

MULTIMEDIA AND AUGMENTED RADIO CREATION: ONLINE, INTERACTIVE, INDIVIDUAL

Interactive & personalised radio

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VRT

About VRT





- Public broadcaster in Flanders
 - 2200 employees
 - 3 TV Channels: Eén, Ketnet, Canvas
 - 5 radio channels: Radio 1, Radio 2, Klara, Studio Brussel, MNM
 - on-line portals (neuws, sports, culture, video zone)
 - vrtnws.be, sporza.be, vrtnu.be, radioplus.be, ...
 - VRT Innovation
 - In-house R&D lab: 20 people
 - Several innovation initiatives: VRT Sandbox, OpenVRT, VRT Start-up, ...

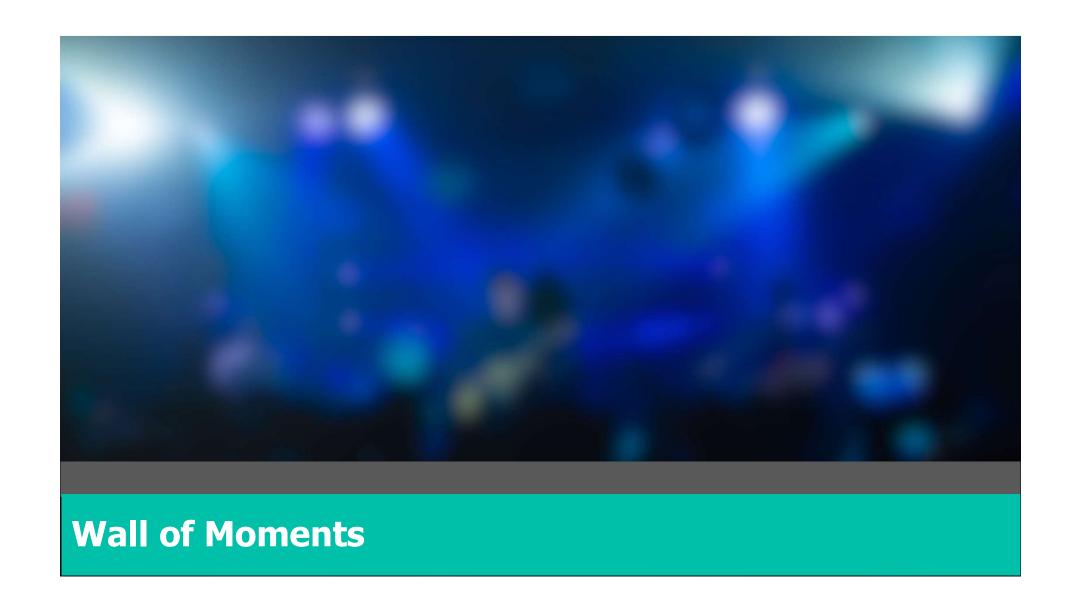
VRT Innovation: strategic topics







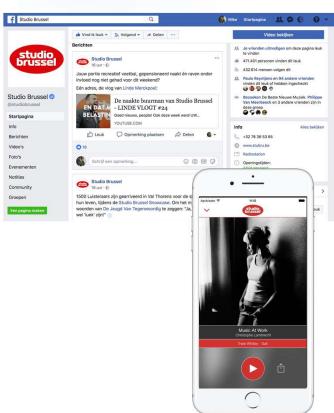
- Personalised content
 - Fitting content for every media consumer
 - Personalisation
 - Data architecture (VRT Data Prism, released OS)
- Co creation & interaction
 - Enable & stimulate interaction (e.g. wallofmoments.be)
 - Community engagement
- New content (production) technologies & workflows
 - New workflows (e.g. IP-based)
 - VR/AR/MR
 - Lightfield technologies





Motivation

- Digital shift also on radio/TV
- Increased opportunity for direct interaction through digital/social media
 - Formerly: SMS / E-mail / ... ~
 limited opportunities
- Traditional "brands" creating on-line/digital extensions
 - Remain connected with the media consumer, even if they are not directly watching/listening
 - Directly engage with audience





- Interest from different departments
 - Radio stations => community engagement, collaborative storytelling
 - Newsroom => crowd journalism
 - TV => crowd sourcing content (e.g. Iedereen Beroemd)
 - Events => audience interaction

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Introducing Wall of Moments (WoM)...







End-user app Editorial app(s)

