



Broadcast to Handhelds The road ahead



The EU funded R&D perspective

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Delivering TV services to handheld devices

Different actors

- Broadcast
 - → Technical expertise
 - → Content
- Mobile (3G) operators
 - → Customer base
 - → Billing systems
- Different business models are possible
 - Broadcaster-led
 - Mobile operator-led
 - Independent service provider

See recent

DigiTAG handbook

www.digitag.org



TV services on handheld devices: the killer application?

- EU is not Asia, nor US
- **Consumers would prefer subscriptions**
 - 80% would pay up to €12/month (Nokia/Vodafone)
 - 40% (Sony Ericsson)
 - In the US: up to \$20/month (A.T. Kearney)
- European consumers are "on the move"
 - Larger public transport than in the US
 - Only 13% would watch video while on the move (Jupiter)
 - Would watch 3-15 minutes daily (average) → short! → News, Weather, Sports, Music





Broadcast and mobile operators: common objectives → co-operation

- Reduce overall costs
- Maximise network efficiency
- Spectrum efficiency
- Increase Quality of Service (QoS)
- Improve services usability and seamless experience
- Enhance existing services and provide attractive (multimedia) new services





Multimedia... but what about interactivity?

Mobile networks provide

- Good return channels
- Different billing mechanisms
- Broadcasters provide
 - Good content for generating revenues
 - Streaming bandwidth
- Mobile devices provide
 - Good interface for interactive services.
- ...but what about interoperability ?
 - The role of middleware is crucial in order to ensure the seamless service provision user experience
 - Need for an OPEN API





EU funded R&D on composite networks

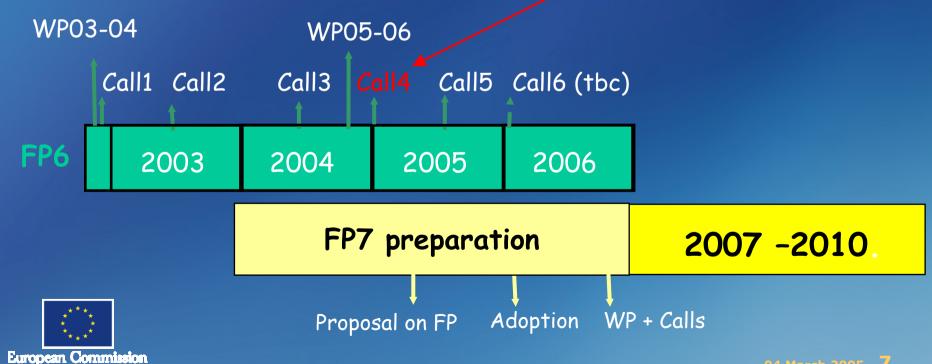
- EU Public funding through Research
 Framework Programmes
- Since the 4th Framework Programme (ACTS) R&D projects are investigating the main aspects of composite networks (e.g. MEMO, M3A, MCP);
- Research work continued in the context of FP5 (CAUTION++, MONASIDRE, DRIVE, OverDRIVE)





6th Framework Programme

- Covers 2002-2006
- Overall budget for IST = €3.98B
- Calls for proposals: Call4 currently open





6th Framework Programme IST Strategic Objectives

Call 4

- 2.4.1 Nanoelectronics
- 2.4.2 Technologies and devices for micro/nanoscale integration
- 2.4.3 Towards a global dependability and security framework
- 2.4.4 Broadband for All
- 2.4.5 Mobile and Wireless Systems and NAVSHP Platforms Beyond 3G



- 2.4.6 Networked Audio Visual Systems and **Home Platforms**
- 2.4.7 Semantic-based Knowledge and Content **Systems**
- 2.4.8 Cognitive Systems
- 2.4.9 ICT Research for Innovative Government
- 2.4.10 Technology-enhanced Learning
- 2.4.11 Integrated biomedical information for better health
- 2.4.12 eSafety Co-operative Systems for Road **Transport**
- 2.4.13 Strengthening the Integration of the ICT research effort in an Enlarged Europe

Call 5

- 2.5.1 Photonic components
- 2.5.2 Micro/nano based subsystems
- 2.5.3 Embedded Systems
- 2.5.4 Advanced Grid Technologies, Systems and Services
- 2.5.5 Software and services
- 2.5.6 Research networking testheds
- 2.5.7 Multimodal Interfaces
- 2.5.8 ICT for Networked Businesses
- 2.5.9 Collaborative Working **Environments**
- 2.5.10 Access to and preservation of cultural and scientific resources
- 2.5.11 eInclusion
- 2.5.12 ICT for Environmental Risk **Management**





The 6th Framework Programme SO.2.4.6: NAVSHP

FP6 IST Call1 : INSTINCT



→ Integrated Project (IP), EU & Brazil

http://www.ist-INSTINCT.org/

FP6 IST Call3 : PARTAKE & PHENIX-SSA

→ SSA: Cooperation with China

FP6 IST Call4:

Closing date: 22nd March 2005

Indicative budget for NAVSHP:
 63M€ (90% of pre-allocated budget)

• IPs, NoEs: 75%;

• STREPs, CAs, SSAs: 25%

FP7 (2006-2010) in preparation...





Conclusion

- Cooperation of broadcasting and cellular bearers will...
 - Enhance the wireless user experiences;
 - Improve/optimise the (cellular & broadcast) network operation;
 - Enable the provision of good quality rich multimedia to large user groups;
 - Open future opportunities for dynamic RRM and even flexible spectrum allocation
- Need for an open platform for interactivity
- EU funded contribution within FP6 is significant





Further information





http://www.cordis.lu/fp6 http://www.cordis.lu/ist

http://www.cordis.lu/ist/directorate_d/audiovisual/index.htm

http://europa.eu.int/information_society/topics/ecomm/index_en.htm



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