Media & Entertainment Interest Group

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W3C Code of Ethics and Professional Conduct

- Treat each other with respect, professionalism, fairness, and sensitivity to our many differences and strengths
- Never harass or bully anyone verbally, physically or sexually
- Never discriminate on the basis of personal characteristics or group membership
- Communicate constructively and avoid demeaning or insulting behavior or language
- Seek, accept, and offer objective work criticism, and acknowledge properly the contributions of others
- With respect to cultural differences, be conservative in what you do and liberal in what you accept from others, but not to the point of accepting disrespectful, unprofessional or unfair or unwelcome behavior or advances
- Promote the rules of this Code and take action to bring the discussion back to a more civil level whenever inappropriate behaviors are observed

https://www.w3.org/Consortium/cepc/

Media & Entertainment IG: Mission

- To provide a forum for media-related technical discussions, to **track progress of media features** on the web within W3C groups and use of web technologies by external organizations, and to **identify use cases and requirements** that existing and/or new specifications need to meet to achieve a **tighter support of media services on the web**.
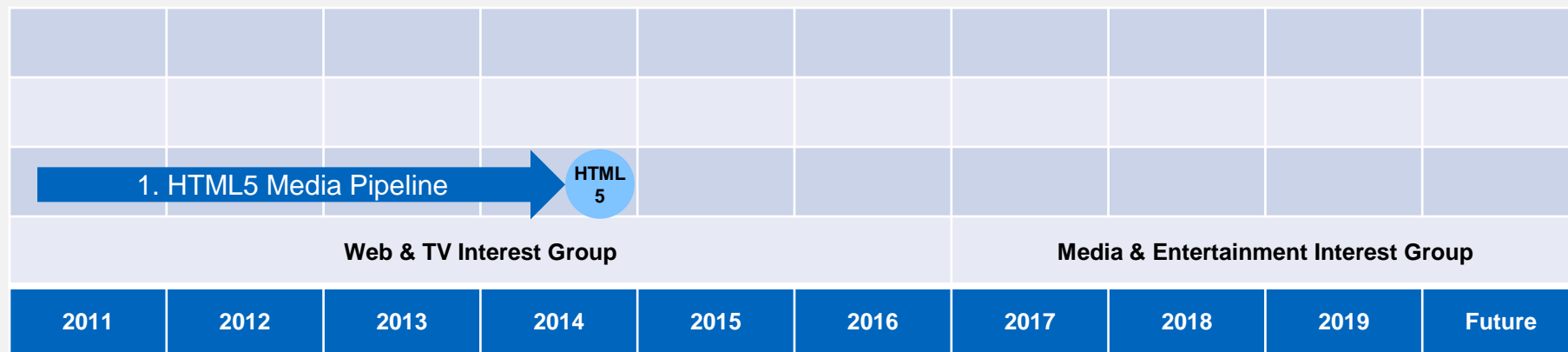
https://www.w3.org/2019/06/me-ig-charter.html

- Make the web a great platform for media of all kinds!

Media & Entertainment IG: History of Major Initiatives

		Web & TV Interest Group							
2011	**2012**	**2013**	**2014**	**2015**	**2016**	**2017**	**2018**	**2019**	**Future**

