

# **Web & TV Workshop – Next Steps**

# Wrap-up and next steps

- GGIE presentation (Glenn, NBCU)
- Go through the list of identified gaps and
  - Check that they are correctly defined
  - Is the W3C the right place for a follow-up?
  - (if yes) is the IG the right place to have a follow-up?
  - Assess interest in working on it in W3C

## Conclusion

- wait for input from the GGIE group.

## Call 16/4/14:

- group working on the charter
- Glenn will come back to us once they are ready

# Gaps/Issues identified

- Synchronization of Video and (meta) data, video & video
  - Partial coverage from existing specs: Media Fragments, HTML5 multitrack API, HTML5 MediaController
  - Missing:
    - Stream events, exposure of multiple timelines
  - Open question
    - Is this something for W3C to handle? Or is it an integration issue? Are there gaps in the existing specs (e.g. HTML5)?
  - Discussion
    - Not clear if W3C is the right place
    - There may be some gaps, but not clear yet
    - There are some existing bugs in Bugzilla
    - Need to break down the use cases in order to find gaps

## Conclusion

- Interested parties need to raise bugs against relevant specs
- Send Bug report to IG list and ask for support
- Use the IG list as a way to share issues and ask for support

# Gaps/Issues identified

- Testing devices based on web technologies
  - People agree that testing is important
  - Would be ideal to have a common solution for all HTML based products
  - Outstanding Issues
    - More information on the existing material and tools.
    - Make sure that tools are suitable for the TV industry
    - More test cases
    - Different definitions of testing in different fora
    - Operational issues around test development, approval and maintenance (in W3C)
  - What can we do?
    - Revive the testing TF to look at the existing tools and material, and see if they are suitable for the TV industry (and if not, work to address the missing features)
    - Test The Web Forward event for TV

## Conclusion

- IG to facilitate a conversation among interested parties

## Call 16/4/2014

- Bryan to send more information on the status quo
- Follow-up on that in the next call
- **public-test-infra@w3c.org** mailing list a good place for follow-up (since all the testing folks are there)

# Gaps/Issues identified

- Rendering and control of linear video using <video> («Tuner API»)
  - Outstanding issues:
    - no common API to render linear content via the video element
    - HTML5 API may not be currently covering all the requirements needed to render linear content, e.g.
      - Access to list of services
      - Parental access control
      - ...

## Conclusion

- Create a CG to draft a technical solution to be later moved to a WG?
- Follow-up in the IG.

## Call 16/4/2014

- Request for support of a new CG has been issues on the IG list, few answers received.
- CG will be created, first step is to list the priorities/UC that will be covered.

# Gaps/Issues identified

- Misc gaps around delivery & rendering of IP video, mostly integration issues for TV devices
  - see HbbTV/Jon P. bugs
  - Can the IG help SDOs driving their issues and requirements to the HTML WG? (Yes)
  - How? Should the bug be sent to the IG list? Should the SDOs monitor the mailing list and try to contribute to the discussion if they are facing the same issues?
- Discussion
  - Would it help for the IG to have phone conferences where bugs are discussed?
  - Maybe we should use the IG to keep track of TV related bugs, and their status

## Conclusion

- Follow-up this in the IG and define a way to handle its

# Gaps/Issues identified

- Discovery and communication between two UAs or a UA and another device/service :
  - Ongoing related work:
    - Second Screen CG (web screens)
    - Sysapps WG
    - Network Service Discovery (in DAP WG)
  - Is there anything more that the IG can do at this point?

## Conclusion

- Continue the discussion in existing groups

# Gaps/Issues identified

- Performance measurement (benchmarks) for web technologies/animations.
  - Difficult to guarantee a good experience on low end devices
  - Should there be a reference benchmark?
  - Topic raised in Web Performance WG, but not prioritized. Can/should the IG help with that?
- Discussion
  - This can easily become an issue, W3C could define the benchmarks (and related APIs)
  - Some devices already suffer from this, some time even if the technology is supported, bad performances make it unusable
  - Risk is that people optimize for tests and real world apps still suffer from performance issues.
  - Is doing nothing worse than doing something that is not perfect?

## Conclusion

- time to raise the issue again with the web performance working group(?)
- try to discuss it also with the gaming community
- IG to collect requirements from interested parties to be passed on to the appropriate groups

## Call 16/4

- yosuke to send a contribution to the list to start the discussion



# Gaps/Issues identified

- (Other) accessibility features
  - Should the IG be working on collecting use cases and requirements for accessibility features other than captioning and subtitles?
- Discussion
  - We probably should try to work on this
  - There is an accessibility group, not sure if it's working on topics of interest of the TV community (e.g. CVAA regulation)
  - Web Accessibility group is interested in engaging with the IG

## Conclusion

- Discuss this in the IG

# Gaps/Issues identified

- Pluggable CDM for EME
- Discussion
  - Is this something for the IG or better raised directly with Media TF of the HTML WG (working on EME)?
  - Is the W3C the right place to discuss it?

## Conclusion

- Interested parties to raise the issue within the Media TF of the HTML WG