

Media & Entertainment Interest Group

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Media & Entertainment IG: Mission

- Mission: Make the Web a great platform for media of all kinds!

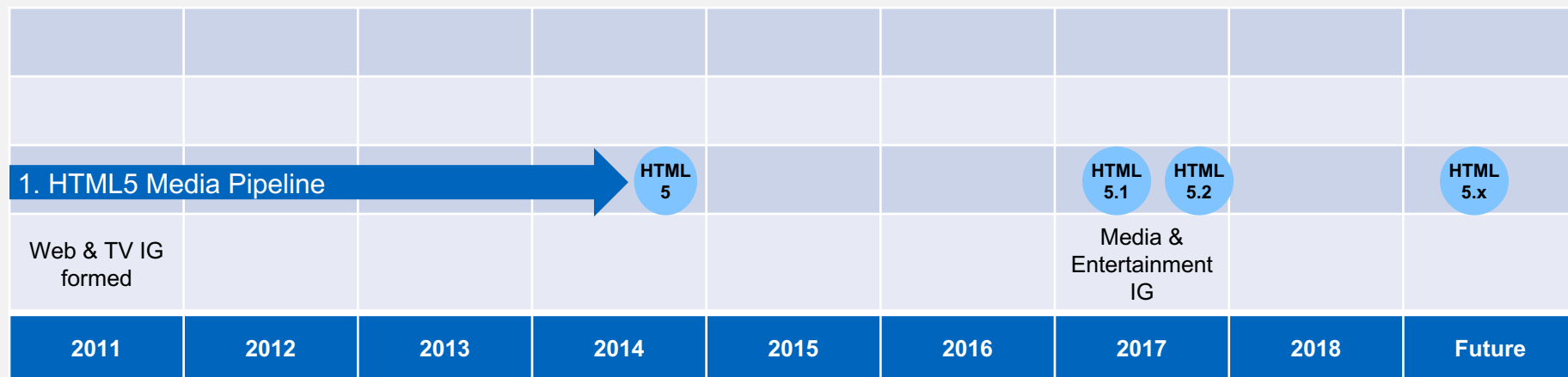
MEIG: Major Initiatives

- Mission: Make the Web a great platform for media of all kinds!
- History of major IG initiatives:

Web & TV IG formed						Media & Entertainment IG		
2011	2012	2013	2014	2015	2016	2017	2018	Future

