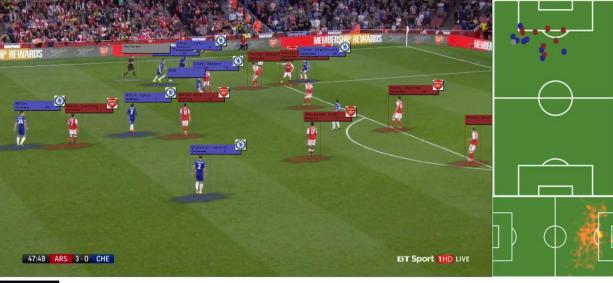
# WP4

Media Content Interaction & Accessibility Year 2 meeting November 2022



FootyVision – An Automated Approach to Football Player and Ball Detection, Tracking, Augmentation, and Identification. Peter Andrews, Ph.D. Candidate, <u>MediaFutures</u> WP4.

Retrieve information from flat, un-calibrated, un-interactive linear media using state-of-the-art Computer Vision and Deep Learning Algorithms. Use this information to hyper-personalize the end users experience.





FootyVision develops real-time statistics from live matches while performing player and ball localization to help the user better contextualize the match.

This information provides groundwork for an interactive environment where information can be personalized on a user-to-user basis.



SFI MediaFutures – Annual Meeting 2022

#### Jonathan Geffen, PhD student: Newsgames for younger audiences

- Newsgames are digital games which accompany and illustrate news stories
- Existing research on newsgames is focused on **young adults**
- Our research project investigates the design and experience of newsgames for children
- We also intend to explore the **accessibility** and **social play** potential of newsgames
  - Designing newsgames for Intergenerational Play
  - Designing newsgames to support children with special education needs



Screenshot from FT's Uber Game - <u>https://ig.ft.com/uber-game/</u>



#### Research students: Incoming Secondments

PhD level:

Media Futures

Floris van Hofen, UiB (N): Ziming Wang, Chalmers (S): Yuchong Zhang, Chalmers (S): Adam Nowak, Lodz (PL): Collaborative marine AR Social Drones AR for industrial processes AR for industrial processes

Master level: <u>C</u>yriak Heierli, ETH (CH):

AR for marine process and control

#### HCI, ID, and MIX Master projects

With **NRK/Schibsted:** AR News2

With TV2: Image search system. Presenting metadata

With **BT**: Digital journalism. The reading experience



#### EU COST Action on Media Accessibility

European Cooperation in Science and Technology research network on Media Accessibility.



Pilar Orero



#### EUROPEAN COOPERATION IN SCIENCE & TECHNOLOGY



#### Planned conference: ACM VRST 2024 in Bergen, Oct/Nov 2024



# VRST 2017

23rd ACM Virtual Reality Software & Technology Conference Gothenburg, Sweden, 08 - 10 November



#### Planned conference: ACM VRST 2024 in Bergen, Oct/Nov 2024



Media Futures

#### Year 2 advances

#### Aim high!

- New demonstrations
- New ideas
- More collaboration





#### Dynamic Aspect Ratio

- Fully automated
- Every frame
- Smooth tracking









#### Eye tracking experiment



#### Nose centering





#### New challenge

## **Textual radio**





#### Fully automated

skoler i denne byen, og det på en måte førte til en sånn stor endring.

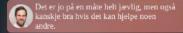
Så kan kanskje dette være en sånn sak som faktisk gjør at etter at vi har diskutert barnevenneproblemene der så lenge, så blir det faktisk umulig å ikke gjøre noe å følge opp barnevennene framover.



Media Futures •

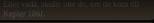
Og så er det noe med at når det gjelder ungene våre, akkurat som skoleopphusninger, så er jo denne saken så røstande.

At den type følelsesmessig sterke saken sitter lenge i folk, og sitter djupt i folk, tror jeg. Så dette kommer ikke til å forsvinne.



Det er vel det eneste gode som kan komme ut av dette, ja.