2011	2012	2013	2014	2015	2016	2017	2018	2019	Future

1. HTML5 Media Pipeline → HTML5

Web & TV Interest Group

Media & Entertainment Interest Group

Media & Entertainment IG: History of Major Initiatives

2. Adaptive Streaming & Content Protection → **MSE** → **EME**

1. HTML5 Media Pipeline → **HTML 5** **HTML 5.2**

Web & TV Interest Group   **Media & Entertainment Interest Group**

2011	2012	2013	2014	2015	2016	2017	2018	2019	Future

Media & Entertainment IG: History of Major Initiatives

3. Media Web App Platform

2. Adaptive Streaming & Content Protection — MSE → EME — MSE v2 — EME v2

1. HTML5 Media Pipeline — HTML 5 — HTML 5.2 — HTML LS

Web & TV Interest Group

Media & Entertainment Interest Group

2011	2012	2013	2014	2015	2016	2017	2018	2019	Future

Media & Entertainment IG: Charter

- Scope
  - The Media and Entertainment Interest Group's scope covers Web technologies used in the end-to-end pipeline — including capture, production, distribution and consumption — of continuous experiences, which is here defined as videos, sound recordings, associated technologies such as timed text, and input/output mechanisms used to engage users.
- Topics
  - clients and devices (general-purpose browsers, televisions, tablets, phones, game consoles, cloud browsers, professional cameras)
  - providers (streaming web sites, terrestrial, cable, IPTV, satellite systems)
