



Title Technology trends in digital services

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Citation Metropolia guest lecture 21.1.2014.

42 pages

Date 2014

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**Business from technology** 

# **Technology Trends in Digital Services**

Metropolia Guest Lecture, 21.1.2014 Prof. Caj Södergård **VTT Technical Research Centre of Finland** 



# **Topics**



- How to serve the multitude of user devices ?
- Smart interaction with content and services
- Targeting the user



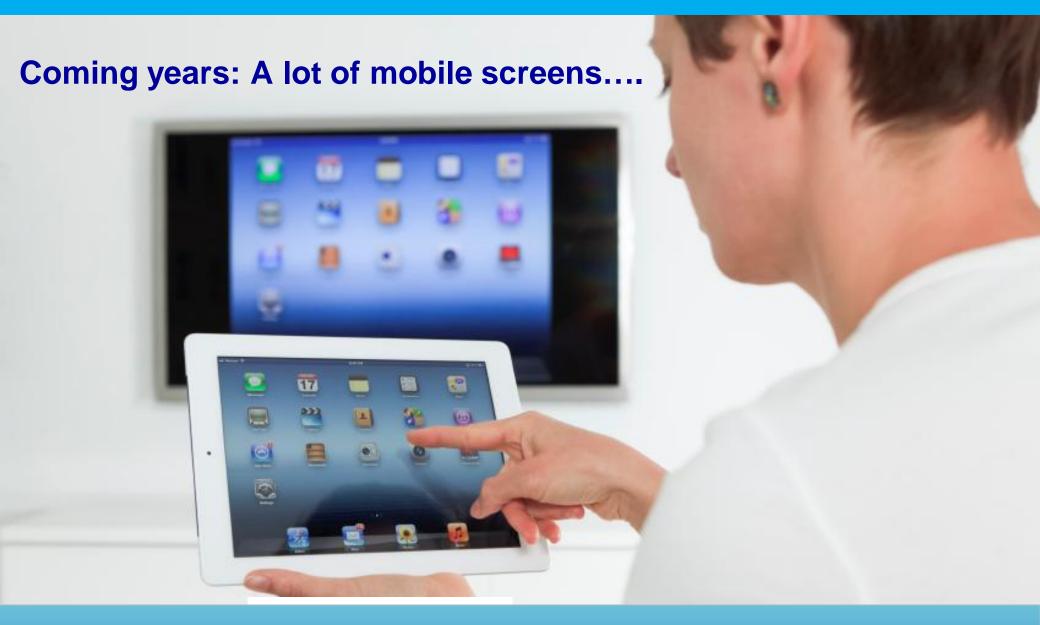
# **Currently**





**Print first**  $\rightarrow$  **Digital first** 







## **Electronic paper**

Power source = a photocell layer





Low-cost replacement for paper – not a tablet computer





## **Smart television**



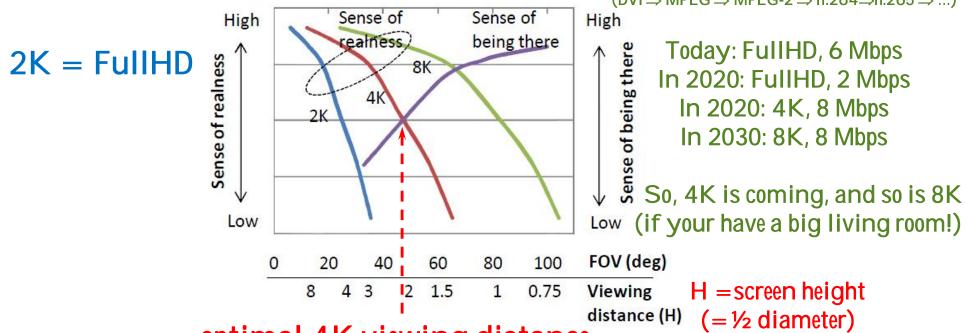
Source: LG Electronics, Flickr



## Immersion: 'Sense of Realness' & 'Sense of Being There' (NHK)

N.B. The amount of bits required to transmit video reduces 50% every five years

 $(DVI \Rightarrow MPEG \Rightarrow MPEG-2 \Rightarrow h.264 \Rightarrow h.265 \Rightarrow ...)$ 



optimal 4K viewing distance = screen diameter (e.g. 60" -> 1.5m)