Oga, det er veldig mye alvor og tunge ting her. Statsbudgett er tungt nok, og dette, altså Bergens politikken, er i alle fall tung.



Och den här välkomstkommitten berättade på välkomstsoaren.

Skulle du säga då, vem vann

Nej, men det beror ju på att jag är intresserad av kultur.

Men okej, jag fattar, det var det priset som säger mest om människan, om människans indre.

Ja, visst, absolut.

Och då menar jag, finns det inte ett

Skulle inte alien få en liten skev bild av

Jag vet inte, för det menar jag att det inte speglar.



Asimov



and biology and science.



He was not so keen on hard. extrapolative kind of science fiction.



Nesterålen, opp og ned og kanskje flere ganger mån, samtidig som jeg hadde full guffe hernede, og så gikk det over en del år med en sånn 70, 80 timers arbeidsuke.

> Etter hvert drev jeg såpass mye gratisarbeid og såpass mye dårligbetalt arbeid, at jeg var nødt til å jobbe, jobbe, jobbe ekstra med alt annet for å ta inn det svinnet jeg selv skapte.



Jo da, jeg får inn penger, og tjener også brukbare penger, men i forhold til hvor mye jeg jobber så har jeg ikke nok inntekt. Men jeg prioriterte ofte, for jeg tok det de som jeg trodde trengte det mest, og så dårlig forretning.





Ja, altså forbruket var ikke lavt, selvfølgelig var det ikke det. Og det var jo også sånn i perioder at jeg hadde tok opp private lån for å finansiere skatt og avgifte og ting som kom for å holde det under livet.

#### Combining DAR & FancySubs





#### Test it yourself

### https://wp4.demos.mediafutures.no/



Debatten MediaFutures edition of Debatten. <u>1. November 2022</u> Includes dynamic aspect ratio (MediaPipes AI), Fancy Subs (Aucomated, Whisper++).

MultiDevice Video Chai style Chai info Official subs SingleDevice Video Chai style

-



History Extra Podcast Bender Strand S

MultiDevice Without info With info SingleDevice Without info With info





Ballspark Metafaritumes edition of <u>Balsuart</u>. Soccer discussion (in Nonegran), quite heavy Bergen dialect. Telly automatic scaing Whitepe (lenge) and mutahspeakerverification in fainter, tigrep) for transcriping and speaker identification. Info initia ser based on a Nonegrain transed network for annotation combined with simple Wildopeids searches.

MultiDevice Without info With info SingleDevice Without info With info





News in English Madiaritanse action of <u>News in English</u>. Cnatted for Norwegian school pupulis, Added some relevant articles manualy, otherwise automated. Tests created fully automatic using Whitsper (large) and found spacker definition in the News are based on a Norwegian trained network for aronatation combined with simple Wikipeties seeches.

MultiDevice Video TextCast SingleDevice Video TextCast





#### Collaboration

# Bergens A Tidende





## Understanding The Podcast experience

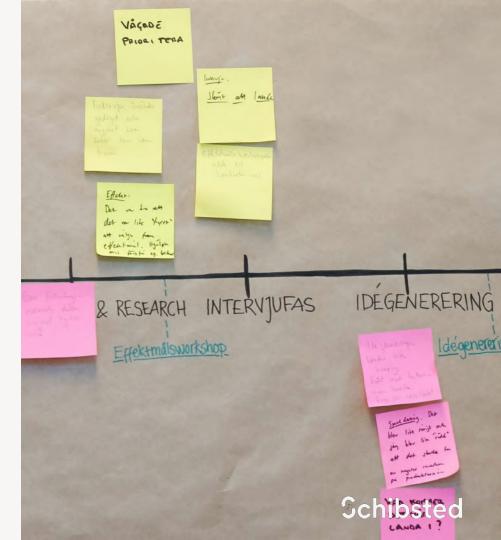
Jan 2022 Marcus Rydling, Pernilla Danielsson



#### Intro

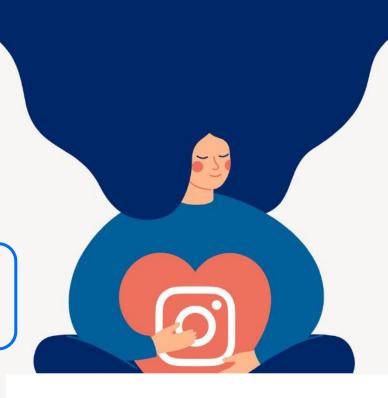
The goal was to get better insights of users podcast habits and how the user journey of listening to podcasts on our platforms was.