  - production (capture, identification, metadata, content enrichment)
  - transport and control (formats, packaging, storage, synchronization)
  - accessibility

https://www.w3.org/2019/06/me-ig-charter.html

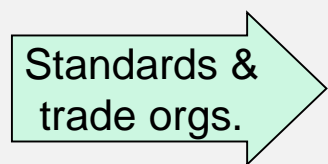# Media & Entertainment IG: Charter
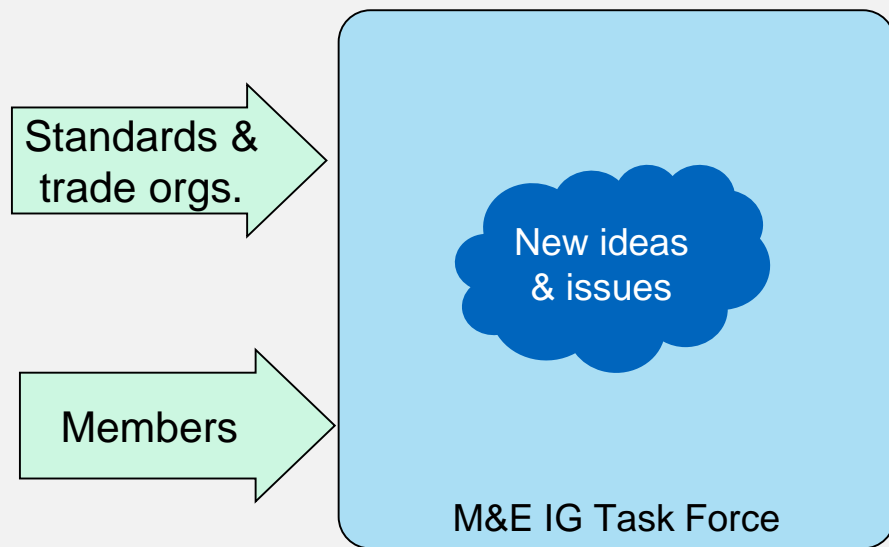
- Tasks
  - Identification of requirements for tighter support of media-centric applications on the Web platform, possibly through the creation of Task Forces
  - Incubation of technical solutions for the identified requirements by supporting the creation of Community Groups or proposing topics to the Web Platform Incubator CG
  - Suggesting existing Working Groups to include particular topics in their scope as appropriate
  - Tracking and review of media-related deliverables developed by other W3C groups, and reporting of issues as appropriate
  - Coordination with other organizations in the media industry to gather knowledge, coordinate input into W3C efforts, and promote development and use of W3C standards within global media specifications
  - Ensuring issues of accessibility, device independence, internationalization, performance, privacy, and security are given equal consideration in all discussions and outcomes
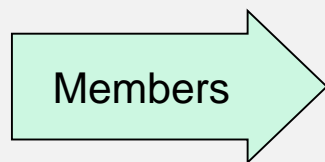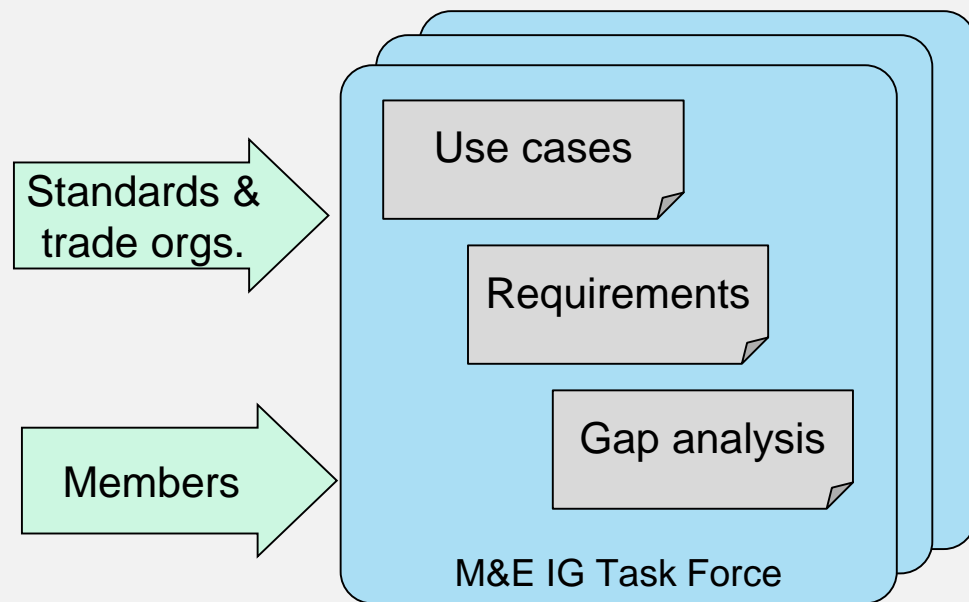
https://www.w3.org/2019/06/me-ig-charter.html