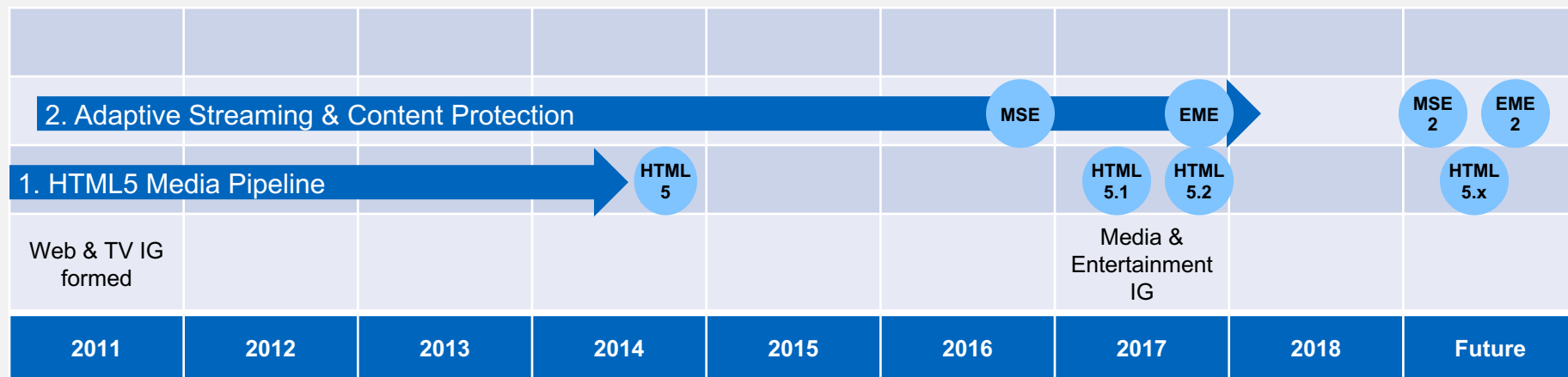
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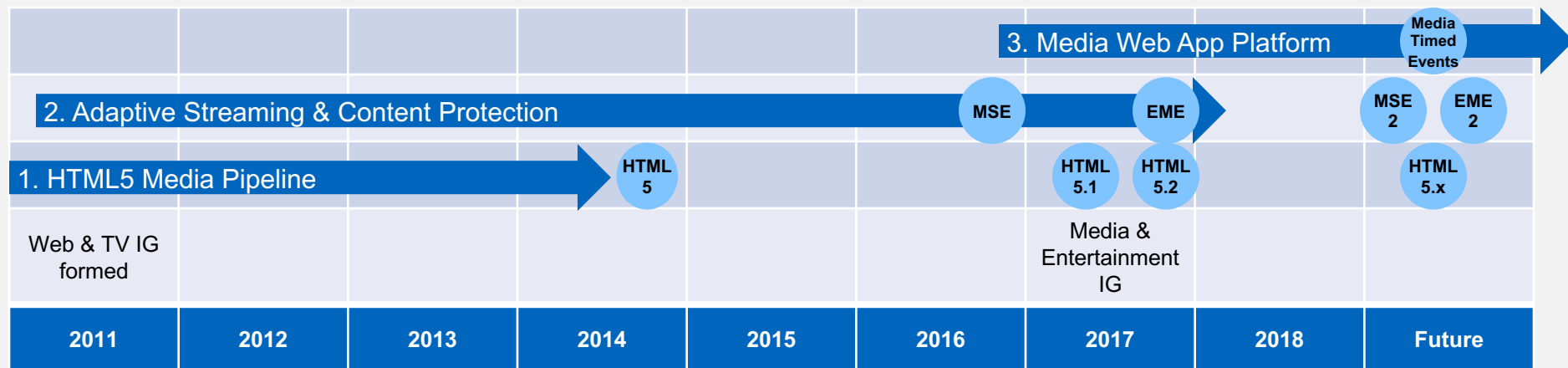
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MEIG: Charter

- 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 media, which is here defined as videos, sound recordings, and their associated technologies such as timed text.

- Topics

- **clients** (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 & control** (formats, packaging, storage, synchronization)
- **accessibility**

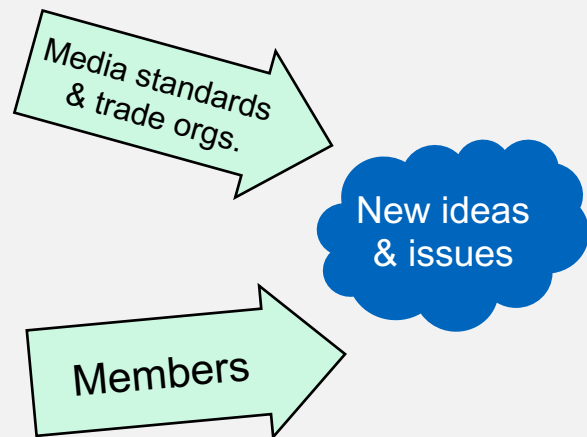
<https://www.w3.org/2017/03/webtv-charter.html>