This presentation is a summary of all podcast research made in 2021. Combined interviews from 30 persons both from Norway and Sweden.



#### Podcasts in social media

- Most people we talked to didn't follow a podcast or a podcast's hosts on social media
- But many of the frequent listeners who were fond of the podcast hosts followed them in some way
- Those who followed a podcast on instagram said that they liked when they posted behind-the-scenes images or showed something visual that was referenced in the podcast.
- We have also noticed that discussions about episodes can take part on social media, as a part of extending the podcast. Some listeners really wants to give their comment on the latest episode.





What if we could give our listeners the opportunity to discuss episodes on our platform ?

#### Looking up material

Everyone we talked to claimed that they, in some way, had looked up something discussed or mentioned in a podcast.

It could be anything from a picture of a murder victim, to places on maps, to what a podcast host's painted sneakers looked like.

Most people said that they were doing this at the same time as they were listening



What if we could give our listeners a richer media experience in our podcast players?



# Enriched podcast experience

Providing visual content to end-users inside the podcast experience will solve a defined user need.

Auto generating this content would not take up valuable resources in the newsroom.

We can repurpose UI designs from our own live feed Q&A component.



#### Homescreen widget

If we can enrich podcasts with additional content like this, we might also make it even more accessible and timely.

Display this content on home screen, or even on lock screen.

Demo from hackday



#### Elevkanalen - TV2 Skole

#### https://app.elevkanalen.no/



# Future

Thank you for your attention

**Contact information:** 

njbo@norceresearch.no

Research Centre for Responsible Media Technology & Innovation Project number 309339

#### Hackathon - Bergens Tidene







#### Hackathon - Bergens Tidene



Media <u>Fu</u>tures∙



Torske – Bergensere (Smalltown Supersound) Illustrasjon: Tord Torpe

#### Dette blir diskutert



#### TV2 Skole

×	02112022 🖍 04.11.2022
Lærerens time	
2	Episode 3:
Sesong 1 ~	Hvordan ta imot nye barn i klassen? Episoden handler spesielt om å ta imot barn som kommer fra Ukraina.
Episode 1	na na posta na versi na versi na kla serveri.
Episode 2	hvor alle sammen satt ved pultene sine og
Episode 3	læreren allerede var i gang med undervisningen.
Episode 4	Det gjøres jø ikke sånn lengre, og det er en grunn til at det ikke gjøres sånn.
Episode 5	Det fungerer nemlig ikke særlig godt.
Episode 6 Episode 7	Så jeg må si at jeg tror for det første at det er å treffe eleven og kanskje også foreldrene,
News in English week 44	eller også foreldrene, alene med læreren.
	Vise frem skolen, vise frem hvor doen er, vise frem klasserommet.
	At det er etablert en trygghet før eleven kommer inn og treffer de andre barna, er virkelig viktig.
	En trygghet til de fysiske lokalene og hele stedet?
	Fysiske omgivelsene og lokalene, men også at du er en lærer som vil den nye eleven vel.
	Fordi det å komme inn i et rom hvor det er én som du vet vil deg vel,

Media Futures∙

#### **Collaboration!**

The demos and conversations with WP4 has inspired a lot of enthusiasm in VG and Aftonbladet, and has already enabled us to significantly level up the quality of our video subtitling and the efficiency of our podcasting department.

Eivind Throndsen, Academic liaison, Schibsted