Standards & trade orgs.

New ideas & issues

Members

Standards & trade orgs.

Members
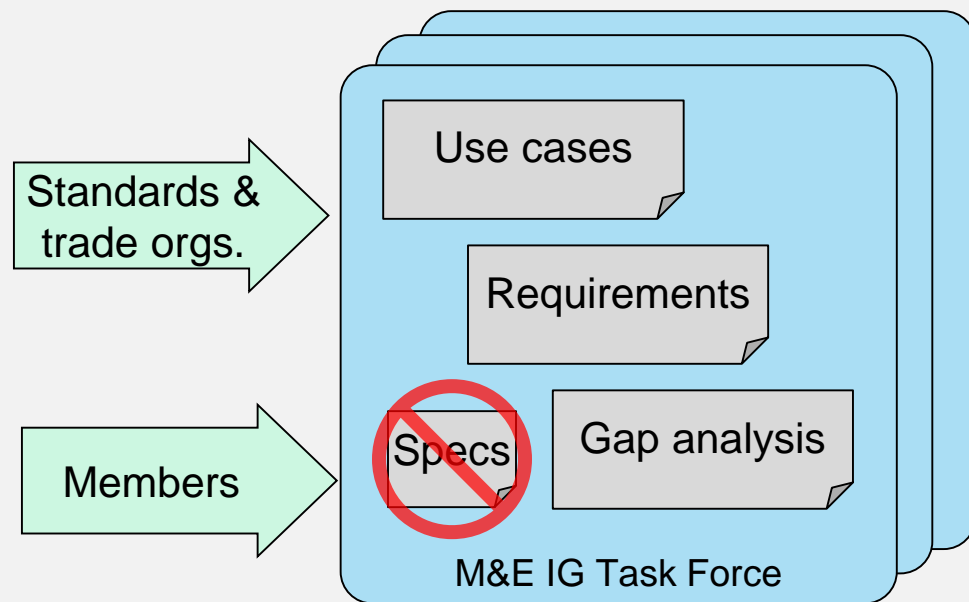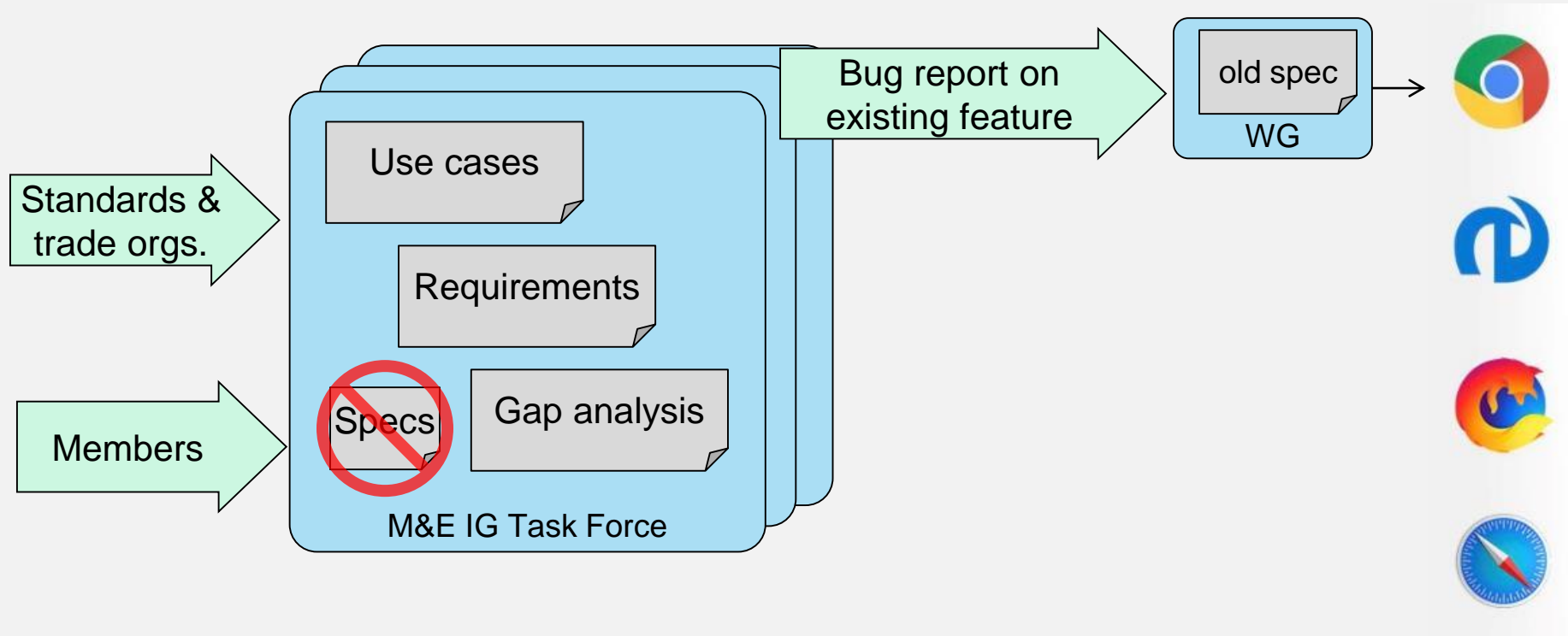
New ideas & issues