MEIG: Charter

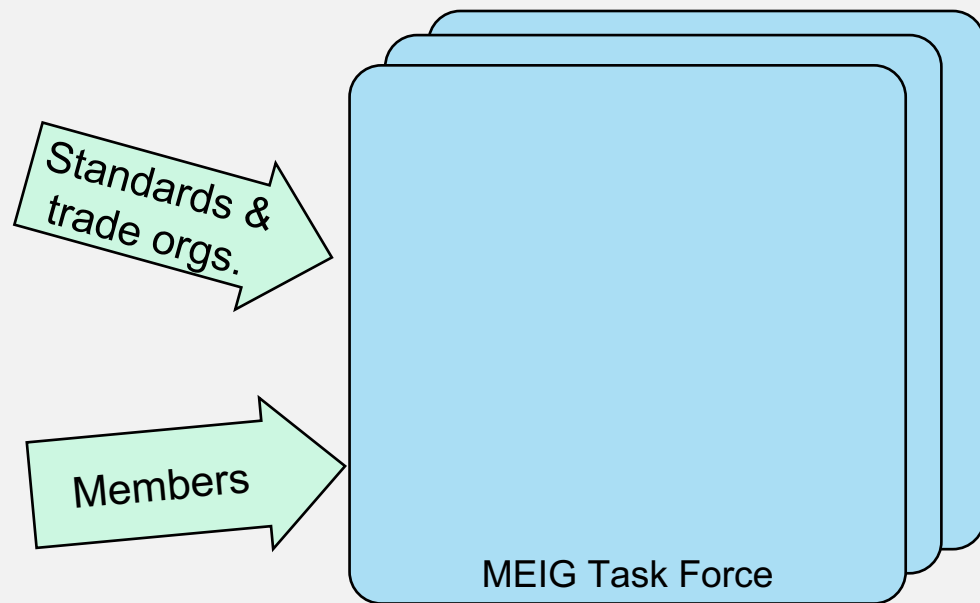
- Tasks

- 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 Business Groups focusing on particular topics
- 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.

