

Summary

Bring the stadium home: ICE-CREAM

The ICE-CREAM project is about designing compelling experiences for end-users based on enabling technologies for interactive media and by extending the notion of interaction, exploiting domestic activities and familiar settings, and by making the user environment part of the visual experience. Two applications will be demonstrated.

The first demonstration will show a broadcast of a real-time football game in which background contextual information about the game, real-time event information and reconstructions of events as 3D animations is provided to the users while they are viewing the game. Viewers can experience a game from different points of view in real time. Application characteristics are:

- Delivery of real-time interactive multimedia event clips generated by tracking tools and camera's on the field.
- Presentation of video events on-demand, playback while watching the program
- Combination of background information about the game, for example, details about the players, the team and championship achievements, and timely contextual information, for example, a goal, an offside, a pass, during the game.
- Replay of interactive 3D animations of goals and game situations on-demand
- Integration of Internet and broadcast technologies

An icon on the TV screen indicates the availability of on-demand content, i.e., background or real-time event information. Users decide to access and replay this information or not during the game. The 3D replays are integrated in the same way as the real-time event information. They are derived from tracking measurements on the field. Users can interactively explore significant scenes in a 3D environment. They can, for example, individually select a point from which to watch the replay, view it from the position of the goalkeeper, referee or other player, forward the scene events step by step, measure distances.

The second demonstration will show an interactive travel magazine in which various travel videos are enhanced with additional information about specific attractions that are presented in the videos. Viewers can access other interactive features, such as ticket booking, a quiz, SMS message presentation, video and content book marking. Users can select information about events and attractions and receive those on a mobile electronic city guide for usage during actual travel. The characteristics of this application are:

- Integration of Internet, MHP and mobile technology and use of broadcast and Internet based content
- Interfacing to existing XML-based databases for displaying additional content, bookmarking of video position and content, and communication
- Mobile city guide application containing point of interest information, routing, mapping, localisation, event information / ticket booking, movie programme and dating
- Personalisation of mobile city guide application by accessing book marked content over connected PDA device

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Exhibition Guide

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