Web and TV Interest Group Intro

Co-chairs: Yosuke Funahashi - W3C

Giuseppe Pascale - Opera Software

Mark Vickers - Comcast

Team Contact: Kazuyuki Ashimura – W3C

Web & TV IG: Charter

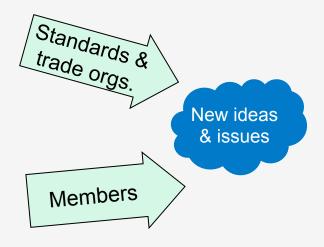
Scope

 "Web-based media distribution which is currently done by media services over a variety of distribution channels (IP, satellite and terrestrial broadcasting, cable, telecomm, etc.) to a variety of devices (TV-sets, phones, tablets, PCs, game machines, etc.)."

Tasks

- "Identification of requirements for tighter support of media-centric applications on the Web Platform
- Identification of gaps in the Web Platform that do not allow the identified requirements to be met
- Review of deliverables under development by other W3C groups that are relevant to the IG scope and report bugs as appropriate
- Liaison with other organizations in the media industry to promote adherence to W3C standards within global media specifications."

http://www.w3.org/2012/11/webTVIGcharter.html



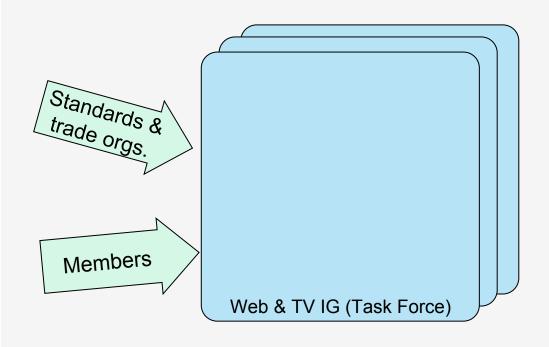




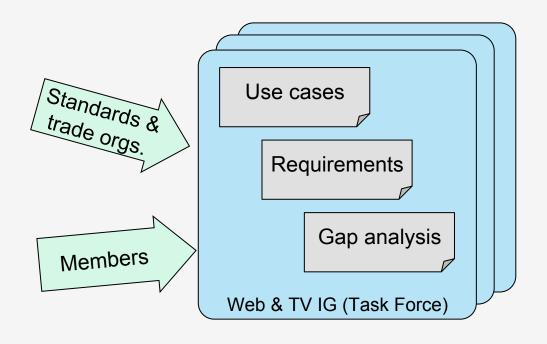




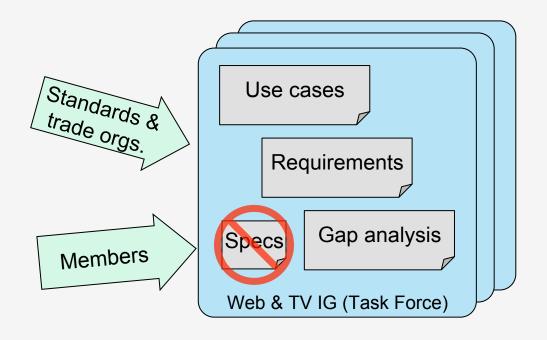