#### A TV for tomorrow?



Transparent LCD Window by Samsung, Cebit 2011

CC Patrick "H~", Flickr



NDS Project Fresco, NAB 2013



## **Glasses**





#### **Smart watches**



Source:Bin im Garten, Wikipedia

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# Public screens – digital signage

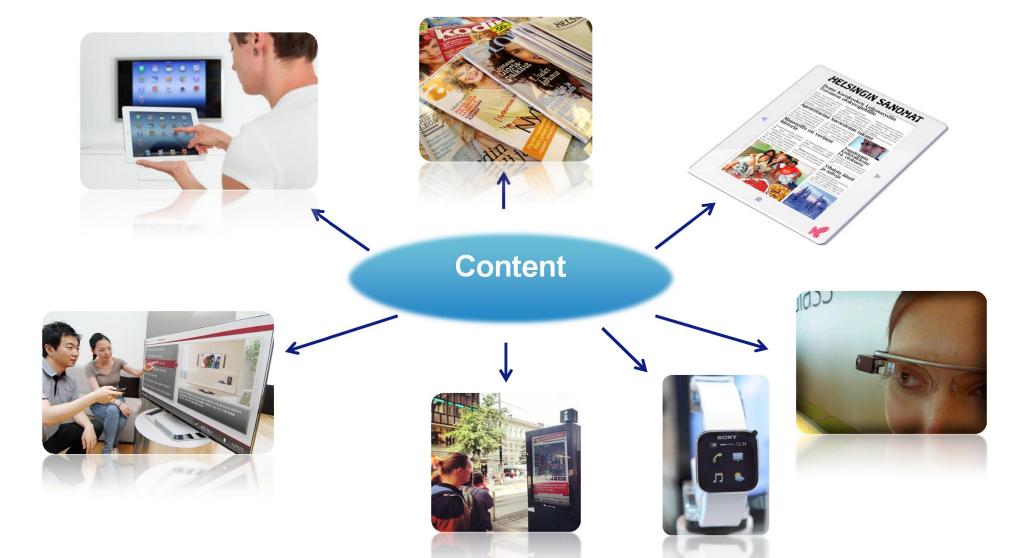
4K! 8K!! (you may get close enough for immersion)



Source: Next Media



# How to manage the terminal "chaos": Multichannel publishing: Create once - publish everywhere

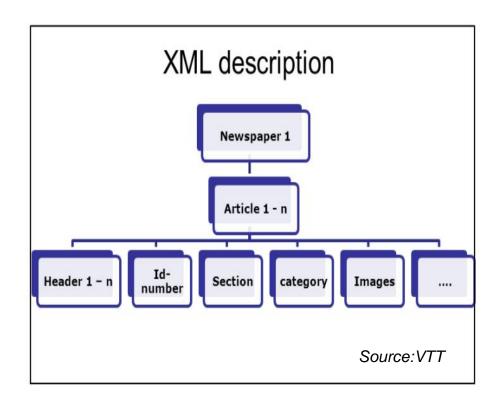




## How – by future friendly content

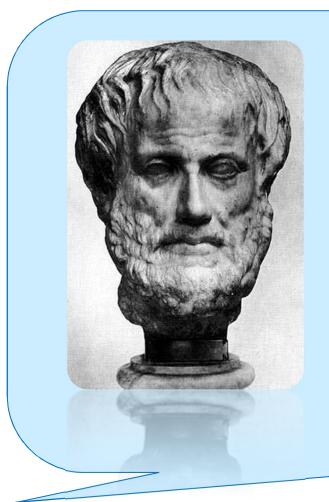
#### Separate content and presentation

- Long traditions (...Aristotle)
- SGML
- HTML + Stylesheet CSS...
- XML, XHTML
- HTML5
- ePub





# Already the ancient Greeks separated content and presentation



"Rhetoricians have long created and used a distinction "between **what** is communicated through language and **how** this is communicated":

Aristotle phrased this as the difference between **logos** (the logical content of a speech) and **lexis** (the style and delivery of a speech)