M&E IG Task Force

Media & Entertainment IG: Work Flow

Media & Entertainment IG: Work Flow
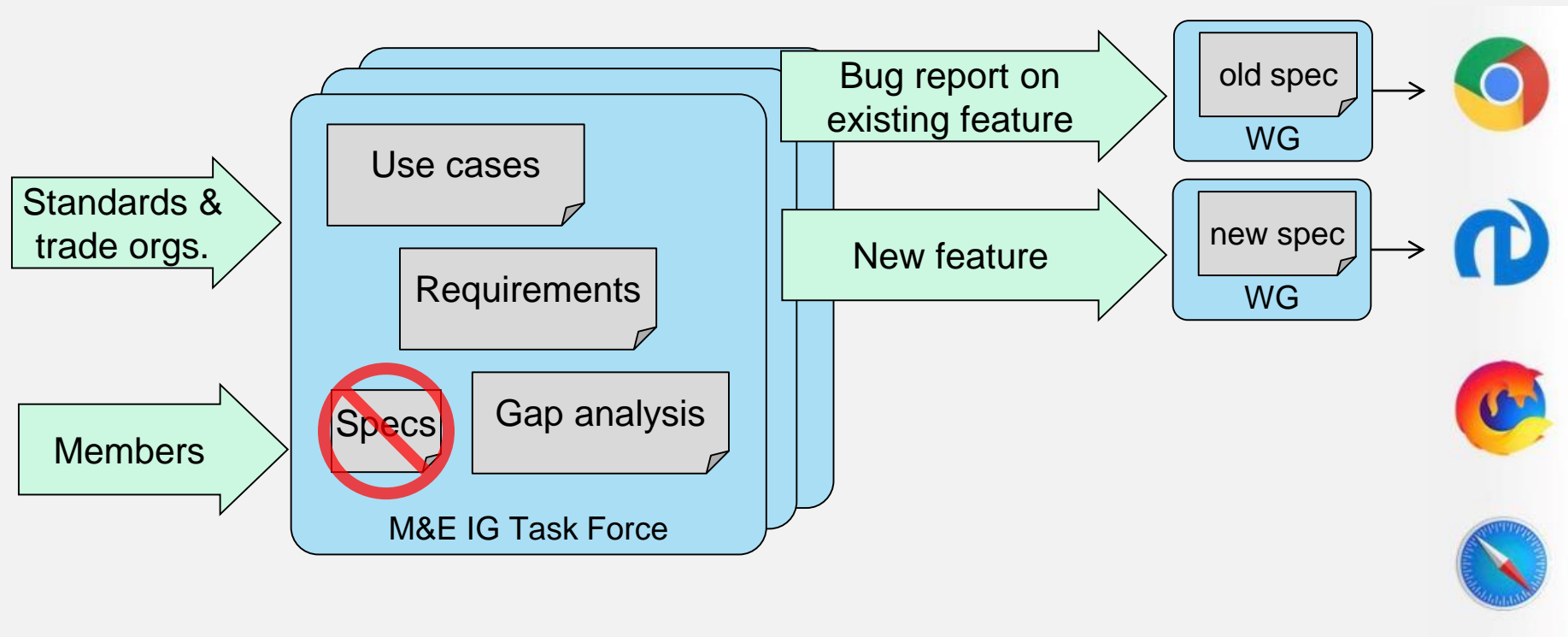