Update: Digital TV

Digital TV

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More than TV?

Digital Production

Digital cameras

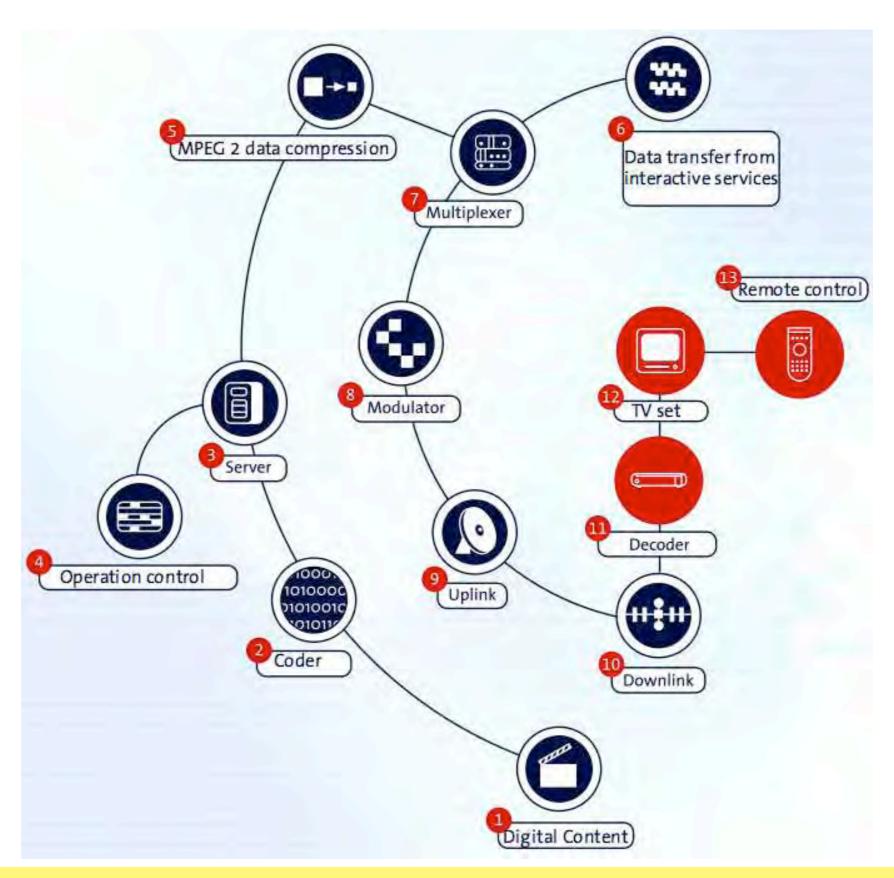
Digital video standards

Digital editing

Digital storage in expectation of a tapeless world (2010)



Digital Playout



Standards and Technologies

Digital Television:

DVB (Europe, Australia, Hongkong, parts of South America)

ATSC (USA, East Asia)

ISDB (Japan)



Digital Coding:

MPEG I-21

Digital Radio:

DAB

DRM

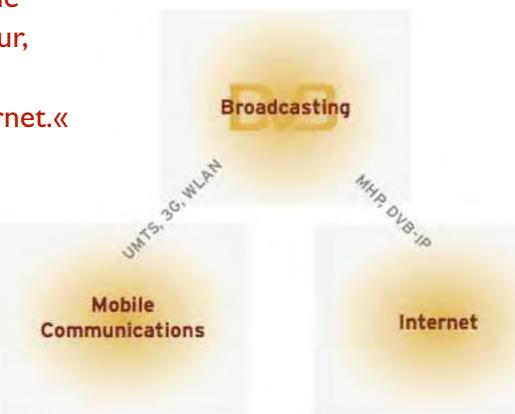


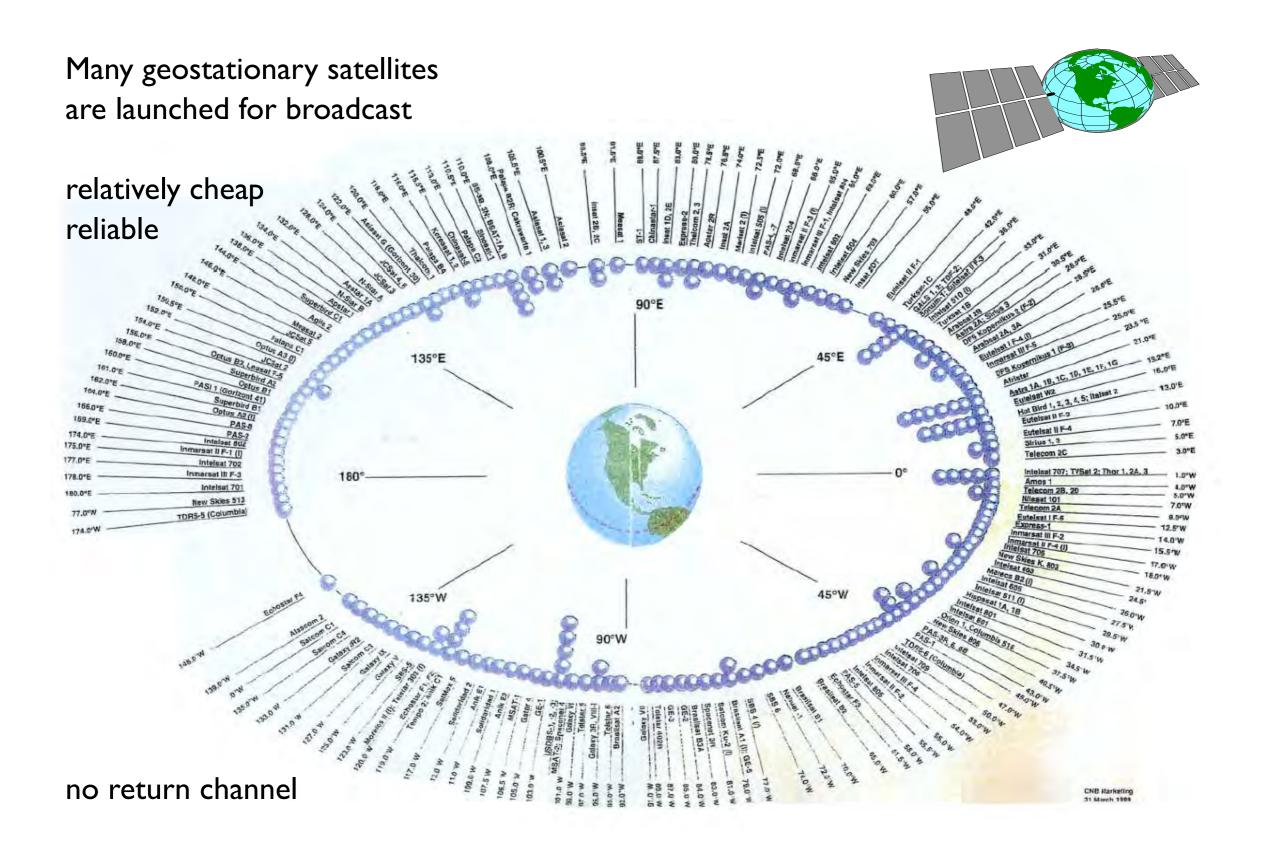


Members of DVB are operating in 35 countries.

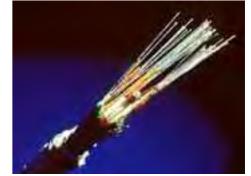
The aim of DVB:

»Our vision ist to build a content environment that combines the stability and interoperability of the world of broadcast with the vigour, innovation and multiplicity of services of the world of the internet.«





Digital cable seems to be the ideal technology for the DVB aims. A cable modem can provide a return channel for all sorts of user interaction.



In several European countries, especially Germany (57% of the TV households are cable connected) the digital switch is belated. Regarding the opportunities of interactive TV the »window of opportunity« seems to be closed: 4 millions of German DSL users enjoy broadband interactivity over the telephone line and not over their cable connection. The German provider T-Online will even offer a DSL box that has to be connected with the TV set and delivers expensive »premium« content.

Cable networks offer several opportunities for the delivery of paid content: monthly subscription, per-per-view etc. The prerequisite for these is an conditional access module in the receiver. The digital installations add the possibility to create multimedial user interfaces with EPGs and teaser content. If a cable modem is connected, all transactions can be executed immediately via the return channel.

