

# Potential Topics For Discussion

Compiled during the  
Multimedia and the Web workshop  
at WWW9

Jacco van Ossenbruggen

# Common Timing For XML

- SMIL timing model rules (OK with you?)
- common model, implementation, authoring experience
- authoring tools need declarative syntax (roundtrip)
- inline/style/timesheets
  - inline X, styled X and X-sheets  
for X=time, meta-data, adaptation hints,  
accessibility annotations

# SMIL and MPEG

- BIFS-2D + MPEG-J = HTML + SVG + SMIL + DOM
- scene versus document paradigm
- SMIL as basis for text-rep of BIFS
- delivery versus presentation timing  
(streaming/pre-fetch)
- streaming meta-data
  - audio/video overwhelms the (meta)XML data?
  - might be useful for live and interactive apps

# Adaptation

- on-the-fly adaptation of (X/HT)ML to various PDAs (Masahiro)
- on-the-fly generation of HTML, WAP, SMIL, etc. (Daniel)
- adaptive navigation (Markku)

# Applications

- What are the next generation multimedia-on-the-Web applications
- Convergence brings new apps
  - web, tv, mobile
  - abstract from standards
- Who are our users?
  - Legacy content/meta-data/tools
  - Integrate with every day production tools (EDLs etc)

# Summary

- Choose from:
  - Common timing model for XML
  - SMIL & MPEG (content + meta-data)
  - Adaptive multimedia
  - Applications, tool support
- Voting results:
  - Discuss applications and SMIL vs MPEG