

## AUTHORING FROM THE COUCH

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### ABSTRACT

Television-watching has always been a social activity. In the living room people watch television together and outside home people talk about last night's soccer match or even call each other to recommend an interesting program. Nevertheless, the pressures of daily life and the increase in the number of separated households make joint television viewing increasingly difficult.

In this context, we have been working on the *Authoring from the Couch* paradigm [1], an entertainment-oriented authoring approach in which the authoring task is performed incidentally. This new mechanism is an extension of the traditional television-watching experience that permits an end-user to enrich broadcast content by including personalized overlays (e.g. audio commentary and text) [2], and share it with others through recommendation messages. In these messages the encoded original content remains unaltered, in such a way that digital rights on content reuse are respected. Personal digital devices, like pen-enabled tablet PCs and mobile phones, are used for annotating and navigating through the audiovisual content from the couch. Finally, these recommendations can be forwarded to a peer group using an asynchronous communication technology such as MMS, e-mail, blog posting, and RSS feeds.

In order to extend the capabilities of this innovative paradigm, we are interested in new concepts to increase social interaction and improve user experience, especially with regards to synchronous communication aspects.

For instance, when watching television presentation commands are negotiated verbally among collocated viewers. While in an asynchronous context such problem is avoided, in a synchronous experience we can imagine multiple devices controlling the presentation at the same time. On the other hand, for non-collocated viewers the system should enable them to watch the same TV show at the same time. In this case, a presence approach, e.g. a virtual couch, needs to be considered in order to make users feel more connected.

[1] P. Cesar, D.C.A. Bulterman and A.J. Jansen, "An Architecture for End-User TV Content Enrichment". In *Journal of Virtual Reality and Broadcasting (JVBR)*, v. 3, issue 9, 2006.

[2] P. Cesar, D.C.A. Bulterman and A.J. Jansen, "Social Sharing of Television Content: An Architecture". In *Proceedings of the IEEE Symposium on Multimedia*, pp. 145--150, 2007.