Playout

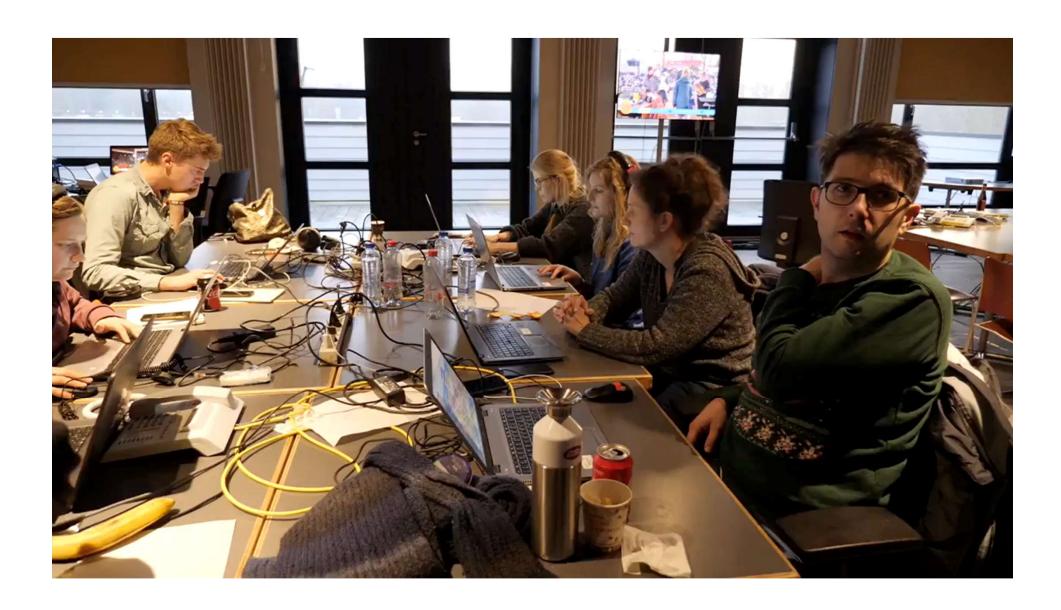


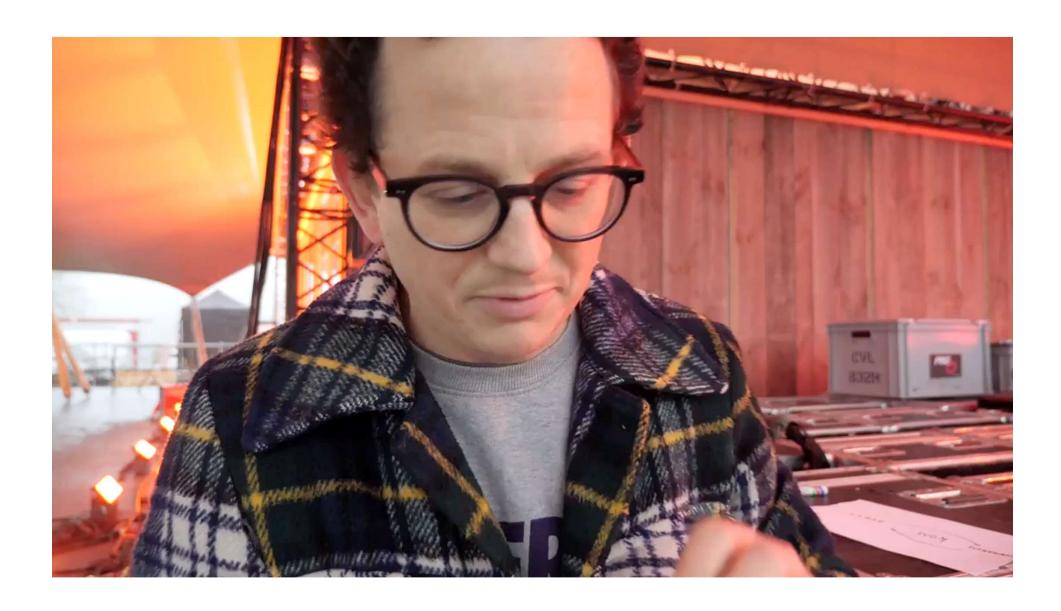
Experimenting with WoM since 2015



- Music festivals
 - Dranouter Festival
 - Leffingeleuren festival
 - All areas (StuBru radio station)
- Events
 - De warmste week
 - Het vooruitzicht







What's missing?

MAR CO NI

Al!





MARCONI project

Motivation



- Interaction / co-creation is an asset for the media company
- Dealing with interactions is hard
 - 1-to-1 interaction does not scale well
 - End users expect interaction
 - Editors and hosts are limited in resources
- => technologies and tools needed to assist editors in managing interaction
 - MARCONI!



The goal is

to enable fully interactive and personalised radio experiences, through

integrating "live" broadcast radio
with digital platforms and social media,
enabling

better convergence around radio experiences.

OBJECTIVES



- O1. Enable the listener
 - to interact with radio in a personalised way through their preferred communication channels
 - to remain connected with radio, even while not actively listening
 - to retain his privacy (GDPR!)
- O2. Through innovative tools, enable the radio editorial team
 - to get an overview of what interaction is happening
 - to get insight into trending topics;
 - to get insight into knowledge about individual listeners;
 - to engage with its audience even if they are not actively listening to live radio;

OBJECTIVES (2)



- O3. Build an innovative platform with services
 - To enable automation of the interaction with the radio channel
 - for incoming text, audio, picture or video content. => AI technologies
 - to easily manage automated interactions themselves
 - integrated with their radio production system.
 - to provide interactions with an individual response within a reasonable amount of time.
- O4. Validate the concepts, platforms and interactive services
 - by running several large scale piloting activities in several countries,
 - involving both consortium internal as well as external radio companies
- O5. Develop new business models
 - around personalised and automated interaction with the radio community.