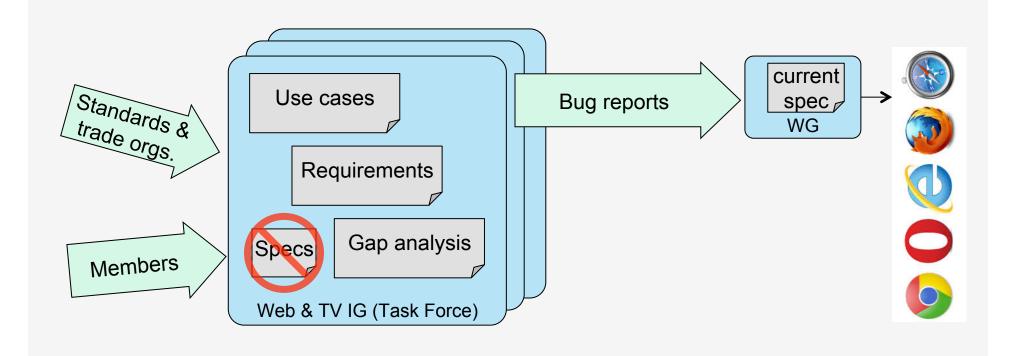


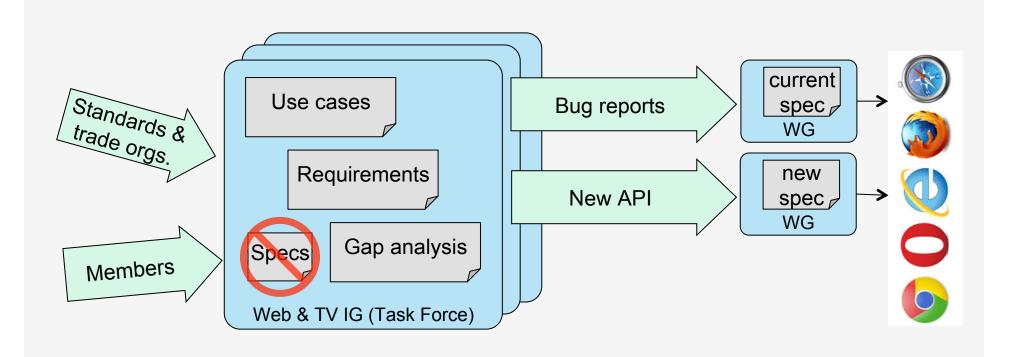


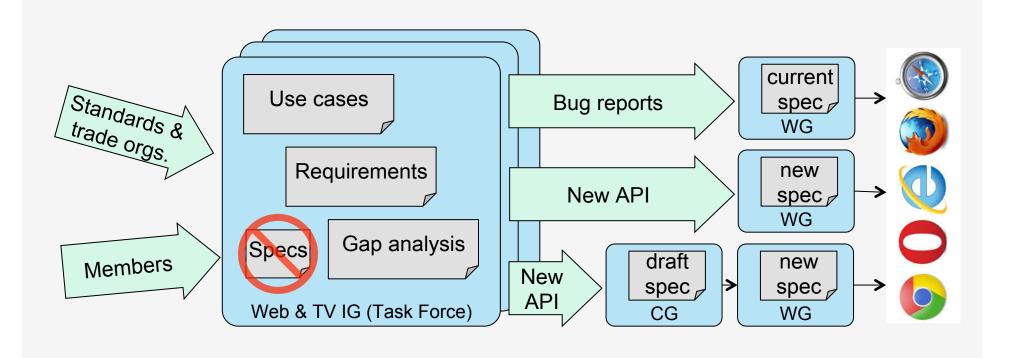












Web & TV IG: Task Forces

- Closed
 - Media Pipeline TF
 - Home Network TF
 - Testing TF
 - Timed Text TF
 - Media APIs TF
- On hold
 - Web Media Profile TF
- Active
 - Glass to Glass Internet Ecosystem (GGIE) TF
- New proposal
 - Cloud Browser APIs TF

http://www.w3.org/2011/webtv/wiki/Main_Page#Task_Forces

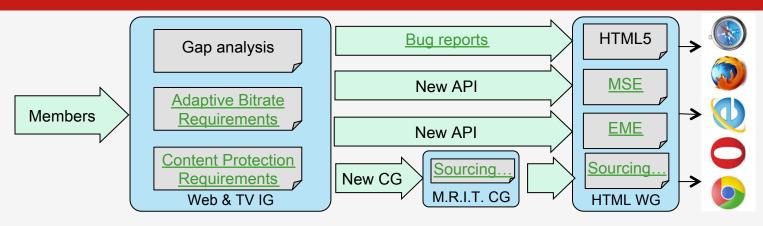
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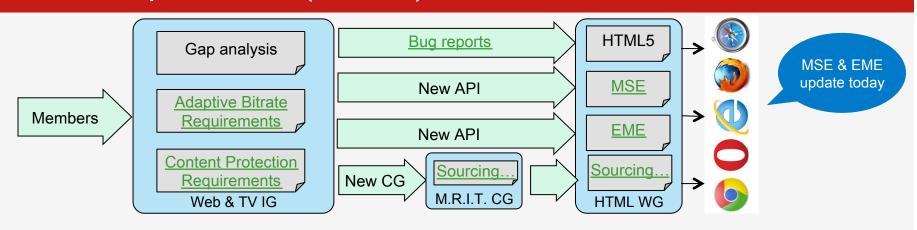
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Media Pipeline TF (closed)



- Goal: Improve HTML5 media pipeline to support media services
- Outcome:
 - IG Bug reports addressed. HTML5 is a W3C Recommendation, wide browser support
 - MSE (Media Source Extensions): Candidate Recommendation, wide browser support
 - EME (Encrypted Media Extensions): Working Draft, wide browser support
 - IG members form new CG: Media Resource In-band Tracks CG
 - Sourcing In-band Media Resource Tracks from Media Containers into HTML referenced by HTML5 & MSE

Media Pipeline TF (closed)



