Multiscreen Toolkit
Towards fast prototyping

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About Noterik

General:

- More than 10 years in online video (since January 2001)

- 10 fixed employees and a freelance network

- Research, development and implementation related to online video
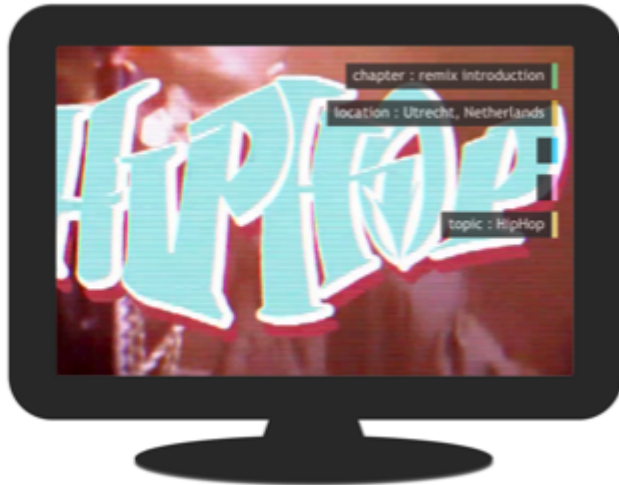
Development focus:

- On-demand video / cultural heritage

- Fragment-based storage (time-based metadata)

- Rapid prototyping / Multiscreen

Some of our clients/partners:

Second screen example from LinkedTV

MAIN SCREEN

chapter : remix introduction
location : Utrecht, Netherlands
topic : HipHop

SHARING & BOOKMARKING

RELATED INFORMATION

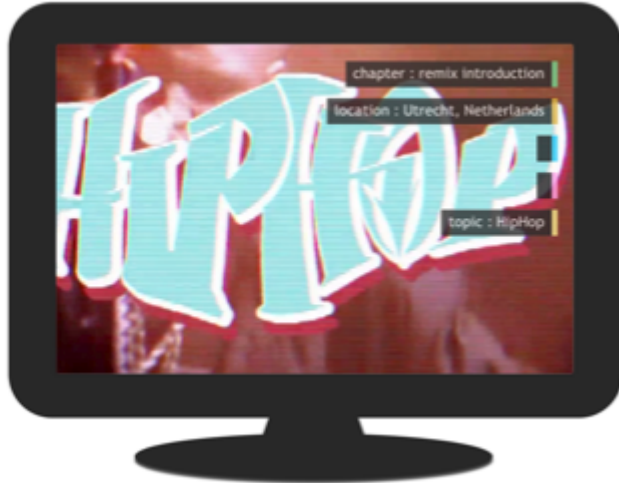video (7 min):
http://www.noterik.nl/products/multiscreentoolkit/?id=secondscreen

- Multiscreen / Second screen
- Interaction between users / share - bookmark
- Adaptive HTML5
- Touch screen interaction swipe, drop, share

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Focus areas around Multiscreen

MAIN
SCREEN

chapter : remix introduction

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SHARING &
BOOKMARKING

RELATED
INFORMATION

- Remote controlling from the second screen
- Annotation / tagging using the second screen
- Sharing / group watching using multiscreen

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A lot of questions around Second Screen

which screen is the main screen?

which touch gestures are convenient?

