

Ghost Listener : Using a second screen device to explore how viewers can collaborate to understand content

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Motivation for Research

A second screen device can allow us to explore content, rather than just consume content. By broadcasting more content than can actually be watched by any one viewer at any one time, that viewer naturally misses out. In our example, we let the viewer decide which piece of content they catch. The viewer must then talk to other viewers to piece together what happened in the production. In this way, we hope to explore how we can encourage new forms of social engagement around video.

Use the QR code to the right to access the web app:



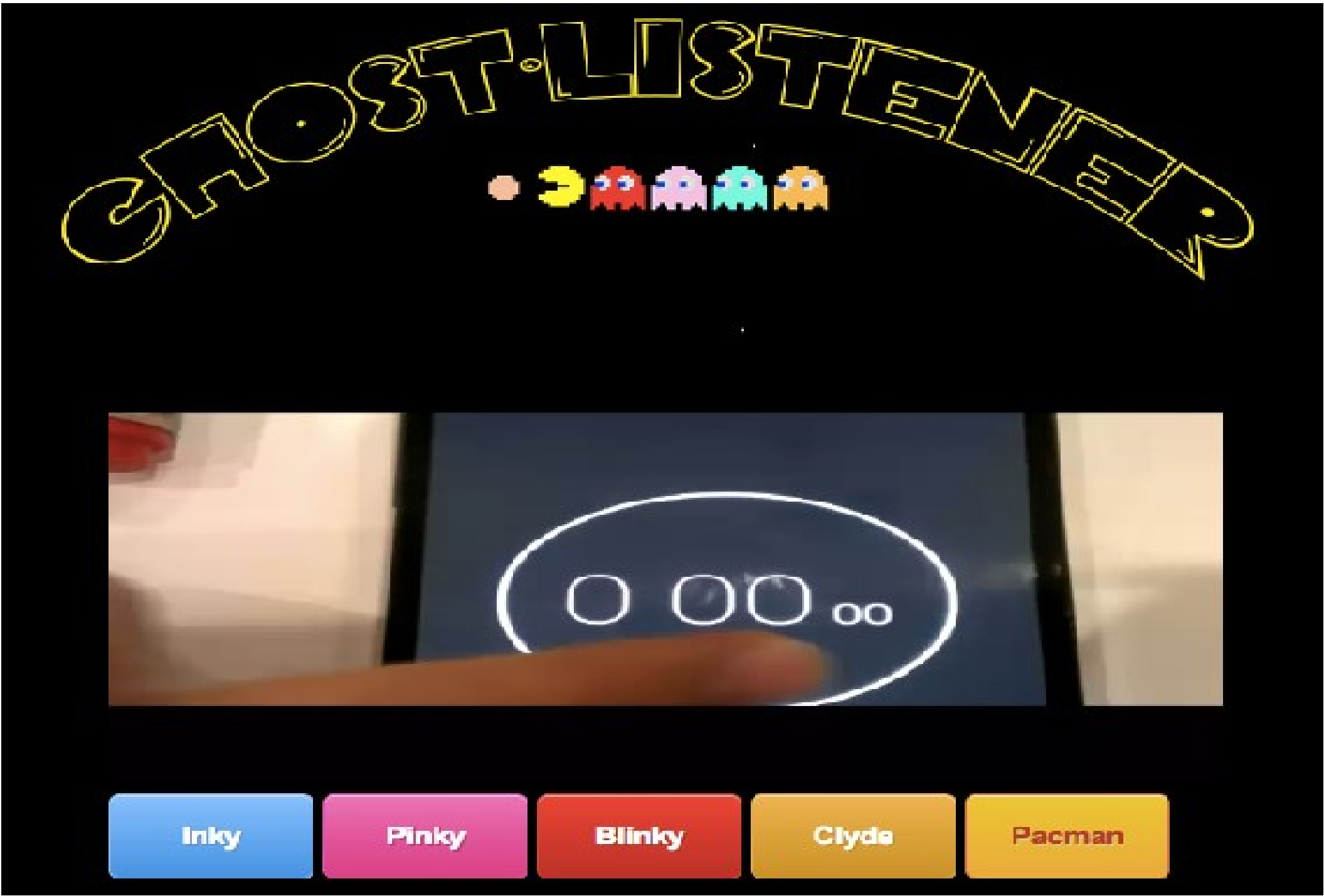
Aims and Objectives

Aim: To explore the use of a second screen to socially facilitate viewers

As part of a hack-fest we have:

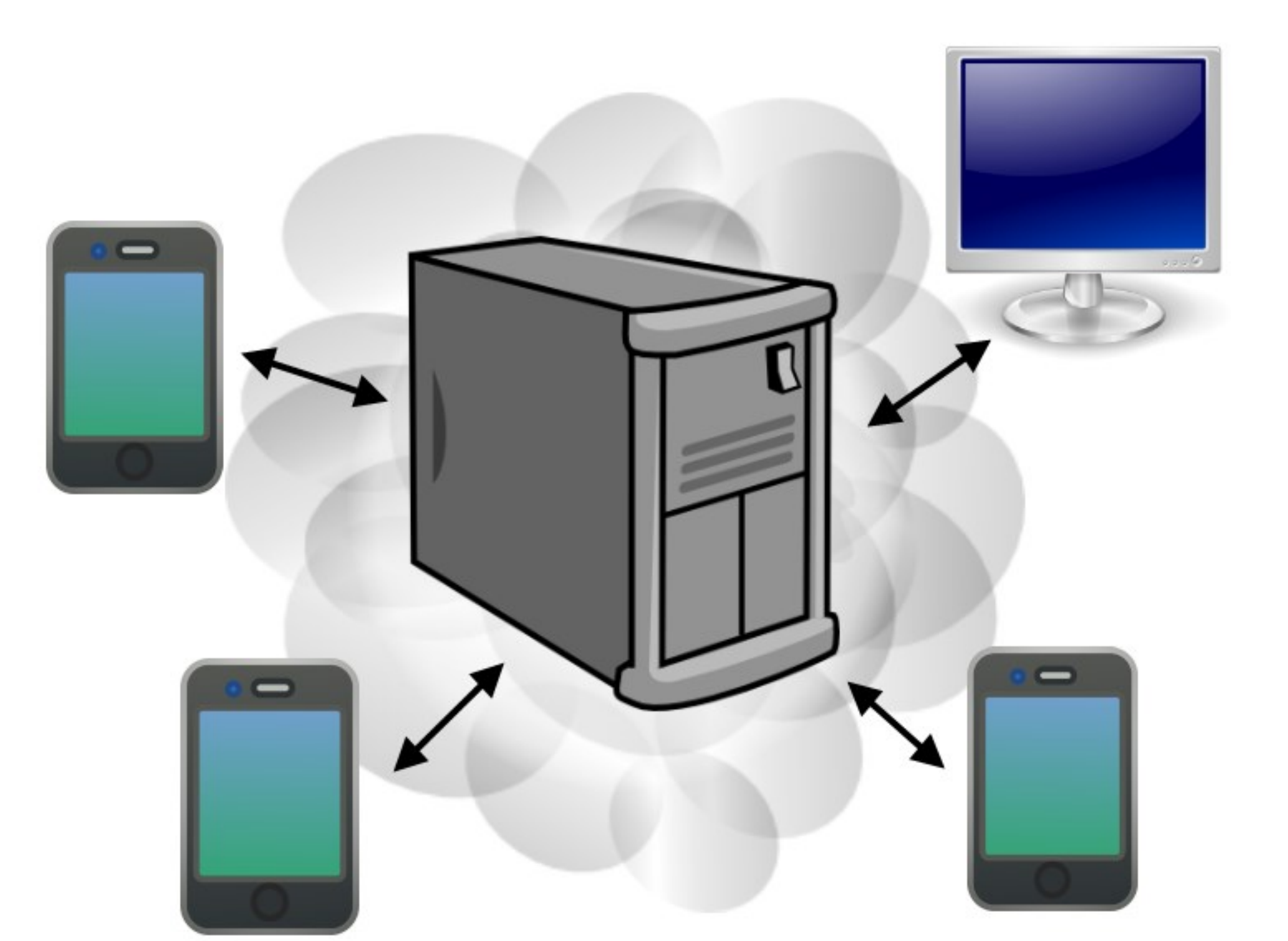
- Created a single story with a simple plot and overlapping audio tracks
- Created an interface that means that only one audio track of this broadcast can be consumed at once

We will now explore how visitors to the demo session socialise and discuss our video between each other to understand the full story.