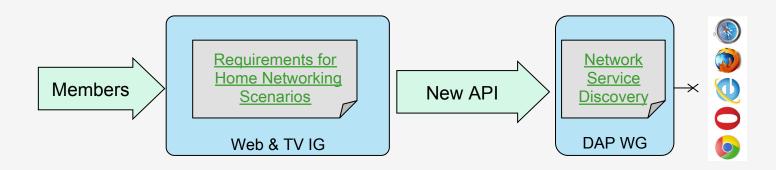
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Web Media Profile (on hold)



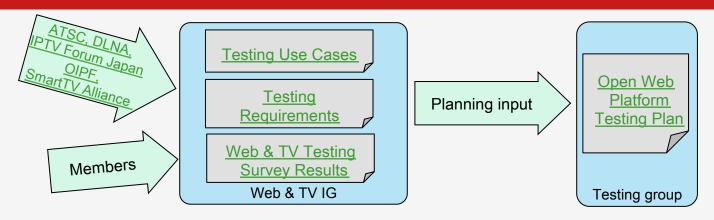
- Goal: Create profile of HTML5 specs to support media applications
- Outcome & status:
 - Draft Web Media Profile
 - Put on hold because at the time (2011):
 - a. HTML5 and related specs changing too rapidly
 - b. Media standards organizations interested in HTML5 not public
 - Now HTML5 foundation is stable & media standards groups are more open
 - Is it time to restart the Web Media Profile?

Home Network TF (closed)



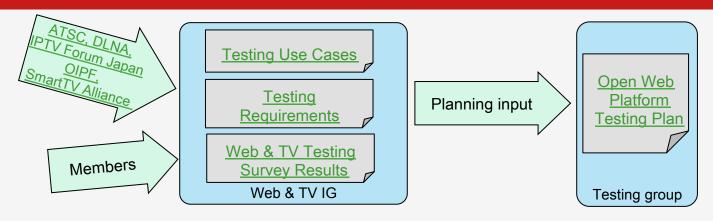
- Goal: Enable discovery & control of devices & services on the LAN
- Outcome:
 - Use cases and requirements for potential specifications
 - Network Service Discovery API (Working Draft)
 - Security/privacy concerns raised by Privacy IG (PING), some
 - Status: No browser implementations

Testing TF (closed)



- Goal: Improve HTML5 platform test coverage.
- Outcome:
 - 10 external organizations surveyed, 5 returned survey
 - Use cases & requirements completed
 - Reports delivered to Testing group

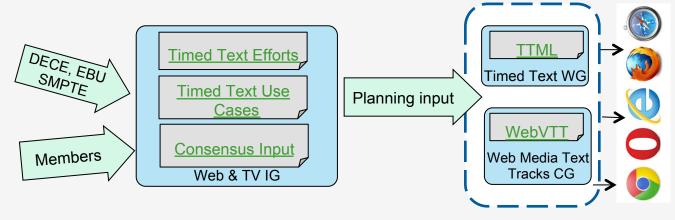
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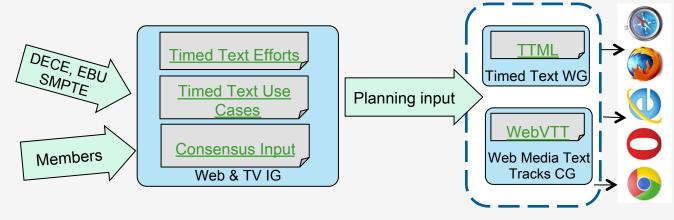


Timed Text TF (closed)



- Goal: Facilitate use and interoperability of TTML and WebVTT
- Outcome & status:
 - Document scope and variations of TTML and WebVTT
 - Gather Web-based timed text use cases from the TV and Media industry & IG members
 - Delivered IG Consensus Input to Timed Text WG charter
 - New charter for TT WG (a) included both TTML and WebVTT (b) added a deliverable to create a mapping doc between TTML and WebVTT
 - Mapping Between TTML and WebVTT Editor's Draft

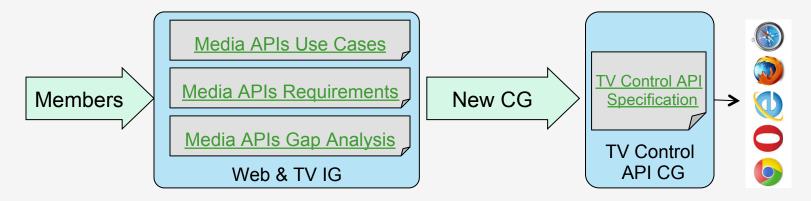
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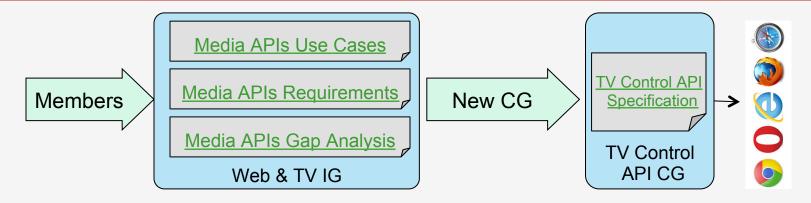
Media APIs TF (closed)