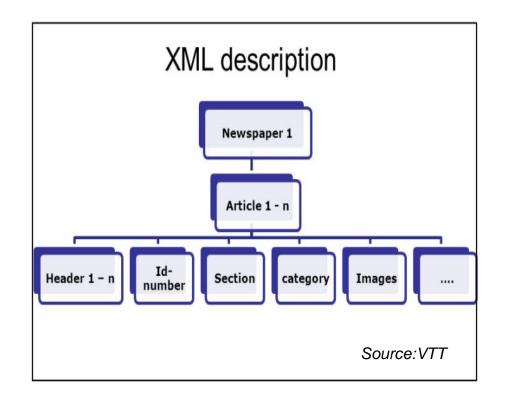
Gideon Burton in "Silva Rhetoricae"

14/11/2014



## **Future proof content**

- Separate content and presentation
  - Long traditions (...Aristotle)
  - SGML
  - HTML + Stylesheet CSS...
  - XML, XHTML
  - HTML5
  - ePub
- Saving metadata more to do now, but save time later on
- Modern Content Management System (CMS) should enable this Responsive Web design
- In practise difficult what you say is often coded visually



14/11/2014



## Two visualisations of the same content using HTML5







# **Topics**



- How to serve the multitude of user devices?
- Smart interaction with content



## **Smart interaction with content**

The magic of touch



14/11/2014



# Users love the power of touch

- Desktop web 3 page views per visit
- Mobile 6

Mobile native applications 7

iPad 25

HELSINGIN SANOMAT

Source: Kaisa Aalto, Next Media seminar 16.2.2012



## **Smart interaction with content**

The magic of touch





#### **Smart interaction with content**

■ The magic of touch

Speech recognition

Gesture, finger, face recognition





Source: VTT



# Window Shopping – case Adidas



Source: Yahoo



#### Interaction – consider the context



CC Giuliano Maiolini, Flickr



CC Cushing Memorial Library and Archives, Flickr



CC Monica Nuñez, Flickr



CC Mike Baird. Flickr

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CC Logan Ingalls, Flickr

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#### Interaction – consider the context

What you *can* do is not necessarily what you should do...







CC Anna "overbreathing", Flickr

CC Vernon Chan, Flickr

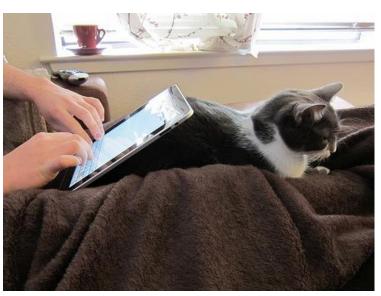
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## Interaction – consider the device



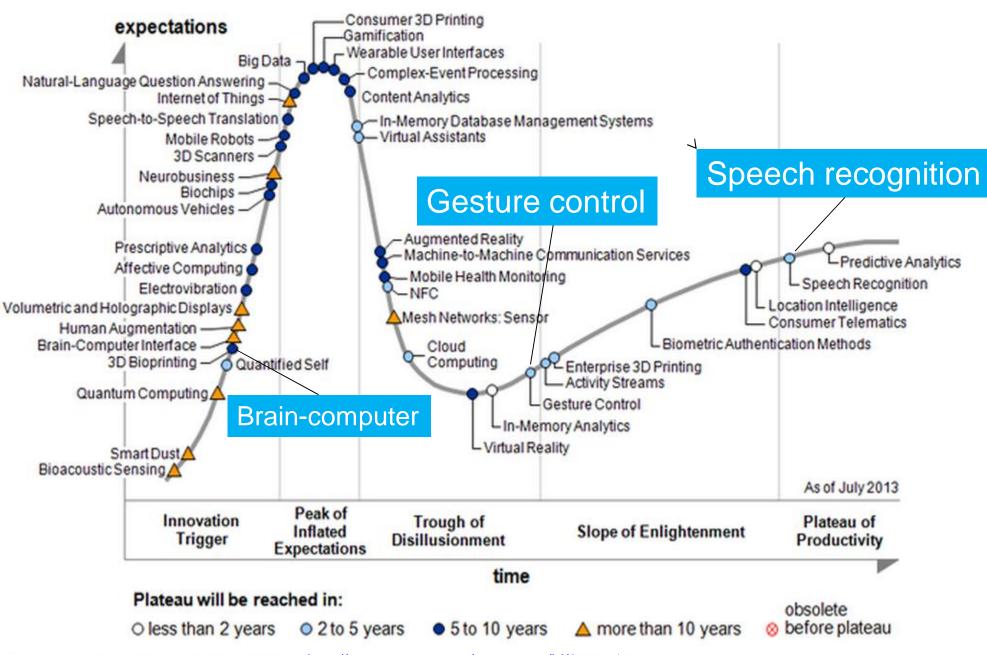
CC Mike McCune, Flickr



CC Veronica Belmont, Flickr



Figure 1. Hype Cycle for Emerging Technologies, 2013



Source: Gartner August 2013 <a href="http://www.gartner.com/newsroom/id/2575515">http://www.gartner.com/newsroom/id/2575515</a>



#### **Smart interaction with content**

The magic of touch

Speech recognition

Gesture, finger, face recognition

Future: thought, feeling....





