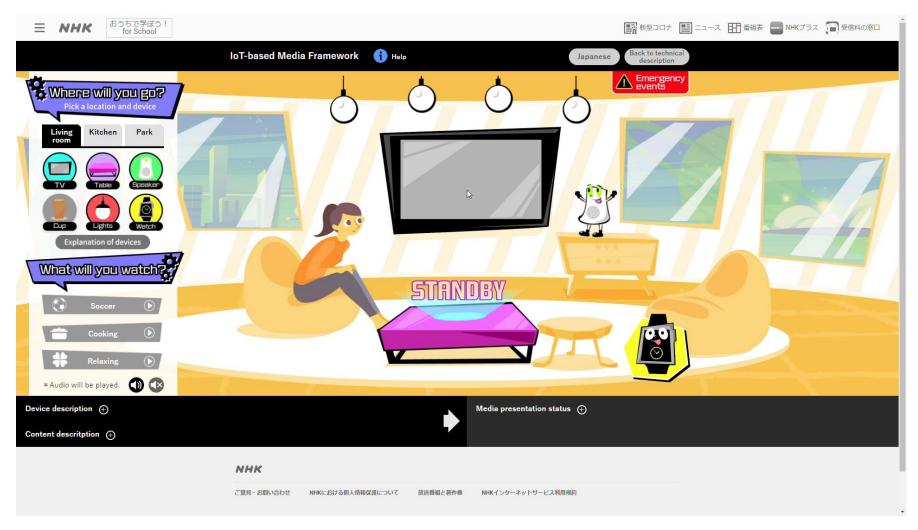
A Big thank you to the WoT group members!



Smart cutting board







https://www.nhk.or.jp/strl/english/open2021/tenji/8/app/index.html

Findings from our implementations



- 1. Issues on Discovery
- 2. Action Affordance for media presentations

Issues on Discovery



- Broadcasters cannot handle WoT devices in user environment.
- Typically, houses do not have a network manager.



We need a simple, excellent discovery method

- DNS-SD is very effective only with in local networks.
- Intelligent directory could work (JSONPath, sparql).
- Discovery using DID has also possibility assuming device managements.





To realize autonomous presentations, we need link information to WoT actions and content.



Need to define:

- mediaType of the content
- correspondig action type

Example of simple content-action mapping

Thing action "type"	Content "mediaType"
playBroadcasting	TVEpisode
playAudio	AudioObject