- Goal: Identify requirements for:
 - Recording and downloading media
 - Discovery and control of device capabilities (e.g. tuner control)
 - Exposing TV metadata to web applications
 - Mapping between Media Element API and in-band metadata
 - Synchronization of broadcast content and web applications up to frame accurate
- Outcome & status:
 - Started TV Control API CG, which produced <u>TV Control API Specification</u>

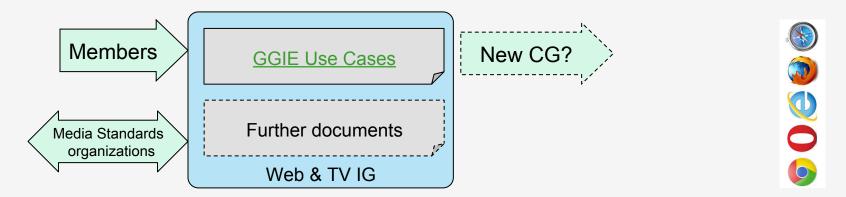


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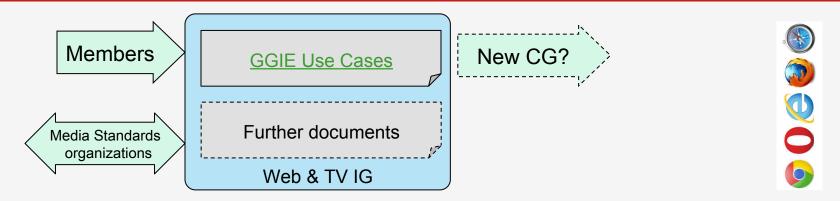
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Glass to Glass Internet Ecosystem (GGIE) (active)



- Goal: Help standards organizations identify technical standards needs around:
 - media capture (professional cameras, smartphones)
 - media editing systems
 - media storage
 - media packaging
 - media providers (streaming media websites, cable, IPTV & satellite systems)
 - media clients (general-purpose browsers, televisions, tablets, phones)
- Outcome & status:
 - GIGIE Use Cases

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Related CG updates

- Multi Device Timing CG
- Media Resource In-band Tracks CG
- Second Screen Presentation CG

Related CG updates

Multi Device Timing CG update today

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- Media Resource In-band Tracks CG
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Second Screen Presentation update today

Web & TV IG: State of HTML5 in Media Specs & Tech

Worldwide TV Standards support HTML5 (or plan to): • ATSC 3.0 • DLNA VidiPath • HbbTV 2.0 • MSIP Smart TV 2.0 (Korea) • IPTV Forum Japan Hybridcast •	Hardware support HTML5 (or plan to):: • AMD • ARM • Broadcom • Intel • Marvell • Mstar • NXP • Sigma • ST •
TV Platforms support HTML5 (or plan to):	Content protection support EME (or plan to):: Adobe Access Alticast XCAS Apple Fairplay ARRIS SecureMedia Cisco VideoGuard Google Widevine Intel HDCP Microsoft PlayReady NAGRA Anycast Verimatrix VCAS

Web & TV IG: State of HTML5 in Media Specs & Tech

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- DLNA VidiPath
- HbbTV 2.0
- MSIP Smart TV 2.0 (Korea)
- IPTV Forum Japan Hybridcast

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Web platform in worldwide TV specifications update today Hardware support HTML5 (or plan to)::

- AMD
- ARM
- Broadcom
- Intel
- Marvell
- Mstar
- NXP
- Sigma
- ST
- ...

TV Platforms support HTML5 (or plan to):

- Android TV
- Firefox OS
- Opera TV
- Tizen
- WebOS

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Content protection support EME (or plan to)::

- Adobe Access
- Alticast XCAS
- · Apple Fairplay
- · ARRIS SecureMedia
- Cisco VideoGuard
- Google Widevine
- Intel HDCP
- Microsoft PlayReady
- NAGRA Anycast
- Verimatrix VCAS

Web & TV IG: What remains to be done?

•	Make	list	today	&	review	at	end	of	day	,
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