



5G experimentation environment for 3rd
party media services



Andrew Perkis, NTNU IES

NGINO - Partner meeting
18.03.2021



This project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement No. 101016714.



- Title: 5G experimentation environment for 3rd party media services
- Responsible Unit: CNECT/E/01 (CNECT.E – Future Networks, E.1 – Future Connectivity Systems)
- Call: H2020-ICT-2018-20 submitted for H2020-ICT-2020-2 / 17 Jun 2020
- Topic: ICT-41-2020 - 5G PPP – 5G innovations for verticals with third party services
- Type of Action:IA
- Duration: 36 months
- Budget. 6,037,942.38 €
- Project start: 01.01.21

5GMediaHUB aims to help EU to achieve the goal of becoming a world leader in 5G

by accelerating the testing and validation of innovative 5G-empowered media applications and NetApps from 3rd party experimenters and NetApps developers

through an open, integrated and fully featured Experimentation Facility.



- 17 consortium partners
- 9 EU member states and associated countries
- 13 partners in 5G-PPP projects
- 9 SME innovation champions
- 3 Large companies
- 5 RTO/academia

Good Norwegian partnership

Spin off from EPFL - old partner

My main partner:
VisualMedia
AdMire
Proposals



Coordination



Andrew Perkis

WP4



Jordi Puig

WP4



Øyvind SørDAL Klungre



Subcontracting:
Kapooow

Administrative team:

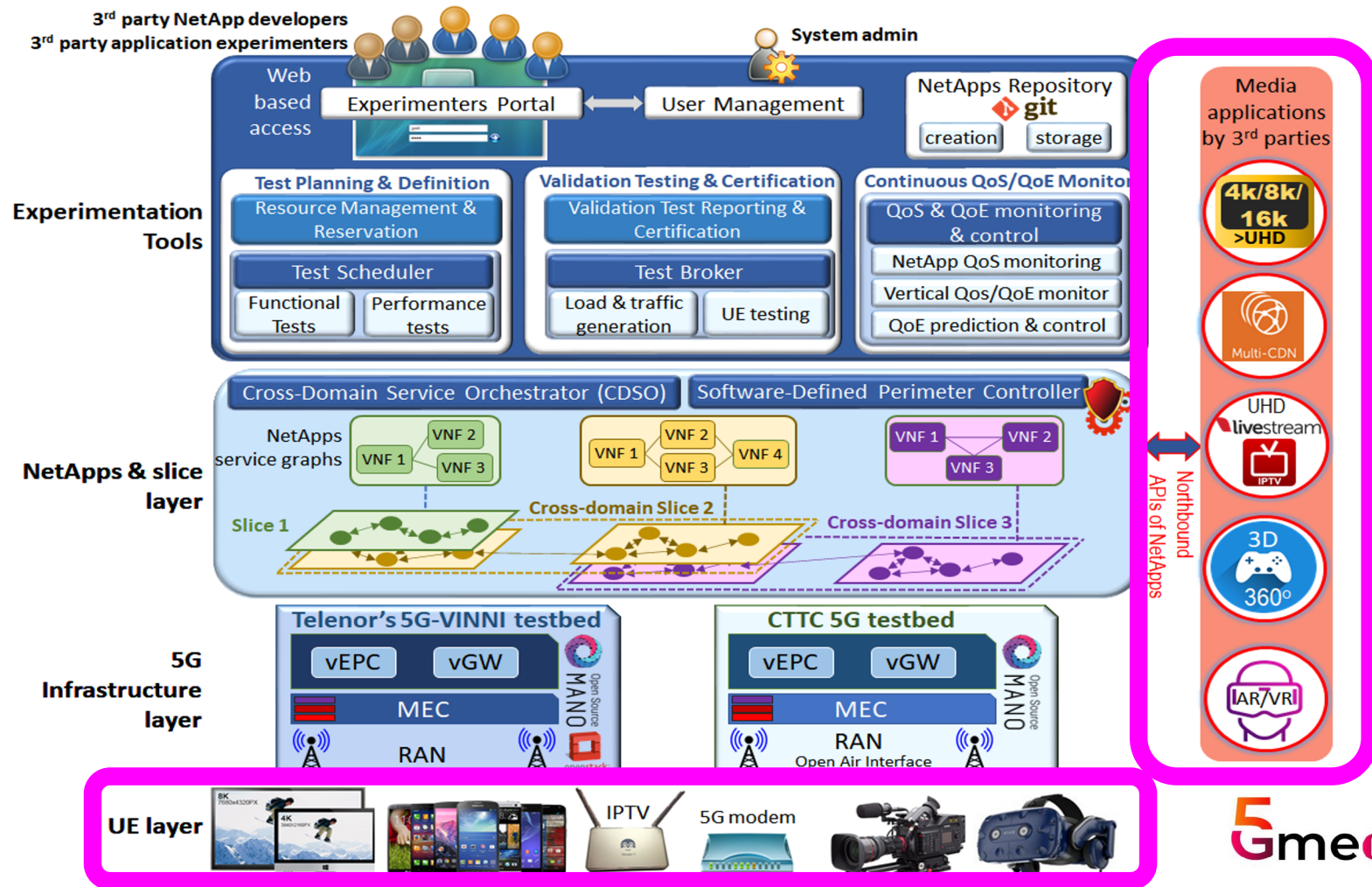
Ida Kallmyr Lervik - Admin officer

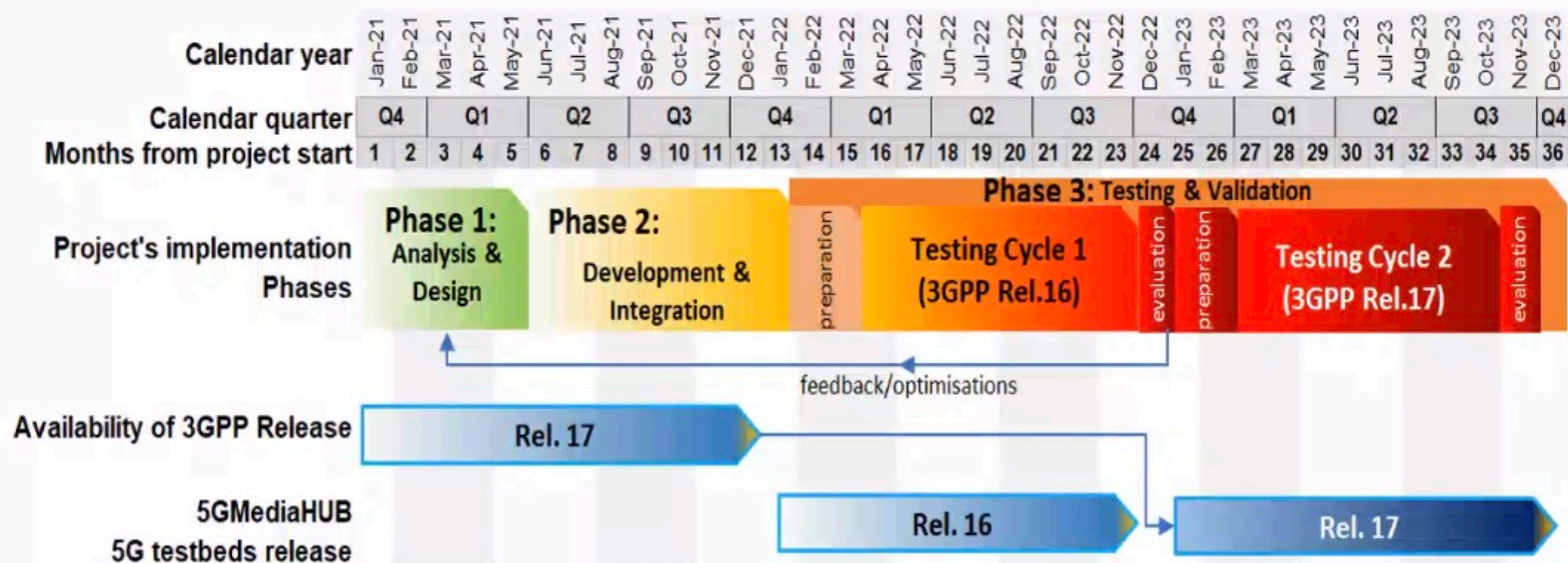
Filip Jessen - Admin officer

Atieh Tabeshian- Financial officer

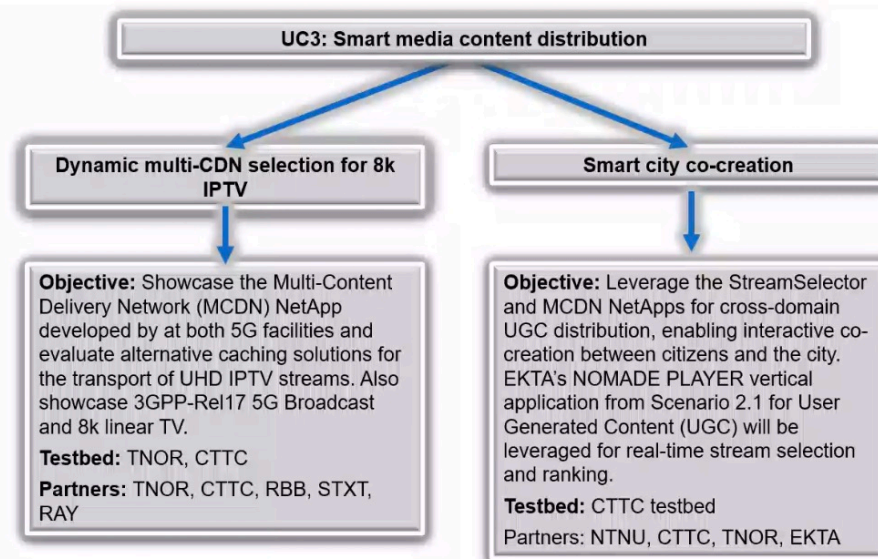
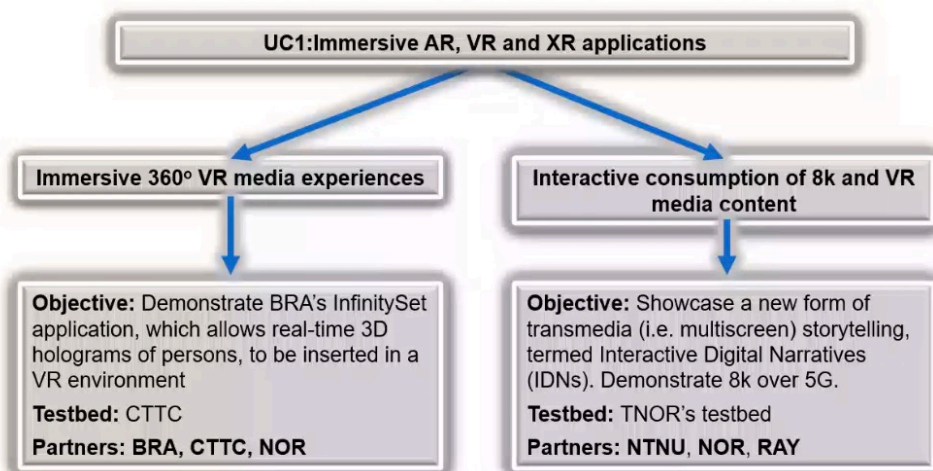
Joachim Nilsen| Co-Founder – Thomas Lunde | Co-Founder

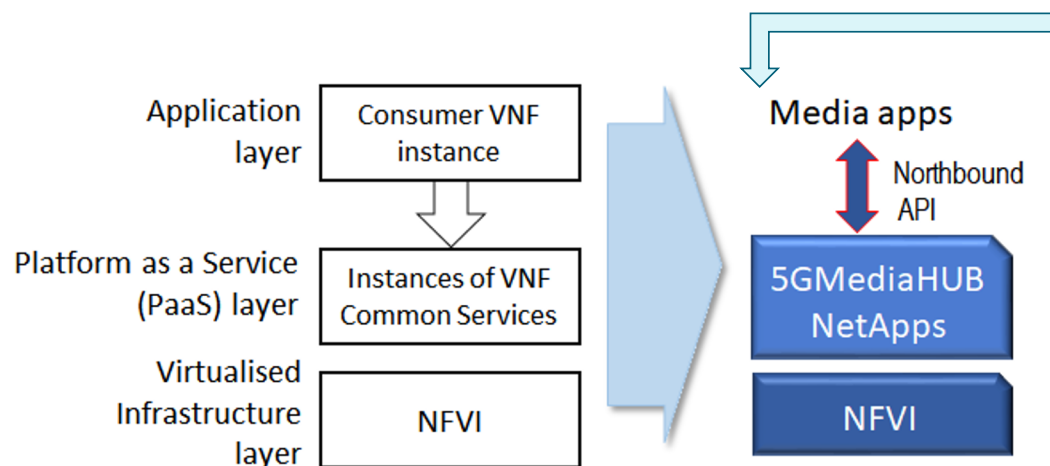






Project testbeds will be upgraded to 3GPP Rel.17 for Cycle 2 tests





<https://kapoow.no/>



<http://rayshaper.ch/>

RayShaper

<https://noriginmedia.com/>



IDN:
Mixed media



THEY CAME

Nova
Saves Earth





KapOow in collaboration with IES at NTNU has developed a prototype for delivering digital stories on multiple devices simultaneously.

