



Project Profile

MOS2S

Media Orchestration from Sensor to Screen

MOS2S aims to develop and test audiovisual Smart City technologies and embed these solutions in a dedicated Smart City Playground. This will serve as a venue platform to support proof-of-concepts and trials, with focus on enhancing player performance, enriching fan experience and enabling consumer interaction. As such, the playground can accelerate new, unique Smart City applications that improve profitability, sustainability, safety and customer experience.

ADDRESSING THE CHALLENGE

The proliferation of novel consumer-priced audiovisual and environmental sensors, producing huge amount of data and video, represents an important aspect of the Smart City environment. The art is to harvest and combine this data and video in an orchestrated way, enabling a variety of attractive applications for citizen information, participation, entertainment, experience, safety and security. However, the successful development, testing and deployment of Smart City solutions with and towards its end-users is highly complex. Most cities are not equipped to deal with the required process of infrastructure development, technology deployment and end-user trialling, or do not provide the advanced underlying infrastructure to test and deploy these innovative ICT solutions.

PROPOSED SOLUTIONS

This project focuses on media orchestration platforms and technologies that allow devices, data and media streams along with resources to be orchestrated into a rich and coherent media experience on various end-user devices. Applications include crowd journalism (citizen information and participation), live events (citizen experience and entertainment) and event security (citizen safety and security). These cases build upon

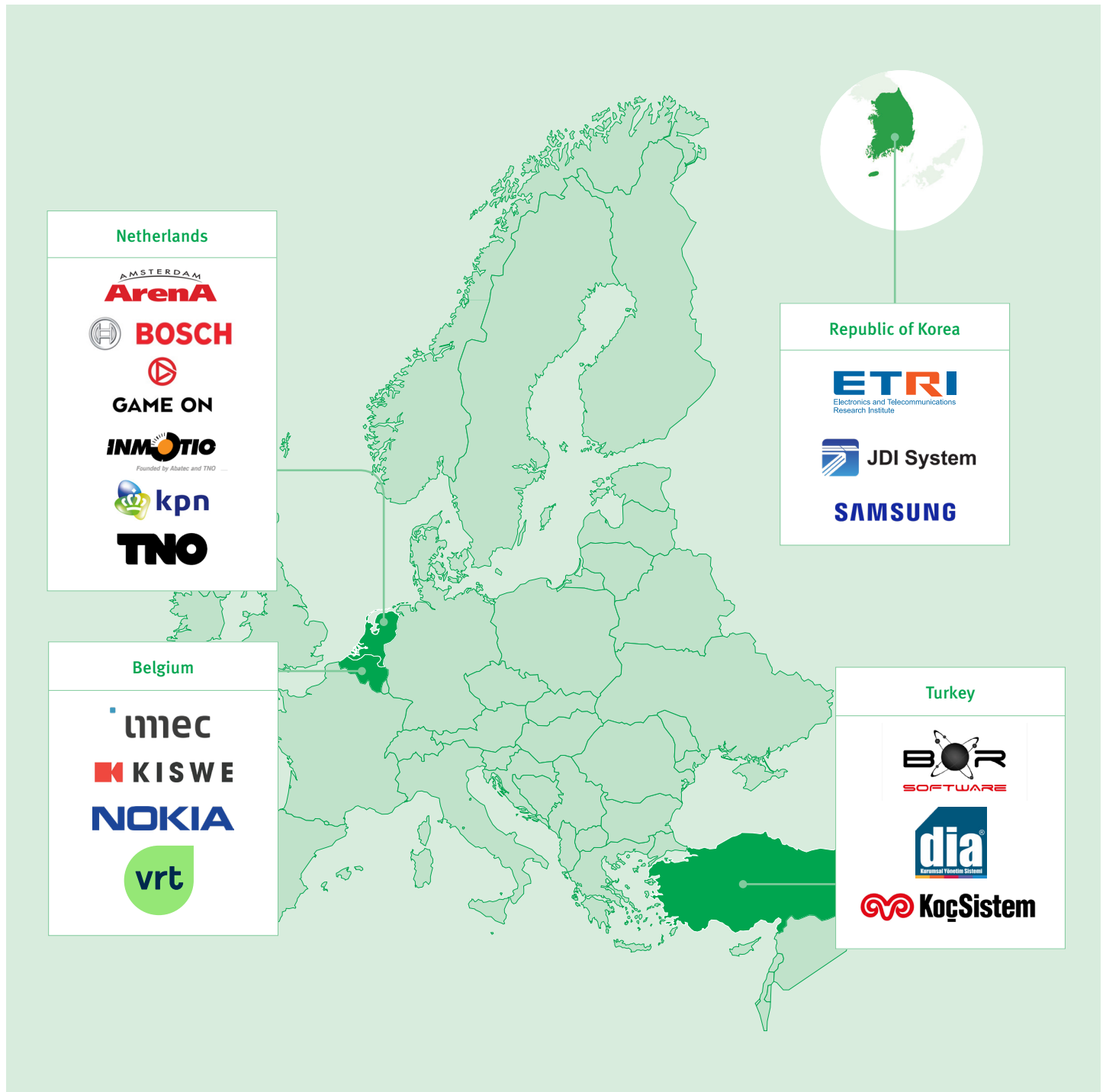


MOS2S: towards enhancing player performance and enriching fan experience in smart venues

advanced sensor, networking and cloud infrastructures, and leverage emerging media and data analysis, analysis, processing and streaming technologies. The MOS2S consortium comprises partners from industry and research that together encompass all the necessary technological components: networking and cloud technology, data brokerage, orchestration between video sources and sensor data, video analysis and stitching, broadcast production and distribution, and a smart venue as a proxy and playground for a smart city.

PROJECTED RESULTS AND IMPACT

The combined technologies and experience of these partners enable unique world class innovation that will allow them to introduce captivating new products and services. The applications that MOS2S provides will impact the global markets of wireless data and video communications (4G/5G), the market of broadcast and live event production (news and sports production in particular) and the market of smart venue applications and infrastructure. Given the size of each of these markets, the potential global impact of MOS2S is very significant.

**Project start**

October 2016

Project leader

Gjalt Loots, TNO

Project website<https://www.mos2s.eu/>**Project end**

September 2019

Project emailgjalt.loots@tno.nl

ITEA is a transnational and industry-driven R&D&I programme in the domain of software innovation. ITEA is a EUREKA Cluster programme, enabling a global and knowledgeable community of large industry, SMEs, start-ups, academia and customer organisations, to collaborate in funded projects that turn innovative ideas into new businesses, jobs, economic growth and benefits for society.