MOS2S
Media Orchestration – Sensor to Screen

PROJECT SUMMARY
MOS2S aims to develop and test audio-visual Smart City technologies and embed these solutions in a dedicated Smart City Playground. The playground can accelerate new, unique Smart City applications that improve profitability, sustainability, safety and customer experience.

OBJECTIVES
- Create technologies for compelling Smart City experiences
  - extend live event experience from event-only to pre- and post-event
  - optimize crowd journalism communication with crowd contributors in real-time
- Immersive data and video capture and monitoring
- Develop best-in-class orchestration and brokering of data and video

UNIQUE SELLING POINTS / BUSINESS VALUE
- Consortium covers the full ecosystem and addresses the whole value chain
- Smart venue partner provides for real-world experimentation and high-profile events
- Networked and cloud-based implementations provide for scalable approach and solution

EXPECTED RESULTS
- a user-friendly app for orchestrated co-creative video capturing;
- a video streaming and orchestration module
- a real-time cloud-based data and video broker
- a set of creative production tools for MOS2S applications

Project leader
Gjalt Loots, TNO, The Netherlands

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Project website
https://itea3.org/project/mos2s.html
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PROJECT CONSORTIUM

START DATE  OCTOBER 2016

END DATE  SEPTEMBER 2019

MOS2S PROJECT PARTNERS

- Large companies (4)
- SMEs (3)
- Universities (4)
- Research institutes (1)

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