DVB terrestrial operates in several European countries (GB, Finland, Sweden ...) and also in Singapore. The German roll-out started in Berlin, where 200.000 DVB-T receivers are sold and the analog transmission is switched off. The audience in Berlin can select between 28 TV channels and two additional data channels — which require MHP enhanced receivers.

25% of the DVB-T users in Berlin are former cable customers who selected the cheaper solution.

The vantages of DVB-T are: possibility to distribute local, nearly »cellular« content, portable and even mobile reception with small antennas.

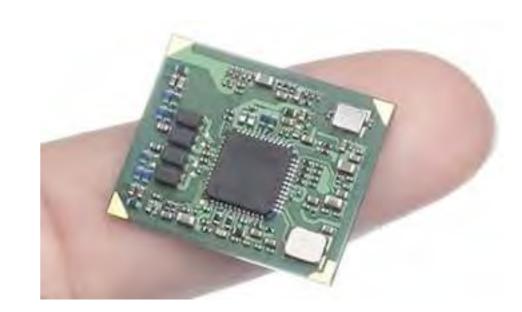
DVB-H

Digital broadcast for handhelds, e.g. PDAs or mobile phones.

Video: 320x240px, MPEG-4, 15fps

Audio: AAC 32-128 kbps

Data rate combined: appr. 300–380 kbps



Aimed at the joint utilization of digital terrestrial television and telecommunications.

»There has been no convergence of transmission technologies and no convergence of distribution services, thus far. But the convergence in content distribution, and technology and system convergence in user equipment is happening.«

Goeran Wahlberg, Nokia Corp.'s director for Concepts and Technology.

DVB-H could solve the bandwidth problem of IP based video transport which hinders the success of streaming concepts for mobile devices. The mobile user can interact with a content which is distributed via broadcast on the same device.

Handheld + PVR



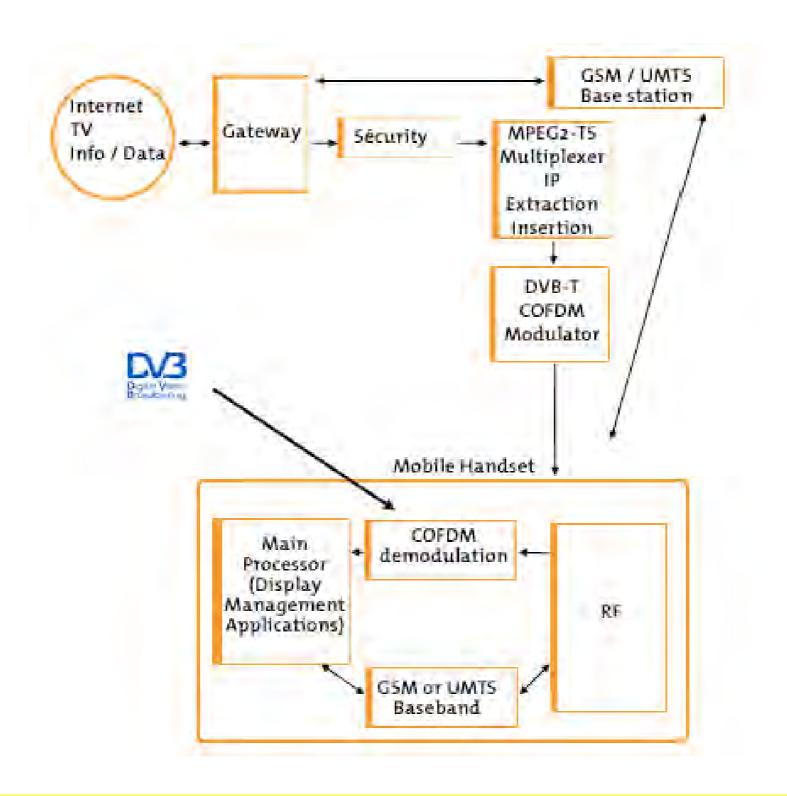


| Recording Mode | HQ | SP | LP1 | LP2 |
|---------------------|----------|----------|---------|-------------|
| Bit Rate (video) | 384 kbps | 218 kbps | 96 kbps | 64 kbps |
| Frame Rate | 15 fps | 15 fps | 15 fps | 15 fps |
| Frame Size | 320*240 | 320*240 | 160*112 | 176*144 |
| Sampling Rate | 24kHz | 24kHz | 24kHz | 24kHz |
| Stereo/Mono (sound) | Stereo | Stereo | Mono | Stereo/Mono |
| Bit Rate (audio) | 128kbps | 64 kbps | 32kbps | 64kbps |