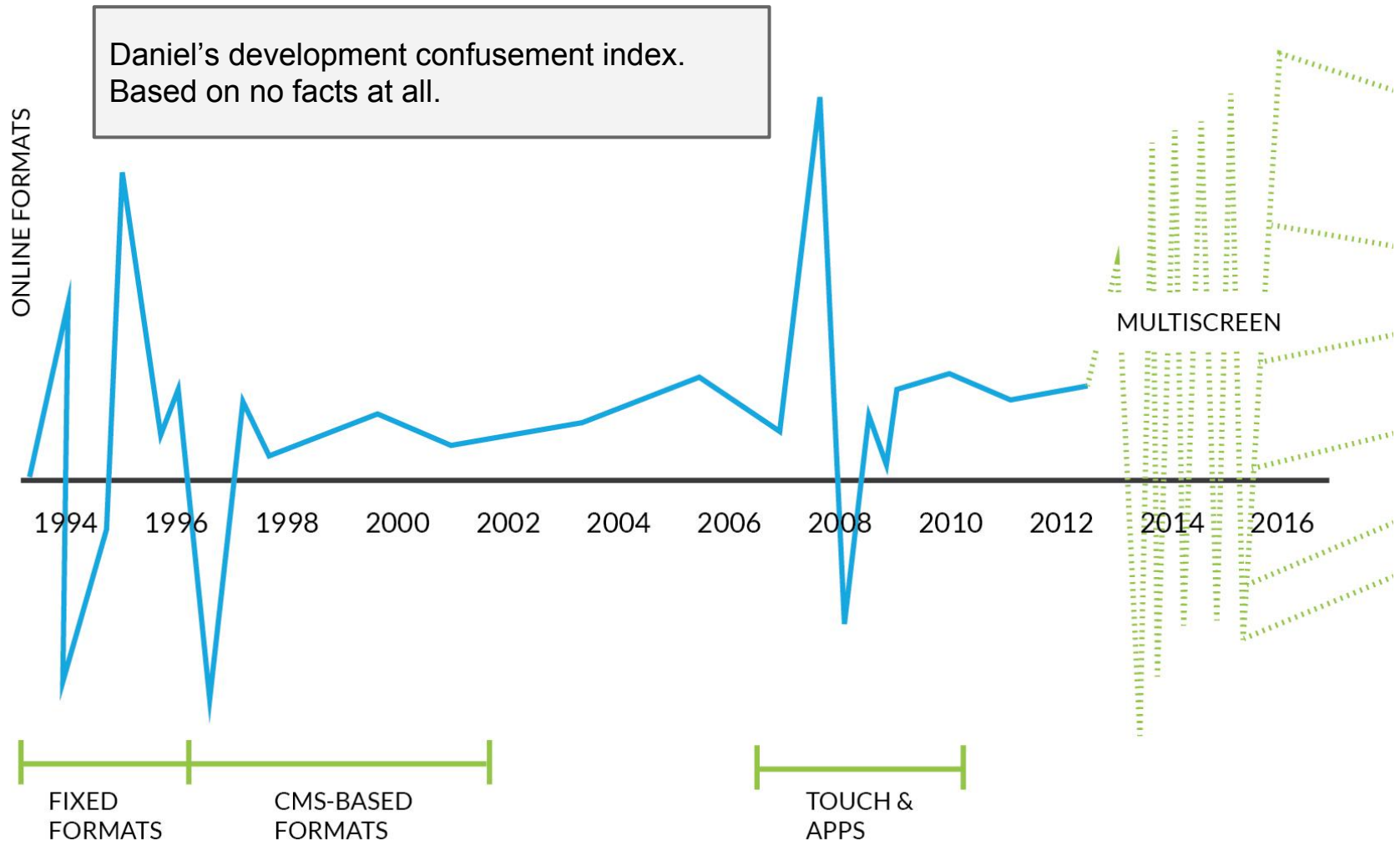how to handle live signals and delays?

how many screens?

do people watch together?

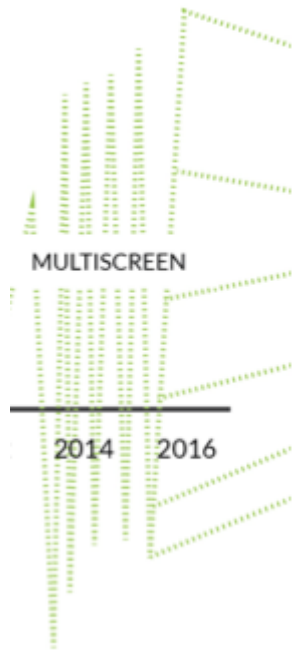how do user interact around fragments?

will users produce content / metadata?
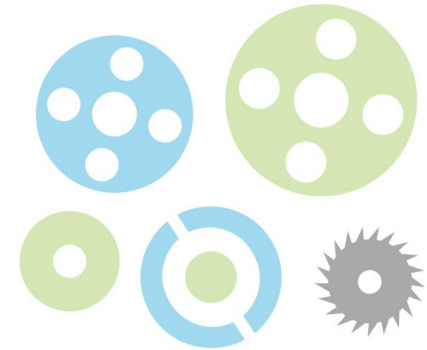
what interfaces work?

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Déjà vu feeling - Confusement

Daniel's development confusement index.
Based on no facts at all.

ONLINE FORMATS

MULTISCREEN

1994 1996 1998 2000 2002 2004 2006 2008 2010 2012 2014 2016

FIXED
FORMATS

CMS-BASED
FORMATS

TOUCH &
APPS

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Search for new formats/concepts
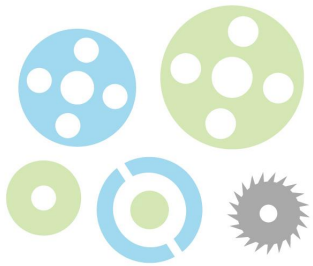
Multiscreen Toolkit

MULTISCREEN

2014   2016

In this phase you better *get experience with prototypes* instead of investing in large scale project

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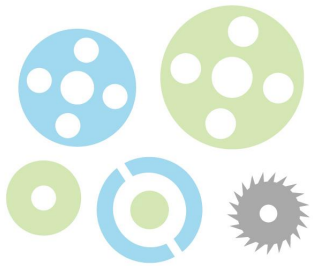# Functionalities Multiscreen Toolkit

Provide the basic infrastructure for Multiscreen Prototyping

The Multiscreen Toolkit will give:

- Support for multiple screens and devices
- Supports all major browsers, iOS, Android
- Support for multiple users and groups
- Different interaction modes (Web UI, remote, touch screen)
- Options to easily move content across devices and users
- Bookmarking and sharing of videos / fragments
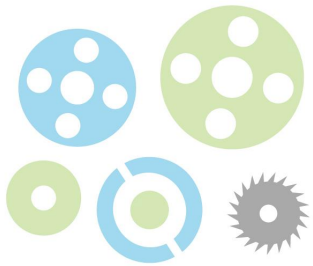- Support HbbTV mode options

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Facilitate Prototyping

The Multiscreen Toolkit is intended for format developers, interaction designers and technical developers.