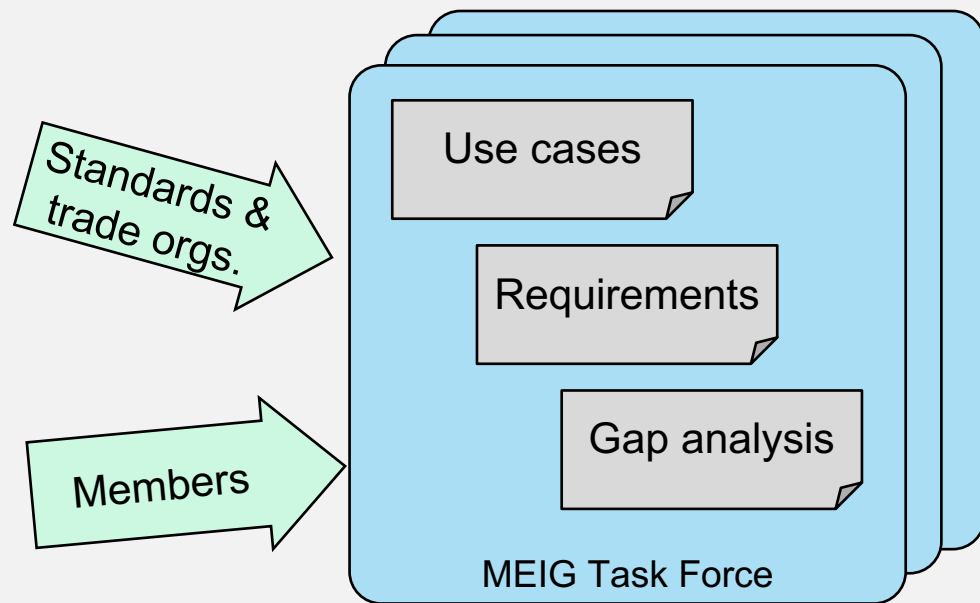
MEIG: Work Flow



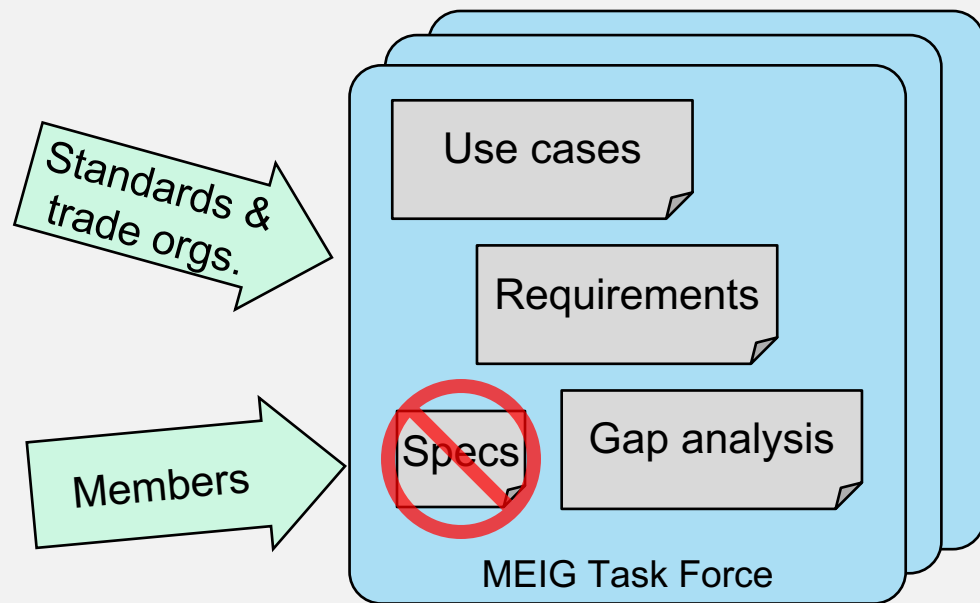
MEIG: Work Flow



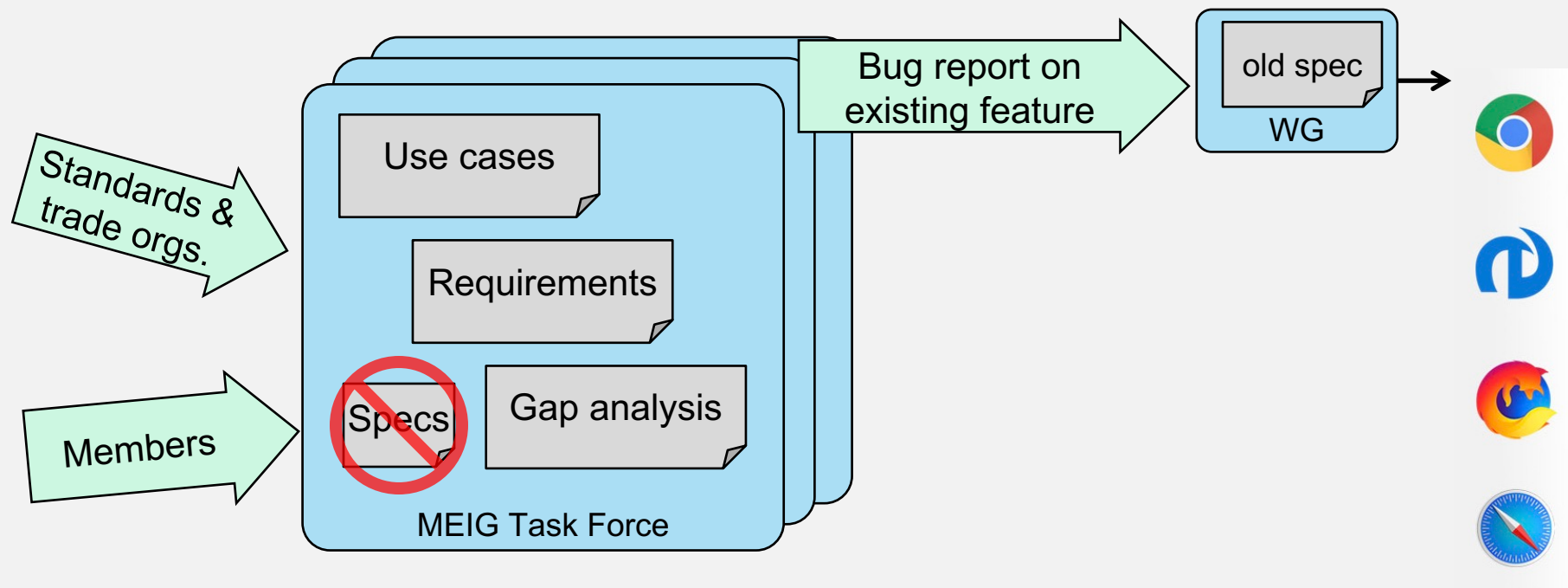
