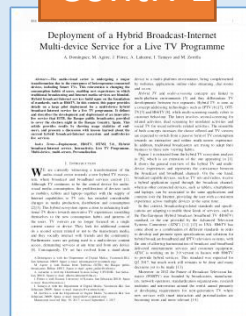


Obj. 1 DEPLOYMENT

Large scale pilot of a broadcast-Internet Multi-device service for a live TV programme

Contr. 1



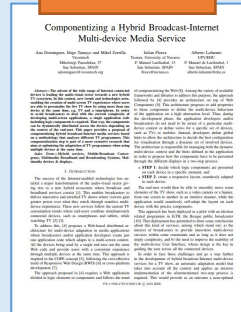
Dominguez, A., Agirre, M., Flórez, J., Lafuente, A., Tamayo, I., & Zorrilla, M. (2017). **Deployment of a hybrid broadcast-Internet multi-device service for a live TV programme.** IEEE Transactions on Broadcasting, 64(1), 153-163.

Obj. 2

MULTI DEVICE USER INTERFACE ADAPTATION

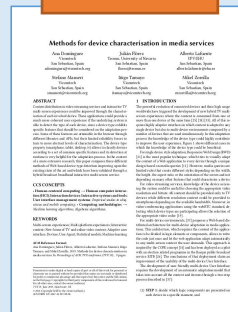
UI elements characterization

Contr. 2



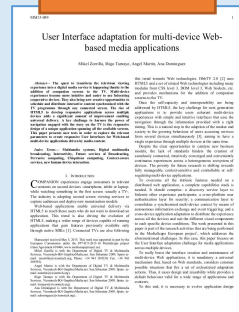
Dominguez, A., Tamayo, I., Zorrilla, M., Florez, J., & Lafuente, A. (2018, June). **Componentizing a Hybrid Broadcast-Internet Multi-Device Media Service.** In 2018 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting (BMSB) (pp. 1-6). IEEE.

Contr. 3



Dominguez, A., Florez, J., Lafuente, A., Masneri, S., Tamayo, I., & Zorrilla, M. (2019, June). **Methods for device characterisation in media services.** In Proceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video (pp. 118-128). ACM.

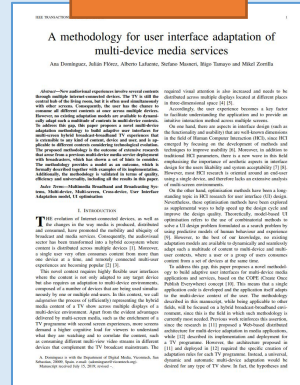
Contr. 4



Zorrilla, M., Tamayo, I., Martin, A., & Dominguez, A. (2015, June). **User interface adaptation for multi-device Web-based media applications.** In 2015 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting (pp. 1-7). IEEE.

Learned lessons

Contr. 5



Dominguez, A., Florez, J., Lafuente, A., Masneri, S., Tamayo, I., & Zorrilla, M. (Submitted in 2019, November). **A methodology for user interface adaptation of multi-device media services.** IEEE Transactions on Broadcasting

Extensible

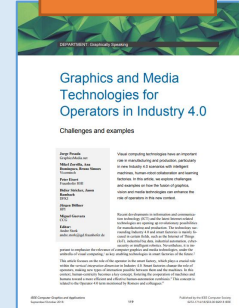
Extensible

Obj. 3

FIELDS OF APPLICATION

Industry 4.0

Contr. 6



Posada, J., Zorrilla, M., Dominguez, A., Simoes, B., Eisert, P., Stricker, D., ... & Guevara, M. (2018). **Graphics and Media Technologies for Operators in Industry 4.0.** IEEE computer graphics and applications, 38(5), 119-132.

Obj. 4

READY FOR CONTINUOUS ADAPTIVE LEARNING PROCESSES