Memory Stick Media Recording Time

| Approx. Recording Time | 128 MB | 256 MB | 512 MB | 1 GB |
|------------------------|----------|----------|----------|------------|
| High Quality (HQ) | 30 min. | 55 min. | 120 min. | 250 min. |
| Standard Play (SP) | 60 min. | 105 min. | 220 min. | 460 min. |
| Long Play (LP1) | 130 min. | 230 min. | 490 min. | 1,000 min. |
| Long Play 2 (LP2) | 130 min. | 230 min. | 490 min. | 1,000 min. |
| | | | | |

Services with DVB-T / -H and UMTS



Chances & Pitfalls of Digital TV

More channels

Equal or lower quality

Higher quality

Lower costs per channel

Equal audience

Increased turnover

Enhanced TV

Audience is not innovative

Higher costs per bandwidth

Digital Media Network

Enhanced and interactive TV

TV

plus basic data (now and then, short info & long info)

Enhanced TV

middleware (API = application programming interface) enables the delivery of multimedia content to the consumer

Interactive TV

enhanced TV plus return channel (modem, cable modem; external channels: SMS ...)

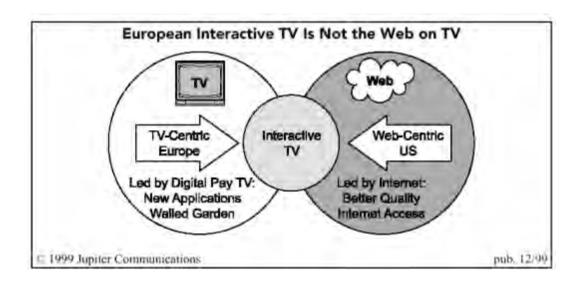
APIs in Europe

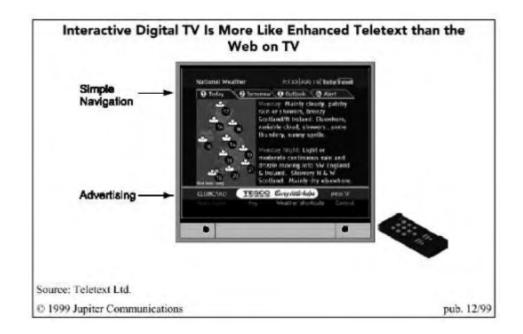
MHEG5, MediaHighway, OpenTV, Microsoft TV, MHP

Example: ARD online channel 1998



First lessons of multimedia TV programming







Interference as enhancement :-)



iDTV penetration in Europe

| Country breakdown | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 |
|-------------------|-------|--------|--------|--------|--------|--------|--------|
| UK | 7.915 | 10,515 | 12,384 | 13,575 | 14,019 | 14,085 | 14,002 |
| France | 3,452 | 3,863 | 5,608 | 7,632 | 10,049 | 12,109 | 13,529 |
| Spain | 2,522 | 2,717 | 4,001 | 5,401 | 6,718 | 7,692 | 8,487 |
| Italy | 1,758 | 2,710 | 4,907 | 7,301 | 9,360 | 11,441 | 13,320 |
| Nordics | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 |
| Sweden | 705 | 986 | 1,575 | 2,088 | 2,655 | 2,953 | 3,146 |
| Denmark | 387 | 633 | 929 | 1,428 | 1,808 | 1,886 | 1,925 |
| Norway | 403 | 542 | 768 | 956 | 1,196 | 1,344 | 1,450 |
| Finland | 73 | 122 | 228 | 399 | 630 | 908 | 1,188 |
| Benelux | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 |
| Netherlands | 99 | 189 | 317 | 566 | 906 | 1,494 | 2,180 |
| Belgium | 3.4 | | 350 | 681 | 956 | 1,314 | 1,660 |
| Luxembourg | 5 | 11 | 17 | 25 | 36 | 50 | 64 |
| Rest of Europe | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 |
| Germany | | | 541 | 1,456 | 2,693 | 4,268 | 5,928 |
| Switzerland | 169 | 296 | 422 | 588 | 795 | 1,040 | 1,308 |
| Greece | | | - | 286 | 770 | 1,007 | 1,283 |
| Ireland | 118 | 148 | 207 | 278 | 359 | 437 | 513 |
| Austria | - | 4 | | 156 | 242 | 349 | 484 |
| Portugal | 6 | 14 | 40 | 88 | 161 | 265 | 402 |

