

Topic: Offline Media Organizer	Author: Fabio J. Matos Nieves	Date: January, 30, 2023
<div>1. Problem Background</div> <p>The amount of traditional TV subscribers in the US has decreased every year since 2012 and the projected market size for streaming platforms is expected to surpass over 110 billion USD by 2026, it is safe to assume there is an ever growing cord cutting movement sweeping across the United States of America. However, with the proliferation of streaming, hard/digital copies of media that can be accessed without an internet connection are becoming more like collectors items rather than the norm. This can lead to situations where certain intellectual properties have no legal way of accessing them due to not having a physical release and/or there is no streaming platform that has the license to stream the content. Accessing content online is especially troublesome to those that live in third-world conditions with poor internet speed, government censorship of the internet or even internet infrastructure going down due to natural disasters.</p>	<div>4. Countermeasures</div> <ol style="list-style-type: none">1. Format the locally stored media using a standardized naming convention.2. Organize TV Shows by series, Season and episode.3. Play Media using the browser as much as possible.4. Save progress on a particular episode and be able to resume playback.5. Display what shows/season/episodes have been seen.6. Store all application data on local harddisk for offline usage.7. Recommend newly added media to incentivise newly watching instead of rewatching.	
<div>2. Target</div> <p>The target for this project is to create an offline applet using a web-browser that formats, organizes, logs and plays locally stored media using a web-browser and open source utilities.</p>	<div>5 . Check/Evaluate</div> <p>Project success will be determined by the amount of downloads of the installation package on github and conversely project failure will be determined by a lack of downloads of the installation package. Usage statistics are not viable statistics for success in this project since this will be used without an internet connection.</p>	
<div>3. Causes</div> <p>Problem: Locally stored media is difficult to manage, track and view in a consistent manner ↓ Why: Streaming has become the norm in more stable and developed parts of the world ↓ Why: Streaming is considered more convenient than managing a library of locally stored media ↓ Why: People lack a way to organize their locally stored media in a free and easy way.</p>	<div>6. Act/Standardize</div> <ul style="list-style-type: none">• Continued success will be ensured by continued development in not just the core project but of open source technologies that this project relies on for its continued function.• By the end of the project they will have acquired the ability use frameworks that manipulate files, manage small/medium sized personal databases and to contribute to a project in a open and decentralized manor.• The aforementioned skills can be applied not just in a corporate setting but in all manners of open source and personal projects, allowing them to standardize the production of software, in a predictable, deliverable fashion that is well documented and scalable.	