The prototype use innovative technology to integrate trigger points into a video timeline that can trigger content in different formats on other devices and platforms.



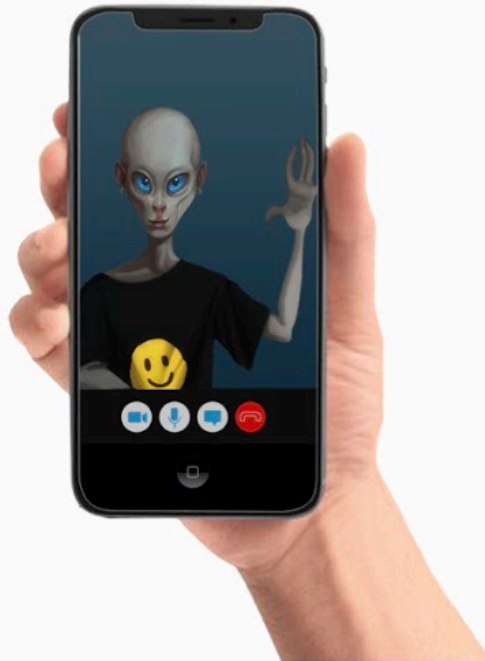
Second screen content triggered by main storyline



Interactive and Immersive



Based on the mpeg standards for great compatibility and reliability



Linear storyline

Keyframe trigger
Second Screen
Super-Zoom
w/multiple stories

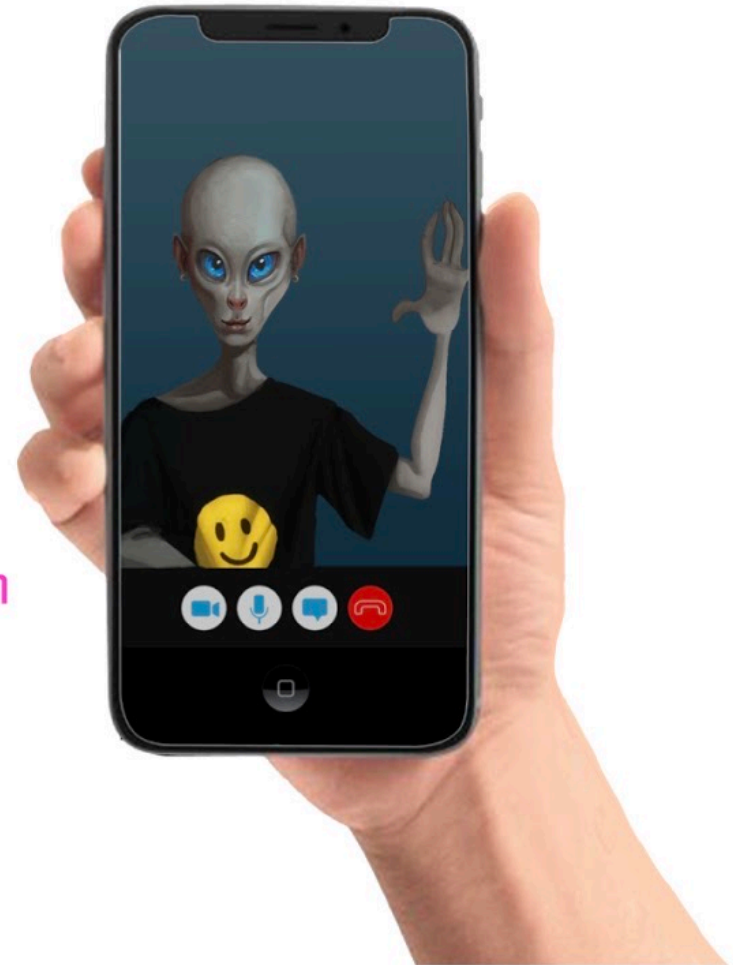
Keyframe trigger
Second Screen
Interact with
character

Keyframe trigger
Second Screen
VR
Novasw/Great Ball of Fire



First Screen
Linear storyline

2-way
Video
communication



Second Screen
Interactive storyline

VR Experience
w/Nova &
Great Ball of Fire



Thank you for you attention!



NTNU



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<http://www.iet-multimedialabs.org/>



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