Source: VTT



Source: Next Media



# **Topics**



- How to serve the multitude of user devices?
- Smart interaction with content and services
- Targeting the user

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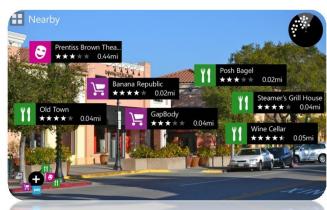
## **Content targeted to user situation (context)**

- Enhancing real world view with virtual objects (Augmented Reality)
  - Demands accurate 3D tracking



Source: VTT & InGlobe

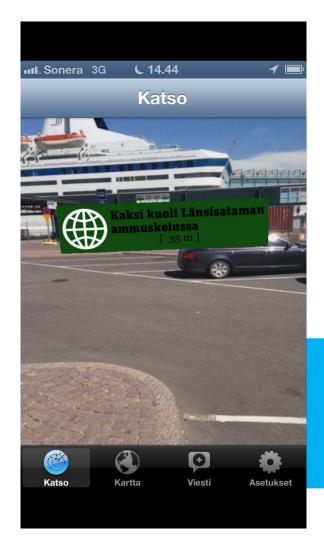
 Presenting objects (shops, attractions...) in the camera view of your phone



City Lens. Source: Nokia



## ...like news in spatial context



- Experiment in the Finnish Next Media program
- View places of news and event announcements
- The items are places in camera view of your mobile phone (Augmented Reality)



**Next Media project** 

Research partner: VTT

Company partners: Sanoma, Undo, Forum

Virium,



# Smart environments talk to you...

## **Through**

- QR codes
- Bluetooth
- Geolocation
- Near field communication (NFC)





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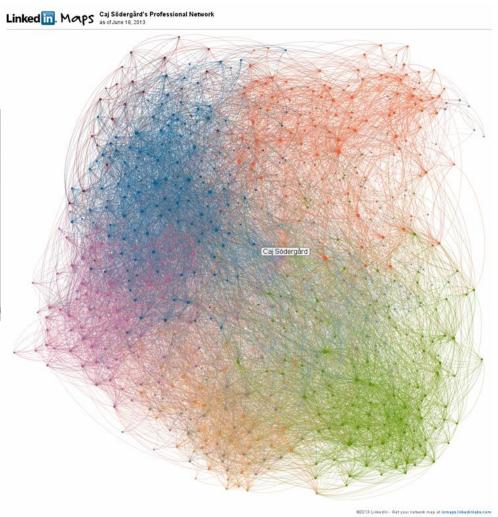
# Targeting interests, social networks

```
Uncategorized
paritalo remontti lukeminen autoliu Kesamokki Literature kamerat f Contact f Colorado
Avenue f Espoo f Bill Clinton Small-craft Sailing tvo uutiset f Uutiset videokamerat

Uncategorized
paritalo remontti lukeminen autoliu Kesamokki Literature kamerat f Contact f Colorado
Avenue f Espoo f Bill Clinton Small-craft Sailing tvo uutiset f Uutiset videokamerat

01 02 03 04
```

Source: profile.vtt.fi





User devices  print mobile TV glass watch	Interaction  touch speech gesture brain	Targeting  location task interest social



User devices  print mobile TV glass watch	Interaction  touch speech gesture brain	Targeting  Location task interest social
X X	X	



User devices  print mobile TV glass watch	Interaction  touch speech gesture brain	Targeting  Iocation task interest social
XX	X Current m. III	
	Current multicha	annel publishing



User devices  print mobile TV glass watch	Interaction  touch speech gesture brain	Targeting  Iocation task interest social			
x x	X				
x x	x x	X			



User devices  print mobile TV glass watch	Interaction  touch speech gesture brain	Targeting  location task interest social
X X	X	
X X	x x	X
	Car maintenance w	rith AR + Google glasses
		gie glasses



