



Connected Media Experiences

Web based interactive video using Linked Data

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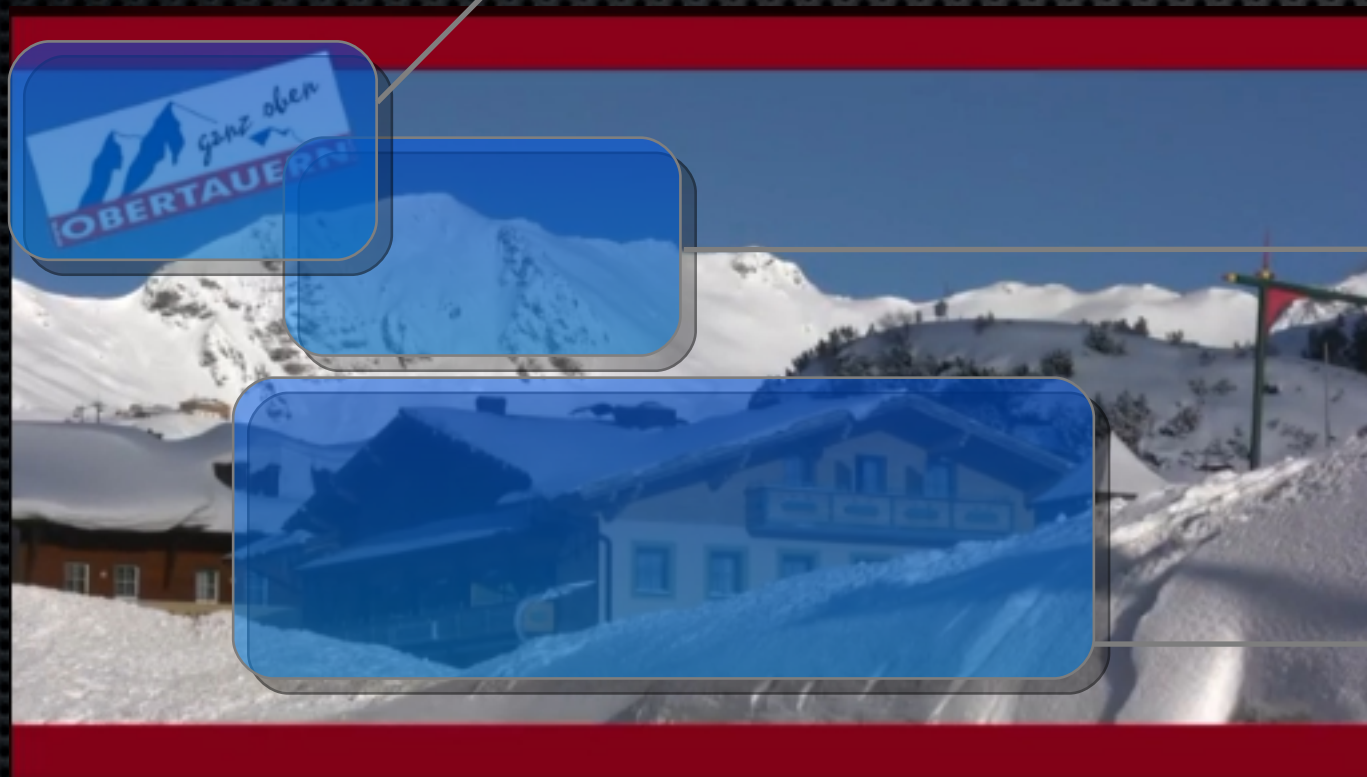
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Connected Media Experiences

- New services deriving added value for video by combining it with complementary content from the Web
- Linking of video objects to the concepts they represent, and hence related content about those concepts
- Provisioned as an enhanced in-video experience
- Delivered via an end-to-end service platform hosting the added value services over different networks

What could be a connected media experience?