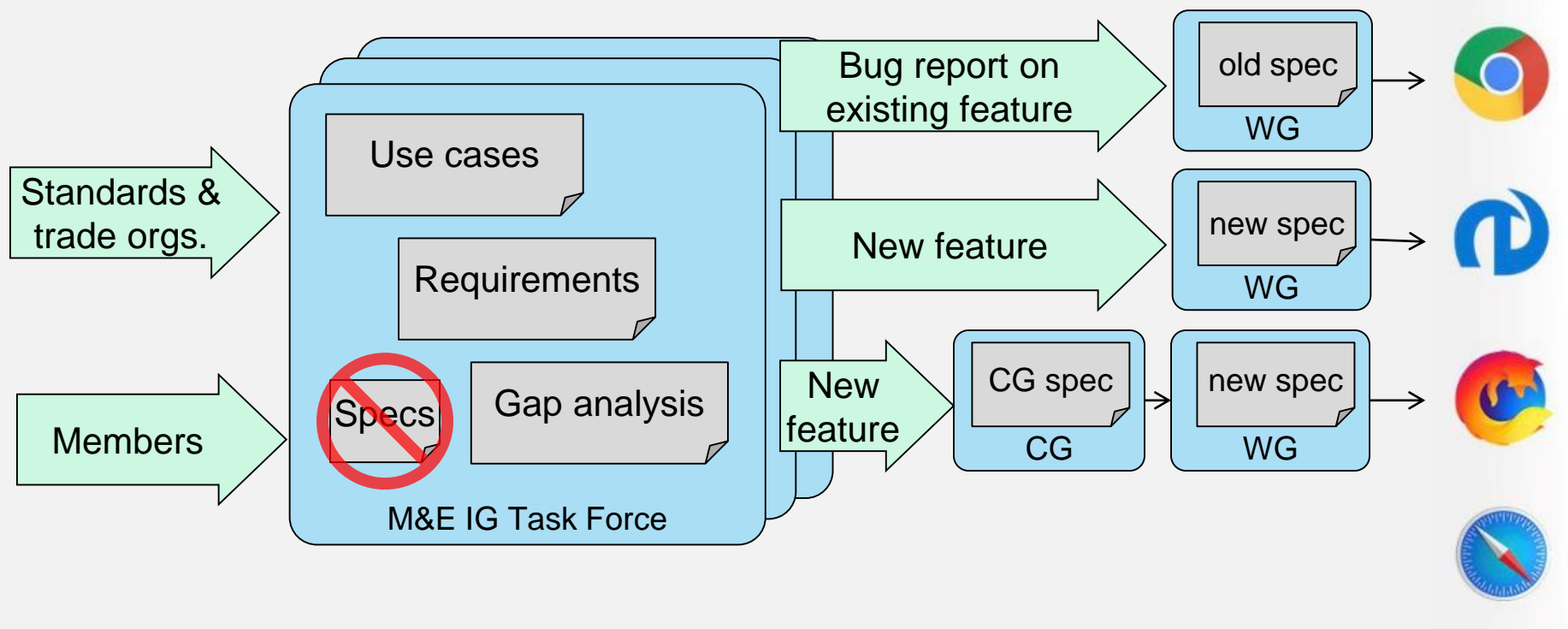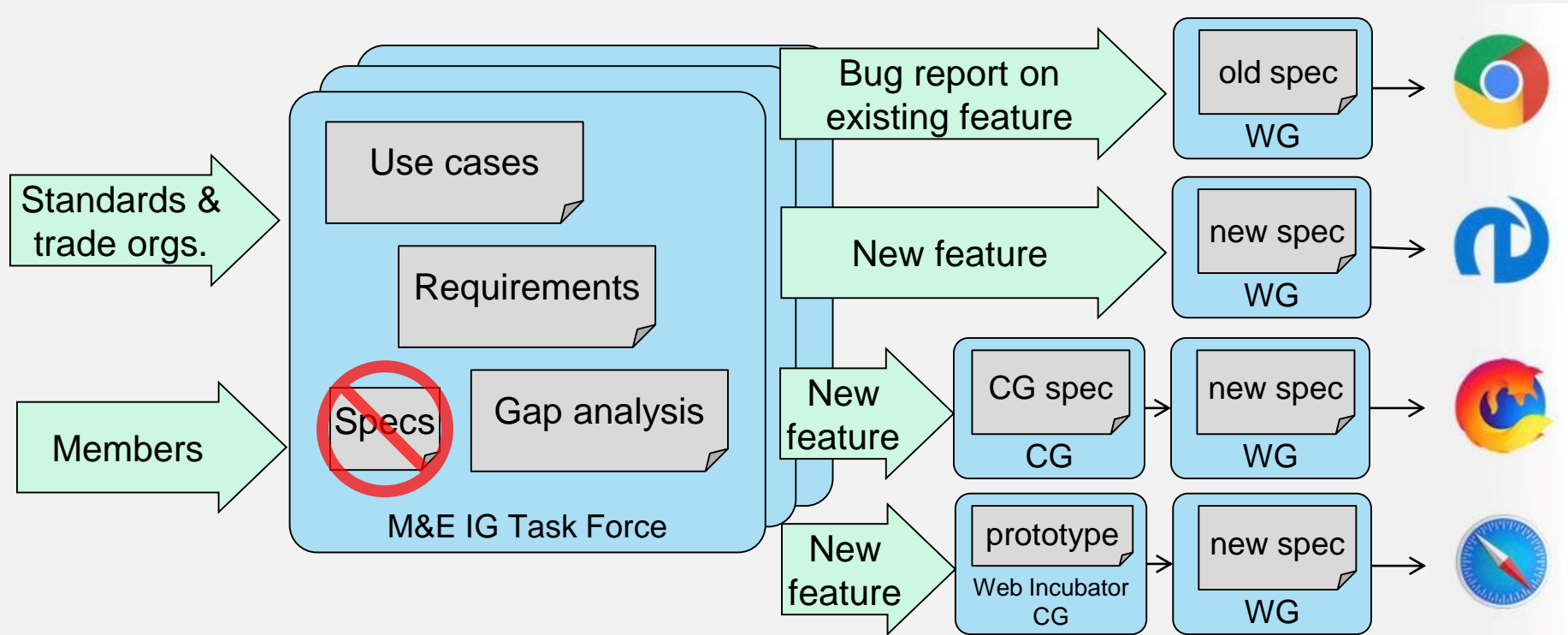
Media & Entertainment IG: Work Flow

