# 4th International Workshop on Future Television: Focus on Multi Screen Applications
## *MultiScreen 2013 / FutureTV 2013*

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## ABSTRACT
This paper describes a full day workshop taking place at the 11th European Interactive TV conference (EuroITV 2013), Como, Italy, on June 24th, 2013, in conjunction with the workshop on Multi-User Services for Social TV, MUSST.

## Categories and Subject Descriptors
H.5.2 [**Information Systems**]: INFORMATION INTERFACES AND PRESENTATION (I.7) – *User Interfaces (D.2.2, H.1.2, I.3.6);* H.5.4 [**Information Systems**]: INFORMATION INTERFACES AND PRESENTATION (I.7) – *Hypertext/Hypermedia (Architectures)*

## General Terms
Algorithms, Economics, Experimentation, Human Factors, Legal Aspects, Security, Standardization.

## Keywords
distributed interfaces, home network, multiscreen, television.

## 1. INTRODUCTION
This paper describes a full day workshop taking place at the 11th European Interactive TV conference (EuroITV 2013), Como, Italy, on June 24th, 2013, in conjunction with the workshop on Multi-User Services for Social TV, MUSST.

## 2. MULTISCREEN
"Multiscreen"/"Second Screen"/"Companion Screen" are both buzzwords and a holy grail: there is a lot of hype, and behind it, tremendous unrealized potential. Beyond silos that penalize the domain of multiscreen with extreme business restrictions, there is a need for open standards and platforms, as well as matching production tools. But even in the W3C, the picture is unclear

about which set of standards is the best bet. So this workshop intends to bring some issues in focus:

- Issues and bottlenecks: usability, synchronization (media and/or application), content creation including debug, content adaptation to device size and input methods…

- Standards: W3C (WebIntents, Network Service Discovery, Sysapps), HbbTV, ETSI, …

- Platforms: (closed/native) iOS, Android, (open/web based) webinos, Coltram, …

- Authoring/production tools: few existing tools if any, what is needed ?

- Deployments and real-life experiences, including new innovative usages of the second screen.

This workshop aims at facilitating exchanges around Multiscreen applications, creating a community of interested parties, from the TV industry, from the mobile world, from the Internet, and is relevant to application developers and designers, human computer interface specialists, platform developers, TV channels, standard gurus, etc, for the purpose of developing common interests, for example to create a W3C Community Group around MultiScreen Apps.

Attendance is not limited to contribution presenters, but submitting a written contribution is highly recommended, in one of the forms described below.

## 3. TOPICS
- Multiscreen issues and bottlenecks;

- Multiscreen-related standards;

- Multiscreen platforms;

- Multiscreen apps development and production tools;

- Multiscreen deployments and real-life experiences;

- Business models for multiscreen applications;

- Security issues with multiscreen apps.