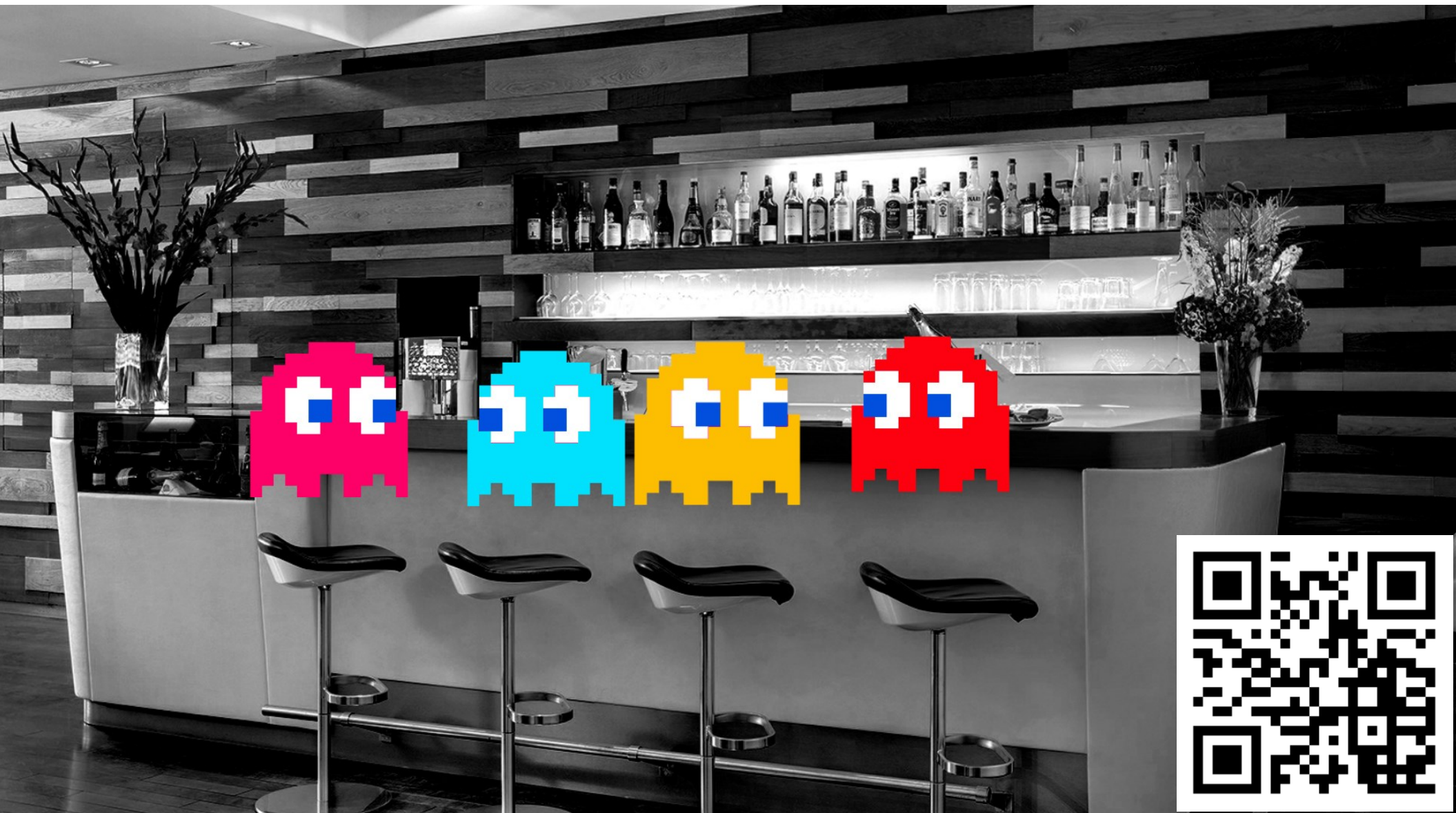
Mobile phone interface (above)

Ghost Listener uses a simple interface to allow the viewer to choose which character they are going to hear. We imagine other interfaces in the future such as ‘radio styled’ tuning dials, sliders, or even responding to touching the characters on the video. Also, the choice does not need to be binary, we consider being able to hear half a conversation, or even ‘tune’ into the background noise of a scene.



Ghost Listener Architecture (above)

In our design, we use an online server to both stream audio content to mobile phones and to provide a synchronised single source for the video content. Our software is written in HTML 5 to ensure cross-platform compatibility.



A scene from the video (left)

In this video scene, our protagonists are chatting at a local bar. Maybe they’re reminiscing about the “bitter pill” of afterlife.

We encourage users to choose a character to eaves-drop upon. Can you piece together why Pinky felt they must exit by the left gap in the world?

Use the QR code to the left to read additional information about the Ghosts featured in our production.