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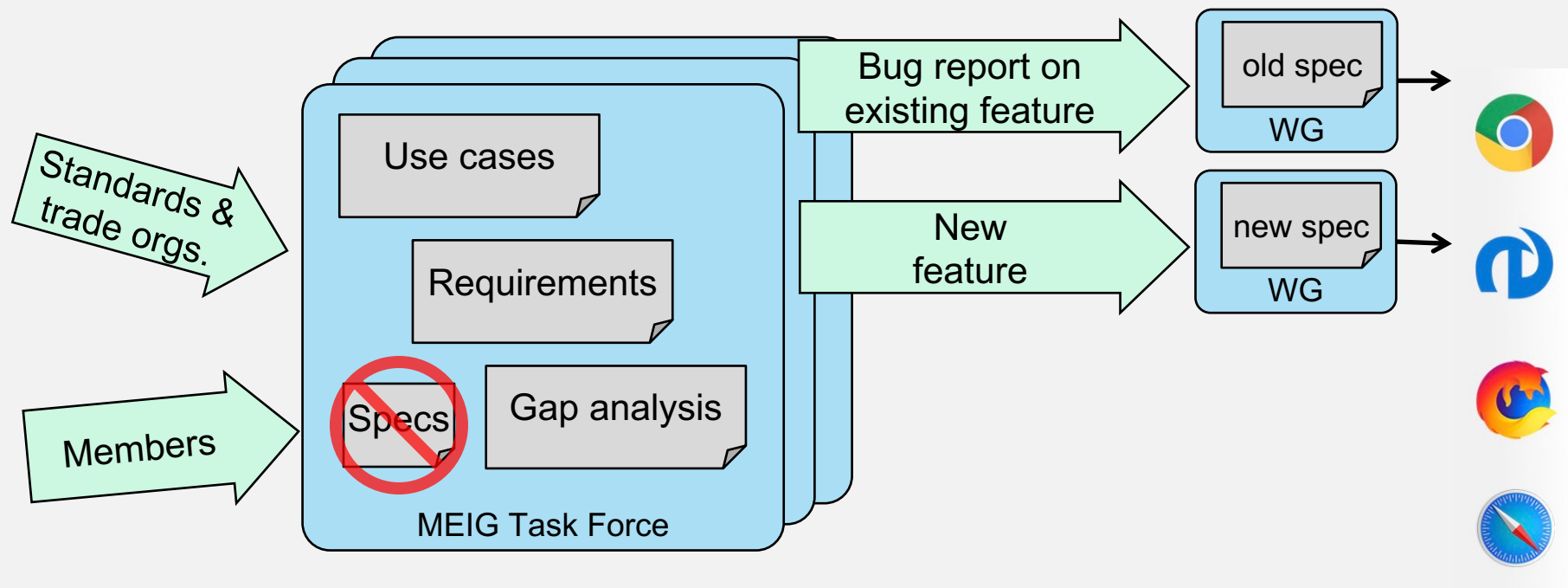
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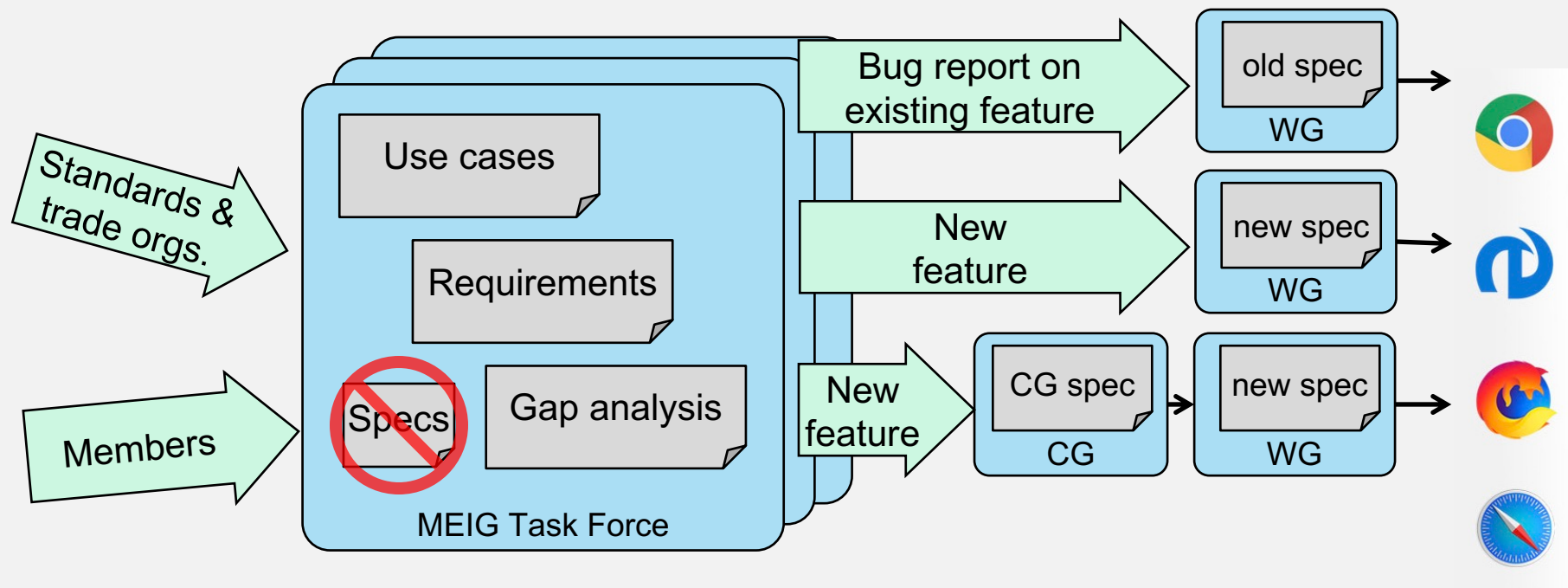
