

Web on TV
September 2010



The Home Gateway as the Home Network Hub

Technicolor

Masaru Yamamoto

Where things are...

- The Home Gateway assumes a progressively more central role for storing and distributing content in the home
- Several thousands of devices have DLNA certification
- The Home Network federates TV Devices, IT Devices, and both commercial and user generated content
- Hybrid Broadcast / Internet TV devices and services are hitting the market
- Commercial content is increasingly distributed over the Internet (VoD, Catch-up TV)
- Users will become increasingly overloaded by the large quantity of available TV channels and the number of VoD content items to choose from
- Efficient and Interoperable Content Protection and DRM Systems are paramount for distributing commercial content



Where things are... (continued)

- The 2nd screen will arrive as a tool for improved content/service consumption
- Content can be received by a multitude of networks - in the home and on the go
- There is a huge number of established frameworks for running UI/applications on CE platforms, where Flash and CE HTML play an increasing role
- Broadcasters want to keep full artistic control of content presentation and service responsibility, such as accurate UI positioning, 3rd party application control, ...
- 3D is arriving for video and UI, bringing its own challenges

... And where they are going

Digital Media
- PC - Network-based
- Digital Download

Communications
- Mbl - Fixed - Visual
- Voice Mail - IM

Internet Content
- EPG - Podcasts
- Widgets



AV Devices
- TV - Blu-ray - Radio
- DVD

Home Systems
- Lights - Thermostats
- Windows



We need an integrated platform !

- Supporting a broad range of integrated services
 - Open (heterogeneity of formats)
 - Flexible
- Designed around a single interface
- Across the entire home
 - Device agnostic
- Centered around the Home Gateway
 - Bridge the home and the Internet
 - Manageability
 - “always on”