Source: Forrester Research, 2002

Typical interactive TV services

```
Publishing services:
  programme guides (EPG)
  information services (Weather, Traffic, Local news)
Services synchronised with programme broadcasts (Enhanced TV):
  programme demonstrations
  additional information pop-ups, tickers in the OSD area
  parallel games
  interactive advertising
Transactional services:
  T-Commerce
  Video on demand (VOD)
  Home Banking
  games on line
```

Example: Electronic Program Guide



Example: Digital Teletext and Multimedia Features



Business Cases

Walled garden (vertical market)

As many components as possible in the hand of one company: network, platform (API), conditional access and encryption, contract with customer, set top boxes, ... In a vertical market, the compromise with respect to set top box specifications is that between capital expenditure and revenue. The degree to which enhancements are displayed and interactivity provided is based on the likely incremental revenue (or avoided cost) that these services will yield.

Open access (horizontal market)

As many components as possible are accessible for all market participants. The API should be open (if not Open Source). There are many regulations in the broadcast and telecommunications sector, and the high price of the distribution of content is also selective enough.

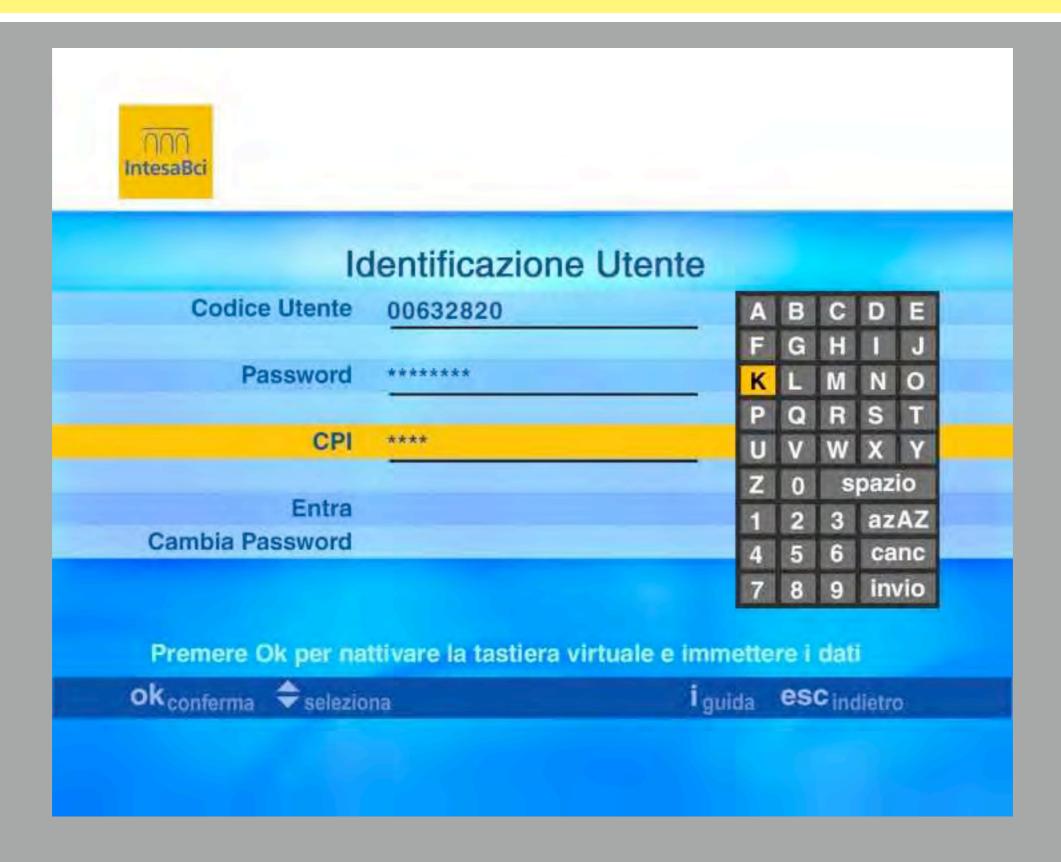
T-Commerce (analog version)



T-Commerce (digital version)



TV-Banking



Interactive advertising

- I. Ford Focus
- 2. Smart
- 3. MTV / Nescafé / Pong

Hull – Kingston Interactive Television

Hull – the city with the white telephone boxes – has a unique iTV system:TV over DSL.