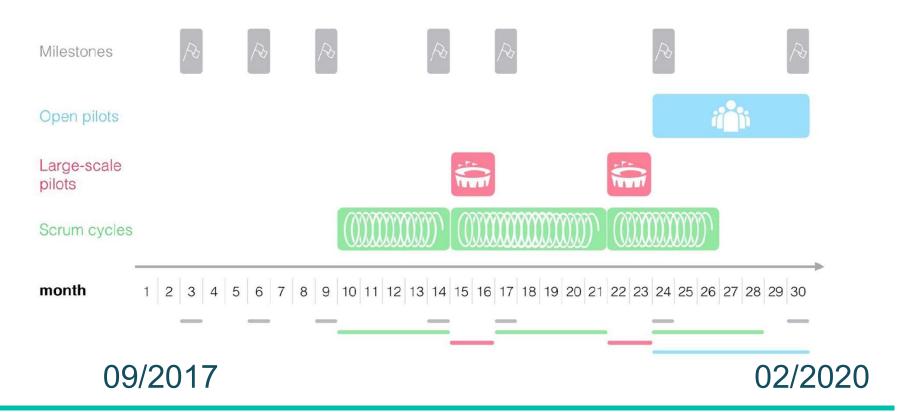
EXPECTED OUTCOMES



- Integration with 5 communication channels
 - Validation against privacy regulation
- At least 2 professional radio production interfaces (different target users)
 - Live view and interaction view
- Flexible and scalable platform (extendible)
 - At least 10 different automated analysis services integrated
- All users interfaces validated
 - 5 radio stations in the consortium
 - At least 5 more radio stations involved in open piloting
- 2 sets of business models for MARCONI expoitation
 - Exploitation of the platform and services
 - Exploitation for radio stations

TIMELINE

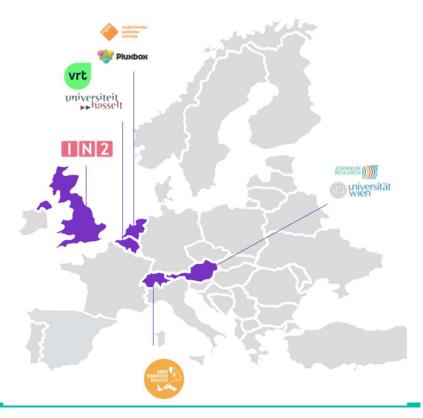




CONSORTIUM



- 3 broadcasting
- organisations
 - 5 radio stations
- 2 innovative SME's
- 3 universities / research institutes



How Wall of Moments fits in



- End-user app
 - Integrate with VRT Radio app







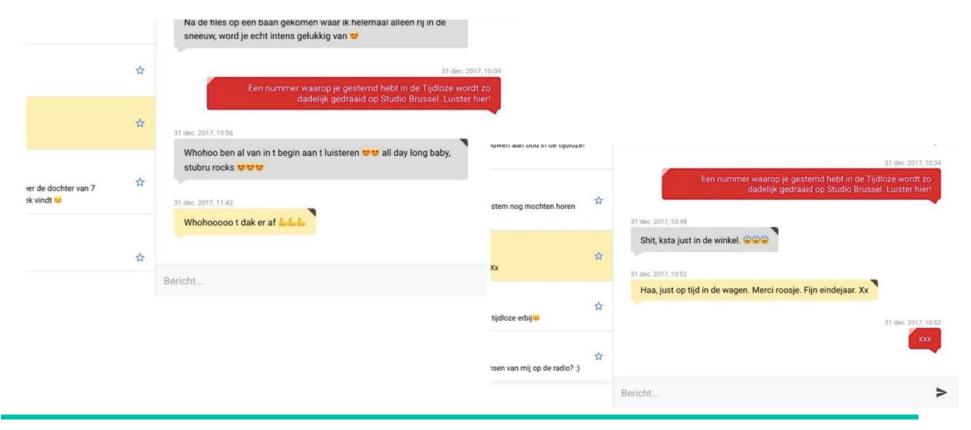


- Editorial app
 - Integrate with Pluxbox RadioManager





1st case study: NotifyMe

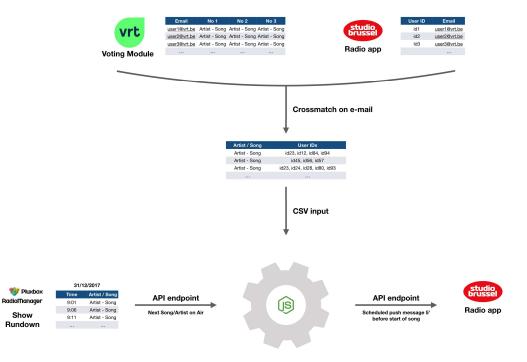


NotifyMe (2)

Show









Current status



- Scenarios developed
 - Facilitating user feedback
 - Co-creation of content
 - Personalised services
 - Content on-demand
- Reading material:
 - Deliverable 1.2: Use cases and requirements



Thank you!



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BELGIUM





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PROJECTMARCONI.EU