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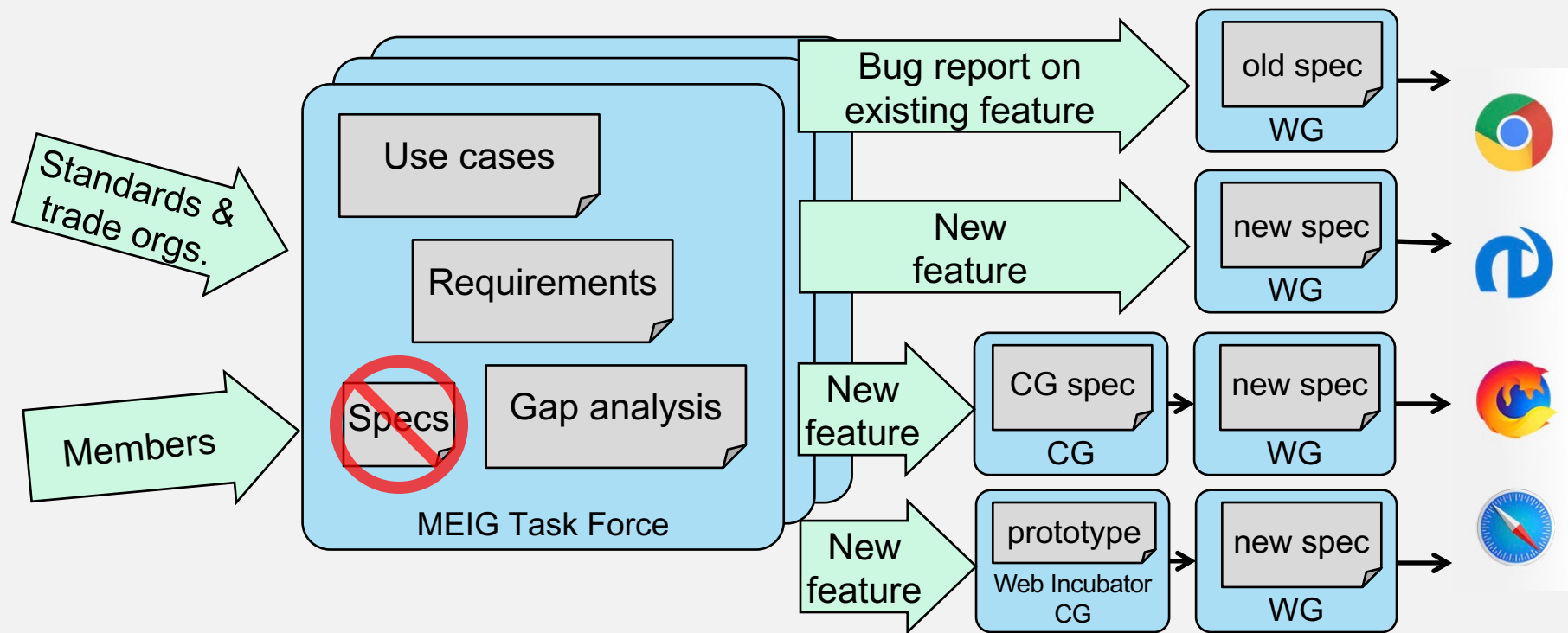
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MEIG: Task Forces & Monthly Talks