ATSC Advanced Television Systems Committee
FSIP program and system Information Protocol
DASE DTV Software Application Environment (first steps in Korea)

Until July 2007 all TV sets sold in the USA must have a digital receiver module. A terrestrial TV station only gets a new license if it is offering at least one HDTV channel.

HDTV / SDTV

Table A3 Compression Format Constraints

| vertical_size_value | horizontal_size_value | aspect_ratio_information | frame_rate_code | progressive_sequence |
|---------------------|-----------------------|--------------------------|-----------------|----------------------|
| 1080² | 1920 | 1,3 | 1,2,4,5 | 1 |
| | | 1,0 | 4,5 | 0 |
| 720 | 1280 | 1,3 | 1,2,4,5,7,8 | 1 |
| 480 | 704 | 2,3 | 1,2,4,5,7,8 | 1 |
| | | 2,0 | 4,5 | 0 |
| | 640 | 1,2 | 1,2,4,5,7,8 | 1 |
| | 040 | 1,2 | 4,5 | 0 |

Legend for MPEG-2 coded values:

aspect_ratio_information: 1 = square samples, 2 = 4:3 display aspect ratio, 3 = 16:9 display aspect ratio frame_rate_code: 1 = 23.976 Hz, 2 = 24 Hz, 4 = 29.97 Hz, 5 = 30 Hz, 7 = 59.94 Hz, 8 = 60 Hz progressive_sequence: 0 = interlaced scan, 1 = progressive scan

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Interactive TV in USA?

Enhanced TV and interactive TV:

Internet via Cable

WebTV resp. MSN TV (appr. 500.000 households)

DASE: specified as module of ATSC, no examples in the USA, only in Korea

VoD: The roots

Denton, Tx. 1993

VoD killer application 2,8 videos per month and household

Orlando, Fl. 1994-97

100 Mio. USD investment4000 participants. VoD, T-commerce, EPG, games

Video on Demand

Video on Demand permits television viewers to choose, view and pause a program whenever they want. Quality VoD requires a substantial broadband connection (up to 5 Mbps) to every user. It also requires a server that can support a unicast delivery system with multiple viewers requesting the same program at different times.

While VoD has suffered many unsuccessful attempts, the dramatic drop in cost of hard drive and fiber-optic technology makes VoD financially viable today in various targeted applications – most notably in the hotel industry.

Three competing technologies offer some of the capabilities of VoD at a lower cost:

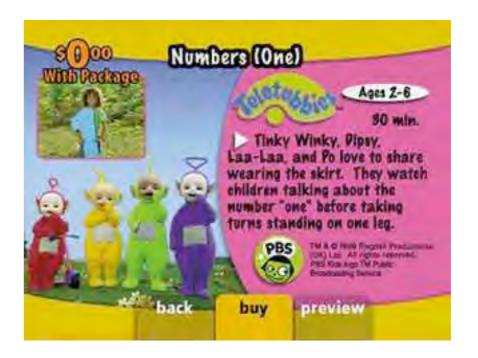
- 1. Near Video On Demand (NVoD) repeats a small number of popular programs at frequent intervals for large groups of users, but has no ability to pause or rewind the program.
- 2. Personal Video Recorders (PVR) such as TiVo pre-cache limited content on a hard drive in the viewer's set-top-box, offering full VoD functionality for favorite preselected programs.
- 3. Internet streaming provides the choice and control of VoD, at a much lower quality because of the lower bandwidth.

