Potential Topics For Discussion

Compiled during the Multimedia and the Web workshop at WWW9

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Common Timing For XML

• SMIL timing model rules (OK with you?)
• common model, implementation, authoring experience
• authoring tools need declarative syntax (roundtrip)
• inline/style/timesheets
  – inline X, styled X and X-sheets for X=time, meta-data, adaptation hints, accessibility annotations
SMIL and MPEG

- BIFS-2D + MPEG-J = HTML + SVG + SMIL + DOM
- scene versus document paradigm
- SMIL as basis for text-rep of BIFS
- delivery versus presentation timing (streaming/pre-fetch)
- streaming meta-data
  - audio/video overwhelms the (meta)XML data?
  - might be useful for live and interactive apps
Adaptation

• on-the-fly adaptation of (X/HT)ML to various PDAs (Masahiro)
• on-the-fly generation of HTML, WAP, SMIL, etc. (Daniel)
• adaptive navigation (Markku)
Applications

• What are the next generation multimedia-on-the-Web applications

• Convergence brings new apps
  – web, tv, mobile
  – abstract from standards

• Who are our users?
  – Legacy content/meta-data/tools
  – Integrate with every day production tools (EDLs etc)
Summary

• Choose from:
  – Common timing model for XML
  – SMIL & MPEG (content + meta-data)
  – Adaptive multimedia
  – Applications, tool support

• Voting results:
  – Discuss applications and SMIL vs MPEG