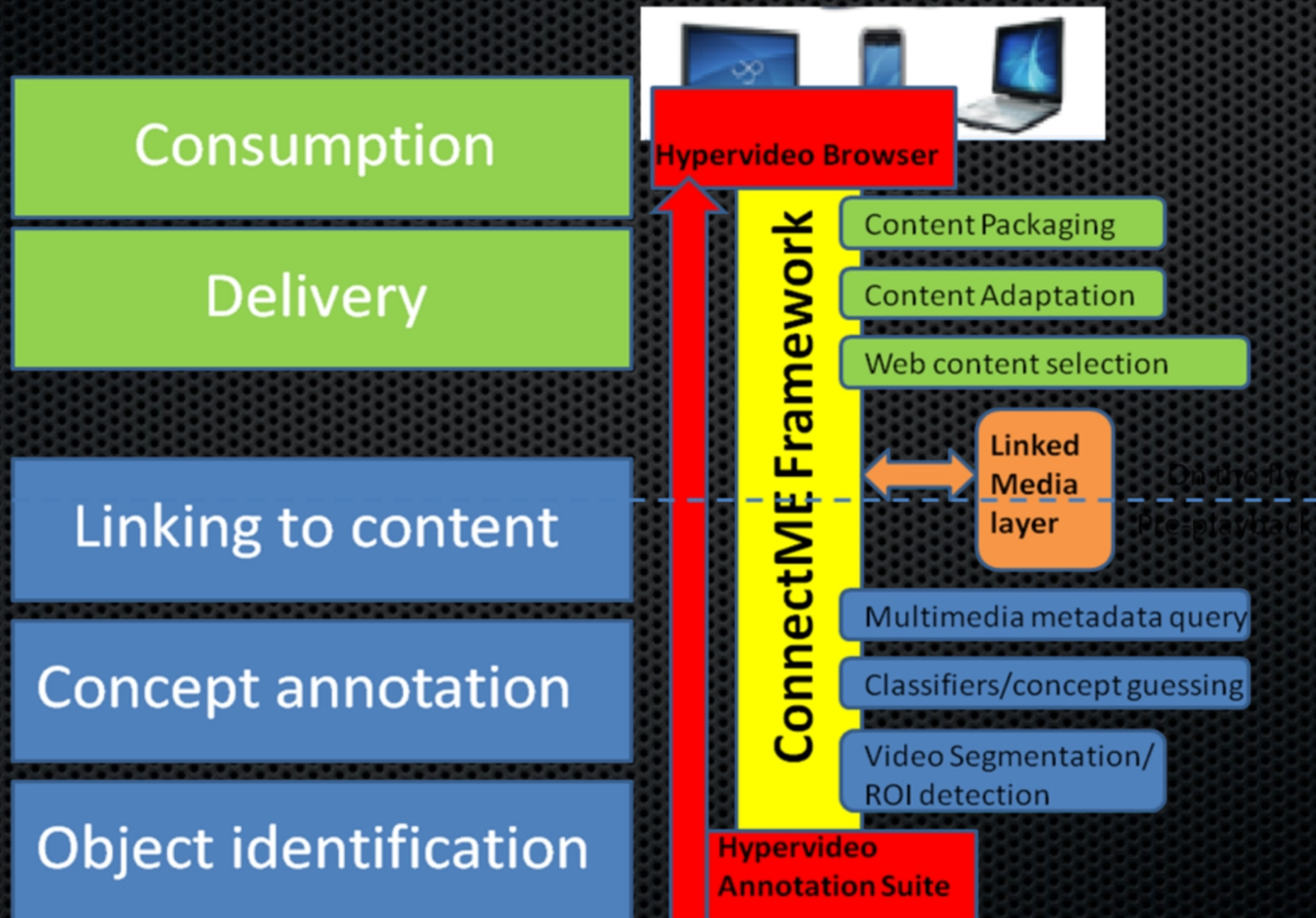
Where is Obertauern?



Which peak is that? Can I ski there? How?

What is the building? If it is a hotel, how is the accommodation?