VoD example AT&T









Web TV example



The Language of PHOTOGRAPHY

Web Home
Settings
TV Listings
Help

Choose TV Listings to retrieve current listings

TV-Favorites

TV-Favorites

TV-Favorites

TV-Fianner

VCR

TV-Sites

Web homepage



»Go interactive« on TV screen



Logon in MSN network



TV homepage

Connection to MSN

USA Digital Cable TV



- HIGHLIGHT AREA The LocalSource Home Page always displays the current date and weather for your community in this area. The Highlight Area on other pages provides highlighted information for the category you have chosen.
- BANNERS Links to additional information.
- O NAVIGATION BAR Links to a specific area. Highlight the on-screen arrows and press on to view additional topics.
- LOCATION BAR Indicates where you are. The LAST button on your remote returns you to the last screen viewed.

NEW YORK TIMES | April 4, 2002, Thursday Interactive TV Is Finally Here, Sort Of

By JENNIFER 8. LEE (NYT)

ABSTRACT - Number of households with interactive television is expected to climb by end of 2002 to more than 15 million households; services include video on demand, expanded content for ESPN and Weather Channel, local information and selling channels; two-way interactivity with television programs appears to be far off because of cost and consumers' resistance to convergence of television and computing; cable provider Insight exemplifies trend toward interactivity with services that include local weather, traffic and music performances.

Convergence – Divergence

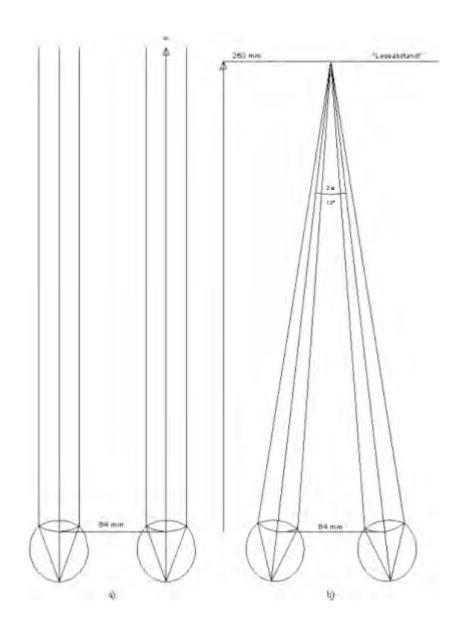
Convergence – what kind of convergence?

- I. Convergence of devices.PC and mobile phone, TV and PDA ...
- 2. Convergence of production.»Write once distribute to many platforms«. The golden age of CMS.
- 3. Convergence of content.

 Platform specific, network specific and display specific content is desired.
- 4. Convergence of networks.

 One-way, (crippled) two-way, store-andforward ...

Conclusion: convergence should stay in the field of ophthalmology



Interaction with media

I. simple interaction:

Multiple choice Input fields and simple forms order forms

2. communication:

E-mail?

SMS

Multi user games

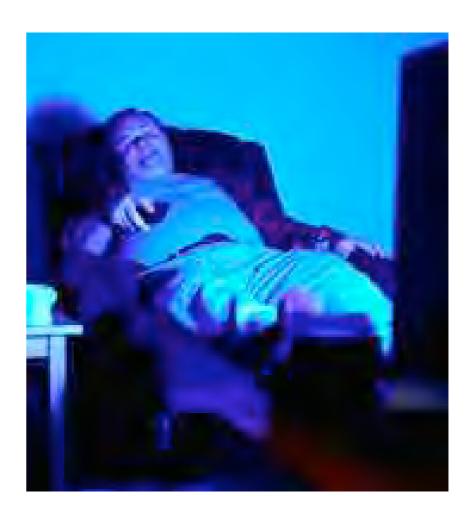
Chat

3. intervention:

MUD

control of actions in live programs

. . .



Interactive Entertainment



Crossmedial data exchange



Who is afraid of media ruptures?



NRK program with two video channels in two windows, SMS chat and polling

Killer app in Portugal



Source: CaboTV

MMS over TV



The killer of TV advertising



Conclusion

- I. The production and distribution and all other technical components of TV will be digital (timeline 2010).
- 2.TV will not totally »converge« with other media, but will include and integrate more communication and interaction.
- 3. To avoid a further downgrading of its role in the digital media network, TV has to stress its core assets: excellent video, popular programming ...

Got the picture? Thank you.

Contact: hero@weisses-rauschen.de