VIDEO SHARING FOR RICH EXPERIENCES IN SOCIAL EVENTS

Personal and immersive video-based experiences, @ festivals, concerts, sports, parades, demonstrations...

Sharing media in:

(moving) crowds peaks of demand temporal deployments

Network challenges:

High density
Zero latency
High throughput
Dynamic resource allocation



PROJECT OVERVIEW

Define novel rich media experiences for social events

Leverage, create & evolve potential 5G technologies

Run pilots and demonstration in real events

Goals

Software Defined Networking Network Function Virtualization (Edge) Cloud Computing D2D

...

Technologies



CONSORTIUM

Event organizers and promoters Venue/Stadium managers

Events

Media and entertainment industry
Creative industry
Advertisement industry

Experience

Network operators
IT service providers
Software/App developers
Research institutions

Technology



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DISTRIBUTED & INTERACTIVE SYSTEMS

User-centered & experimental research
Prototype and implementation oriented
EU projects experience (H2020, FP7, FP6)
Direct contracts with companies
Active in standarization

Network optimization for media delivery
Real time video communication
QoE

Biosensors & wearables 3D teleimmersion

Topics