The technical case for connected media



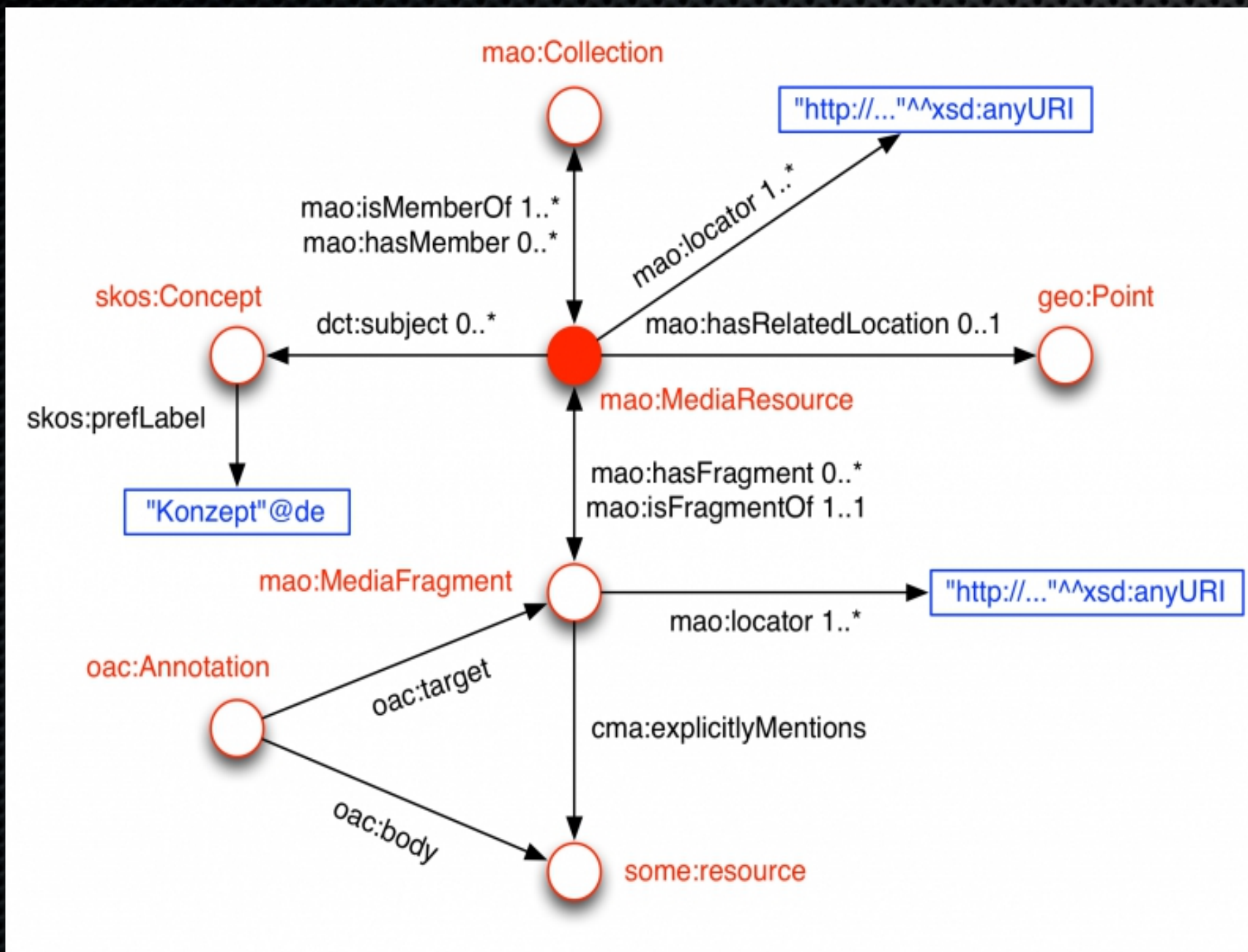
Annotation Suite 1/2

- HTML 5, CSS 3, responsive layout, based on Twitter Bootstrap
- jQuery, JS based UI
- Timeline based interface
- Allows adding/editing/deleting annotations in/to the CMF
- Allows registering videos to and loading video annotations from the CMF
- Multilanguage support (currently EN, DE)
- Access via OpenID

Annotation Suite 2/2

- Annotations are RDF and concepts are using LOD identifiers
 - Annotation export in N3, RDF/XML and Turtle
- Manual annotation with LOD concepts (URIs) and HTML content (URLs)
- Currently Plugins for dbpedia and geonames search APIs
 - Plugin based architecture allows adding further LOD sources easily
- Future plans: Mobile annotation tool for smartphone and tablet

ConnectME Annotation Model



ConnectMe Framework

- Triple store based on the Linked Media Framework
- Analysis of annotations (Apache Stanbol Enhancer) and automatical enrichment with images and videos (Linked Services Infrastructure)
- Linked Service Infrastructure (LSI) searches through several APIs
 - Currently supports: Flickr, YouTube, Instagram, Ookaboo and Foursquare venues

Interactive video player 1/2

- Based on the open source Lime player (<http://tkurz.github.io/lime/>)
- Makes use of: HTML5 video, CSS3
- Versions:
 - web based – designed for desktops and laptops, responds to mouse events,
 - tablet – designed to touch enabled devices with minimum 7” screens
 - Google TV – designed to fit a tv remote control interaction (ongoing development)

Interactive video player 2/2

- Flexible Plugin and Widget implementation
- Available plugins:
 - DBPediaInfoPlugin – handles annotations with DBPedia resources URI
 - GeoPlugin – handles annotations with Geonames resource URI
 - VideoPlugin – handles video results from LSI for any Linked Data URI it is configured for

Links

- Annotation tool: <http://annotator.connectme.at>
- Player: <http://player.connectme.at>
- CMF: <http://connectme.salzburgresearch.at>
- LSI: <http://production.sti2.org/lsi>
- LMF: <https://code.google.com/p/lmf/>