

Chapter V

Analysis and Development of an MHP Application for Live Event Broadcasting and Video Conferencing

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Abstract

This chapter will introduce a technology framework that can be used to add video conferencing services and live video events on the multimedia home platform (MHP). The solution is based on a bridge between Internet protocol (IP)-networks and digital video broadcasting (DVB) channels in order to stream video that originates from an IP network into the broadcast. The introduction of (iDTV) is completely changing the user experience of television in the living room. In our opinion, the iTV infrastructure lends itself perfectly to support live event broadcasting and video conferencing, both enriched with interactive applications. These services have a vast application domain which includes plain video conferencing but also video surveillance, t-learning, t-health, and user-centric content services. The objective of the framework is to provide basic functionality to the service provider to create these and other innovate services.

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INTERACTIVE DIGITAL TELEVISION

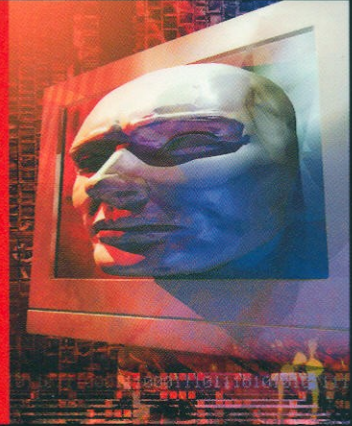
TECHNOLOGIES AND APPLICATIONS



**George Lekakos, Konstantinos Chorianopoulos
and Georgios Doukidis**

INTERACTIVE DIGITAL TELEVISION

TECHNOLOGIES AND APPLICATIONS



The developments in digital television technology provide the unprecedented opportunity to drastically extend the role of television as a content delivery channel. E-health, e-commerce, e-government, and e-learning are only a few examples of value-added services provided over digital televisions' infrastructures. These changes in the television industry challenge companies to adjust their strategies in order to meet the opportunities and threats in this new environment.

Interactive Digital Television: Technologies and Applications presents the developments in the domain of interactive digital television covering both technical and business aspects. This book focuses on analyzing concepts, research issues, and methodological approaches, presenting existing solutions such as systems and prototypes for researchers, academicians, scholars, professionals and practitioners.



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