MEIG Task Forces			MEIG Monthly Calls
2018	Media Timed Events TF	Oct	WebRTC for Live Media Streaming
2016-17	Cloud Browser API TF	Sep	Web Media API Snapshot 2017 Test Suite
2015	Glass to Glass Internet Ecosystem (GGIE) TF	Aug	Scalable Media Delivery on the Web with HTTP Server Push
2013-14	Media APIs TF	July	CTA WAVE HTML5 Spec
2013	Testing TF	June	CTA WAVE Content Spec
2013	Timed Text TF	April	Media Source Extensions
2011-12	Media Pipeline TF	Feb & Mar	Next Steps & Wrap up
2011	Home Networking TF	Jan	360 degree Video

MEIG: Task Forces & Monthly Talks for 2019

- What will be new topics for 2019?
 1. Open invitation to suggest new topics we could be doing in 2019
 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: MEIG Projects		Afternoon: Related Groups	
09:00	Welcome & Introduction	14:00	Current Media Incubations in W3C CGs
09:30	Agenda bash	14:30	Spatial Navigation
09:35	Follow-ups from IG discussions	14:45	Joint Meeting: Timed Text WG
10:00	CTA WAVE update	15:30	Afternoon break
10:15	HbbTV update	16:00	Audio Description CG
10:30	Morning break	16:05	Looking ahead
11:00	Hybridcast update	16:45	Planning IG activities for 2019
11:20	Korean TV Standards (IBB) and FBMF	17:05	Wrap up
11:40	ATSC Update	17:10	Close
12:00	Media Timed Events		
13:00	Lunch		