The Multiscreen Toolkit is developed to:
- Make fast prototypes on an existing infrastructure
- Develop together with the client (co-design / co-creation)
- Change 2000 lines of code to 50 working with APIs
- Create open development, others can also work with it
- Get as a producer experience with a new format
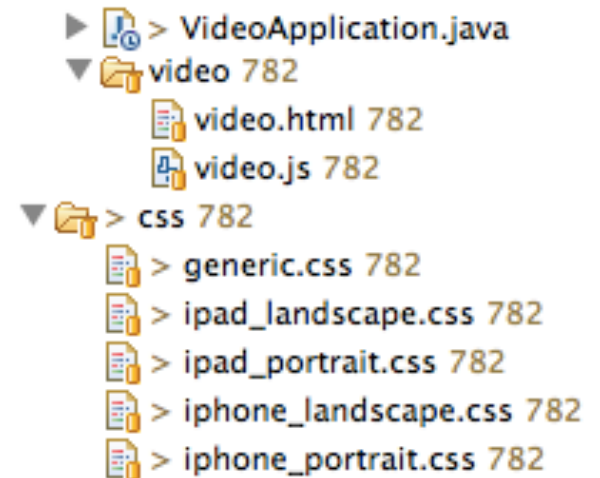- Collect user feedback based on a working prototype

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Development cycle

It's easy to get up and running as applications can be deployed on top of a clustered hosting platform.

All you need to build an application:

- Server side Java component
- Client side HTML template
- Client side JavaScript
- Some CSS for styling
- Deploy as war file

▶ 🗎 > VideoApplication.java
▼ 📁 video 782
    🗎 video.html 782
    🗎 video.js 782
▼ 📁 > css 782
    🗎 > generic.css 782
    🗎 > ipad_landscape.css 782
    🗎 > ipad_portrait.css 782
    🗎 > iphone_landscape.css 782
    🗎 > iphone_portrait.css 782

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Deploy applications on top of the Toolkit
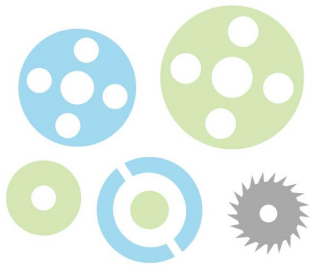
Deploy applications on top of the Toolkit

Applications are build as a Java war file that can be deployed on a Springfield cluster.

video : 1:05sec

Web based dashboard that allows to:

- Deploy an application
- Cluster support
- Separate production/development mode
- Versioning support
- Live debug options

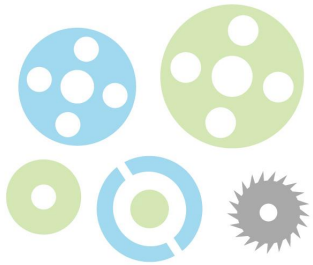noterik

Demo application based on our Toolkit

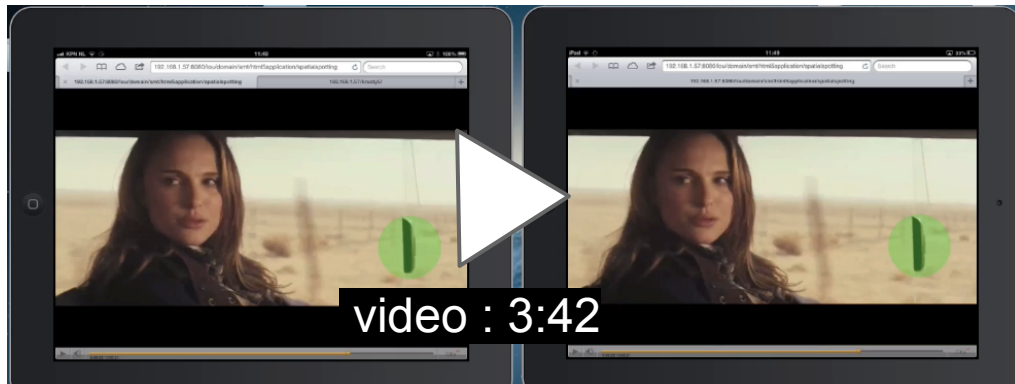Multi-user / Social TV as default behaviour

video : 4:31sec

- login
- user profile
- user management
- bookmark
- share
- beam to TVs

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Demo application based on our Toolkit

Spatial Spotting live demo:
www.noterik.nl/spatialspottingdemo/

video : 3:42

- semi-sync viewer
- pointer functionality
- group viewing
- multiple locations
- 100% Web-based

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Concluding remarks:

- A lot of second screen development is still unclear
- Better make small prototypes than large investments
- Still searching for the added value, not focus on technical possibilities.
- There is a lot of value inside **watching together** (which doesn't have to be live TV)

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www.noterik.nl/multiscreentoolkit/

www.noterik.nl/video

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