User devices  print mobile TV glass watch				Interaction  touch speech gesture brain				Targeting  location task interest social			
X	X			X							
	X	Х		X	X				Х		
		X	X	X	X	X		Х		Х	X



User devices  print mobile TV glass watch				Interaction  touch speech gesture brain			Targeting  Location task interest social				
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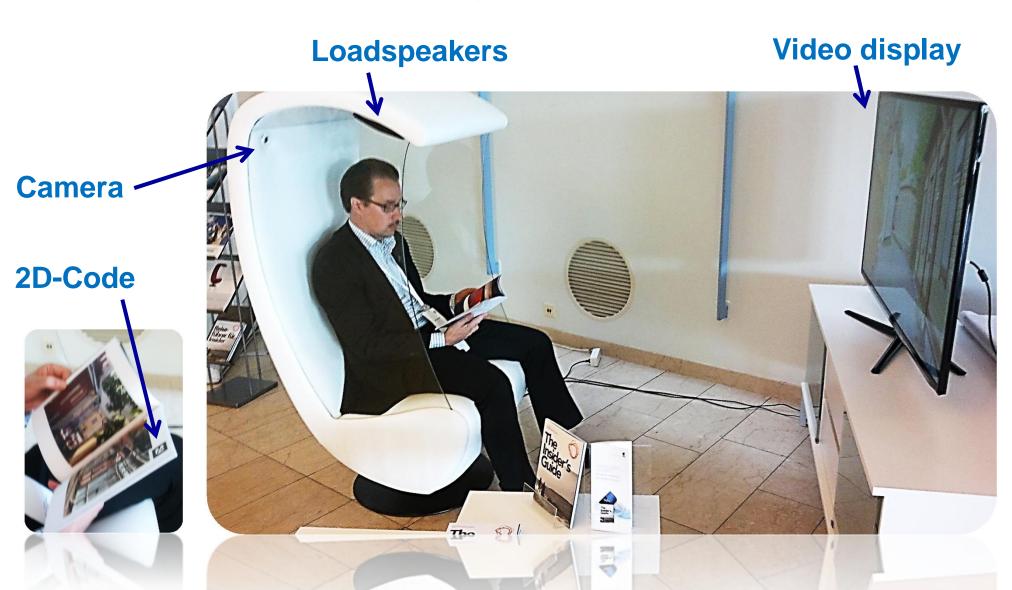
Oplinedia?





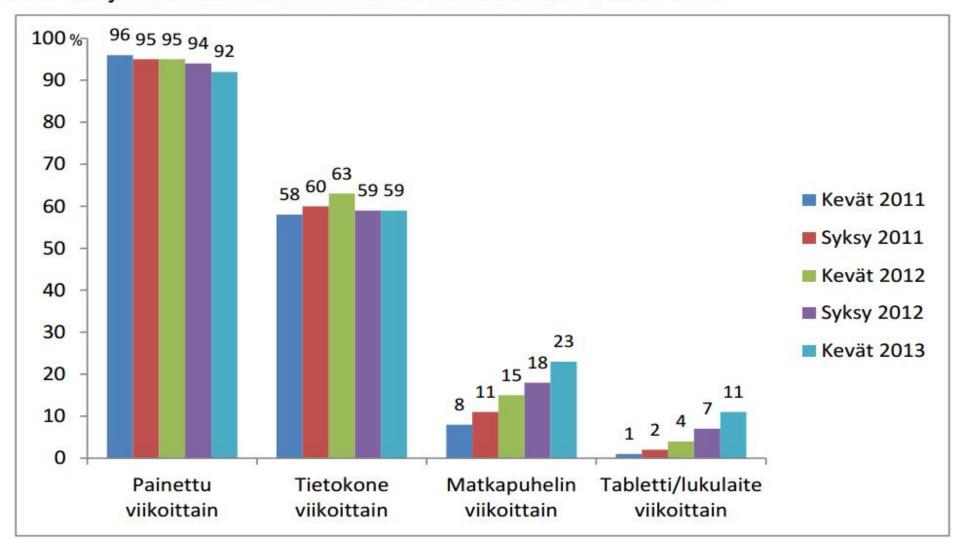


## ...like VTT's media chair





#### Sanoma- ja aikakauslehtien lukeminen eri lukuvälineillä 2011-2013:



Source: KMT