Web Platform Incubator CG (WICG)

- Process for bringing ideas to WICG:
  1. Raise a topic in Discourse at https://discourse.wicg.io/
  2. Get implementer support for your idea
  3. The WICG co-chairs create a GitHub repo for your proposed feature in https://github.com/WICG/
  4. Write an explainer document. See TAG guidance at https://github.com/w3ctag/w3ctag.github.io/blob/master/explainers.md
  5. Write a spec for the feature in GitHub
  6. Transition specification to WG for standardisation

Contributing to HTML and DOM

- W3C and WHATWG agreement
  - HTML and DOM to be developed principally in the WHATWG. W3C will give input to and endorse WHATWG Review Drafts to become W3C Recommendations
- Process for changing HTML features:
  1. Significant new features should go through WICG
  2. Otherwise, discuss with W3C HTML WG or submit issues to the HTML spec directly
     https://www.w3.org/2019/html/
     https://github.com/whatwg/html

Media & Entertainment IG: Task Forces

M&E IG Task Forces	
2018-19	Media Timed Events TF
2016-17	Cloud Browser API TF
2015	Glass to Glass Internet Ecosystem (GGIE) TF
2013-14	Media APIs TF
2013	Testing TF
2013	Timed Text TF
2011-12	Media Pipeline TF
2011	Home Networking TF

Media & Entertainment IG: Monthly conference calls

Monthly calls: 2019		Monthly calls: 2018	
Sep	Web Games Workshop Report	Oct	WebRTC for Live Media Streaming
Aug	Media Playback Quality, Autoplay Policy Detection, and Danmaku / Bullet Chatting	Sep	Web Media API Snapshot 2017 Test Suite
Jul	Encrypted Media Extensions	Aug	Scalable Media Delivery on the Web with HTTP Server Push
Jun	Media Session and Picture in Picture APIs	Jul	CTA WAVE HTML5 Spec
May	Web & Networks Interest Group Introduction	Jun	CTA WAVE Content Spec
Apr	Media Source Extensions	Apr	Media Source Extensions
Feb	Subtitles in 360° Video and VR Experiences on the Web	Feb & Mar	Media Timed Events
Jan	China Mobile / Migu Use Cases	Jan	360° Video

Media & Entertainment IG: Activities for 2020

- We're now entering a new phase of development of web media APIs

  - Media Source Extensions v.Next
  - Encrypted Media Extensions v.Next
  - Media Playback Quality
  - Media Capabilities

  - Media Session
  - Picture in Picture
  - Autoplay Policy Detection

  - DataCue
  - WebCodecs   } Potential future specs

    - Media WG Charter: https://www.w3.org/2019/05/media-wg-charter.html
- Interest Group can input use cases and requirements to the Media WG, review outputs, to meet media industry needs

Media & Entertainment IG: Activities for 2020

- What will be new topics for 2020?
  1. Open invitation to suggest new topics we could be doing in 2020
  2. We'll write the ideas on flip chart during meeting
  3. We'll review this list during the wrap-up at the end

Schedule

Morning		Afternoon	
09:00	Welcome & Introduction	13:30	Future directions for media on the web
09:25	Agenda bash	14:30	Bullet Chatting
09:30	Hybridcast update	15:00	Afternoon break ☕
10:00	Media Timed Events Demo: NHK	15:30	Joint Meeting: Second Screen WG/CG
10:30	Morning break ☕	16:00	Joint Meeting: Timed Text WG
11:00	Media Timed Events TF	17:00	Planning IG activities for 2020 📅
11:30	CTA WAVE update	17:30	Wrap up 🎁
12:00	Review open IG issues	17:40	Close 👏
12:30	Lunch 🥗		

Media & Entertainment IG: Resources

- Homepage
  - https://www.w3.org/2011/webtv/
- Charter
  - https://www.w3.org/2019/06/me-ig-charter.html
- GitHub
  - https://github.com/w3c/media-and-entertainment
- Mailing lists
  - Public: https://lists.w3.org/Archives/Public/public-web-and-tv/
  - Member only: https://lists.w3.org/Archives/Member/member-web-and-tv/
- Wiki
  - https://www.w3.org/2011/webtv/wiki/Main_Page