



Designing Novel Applications for Emerging Multimedia Technologies

At the Workshop: Interactive Information Access:

Untanglilng Tasks and Technologies

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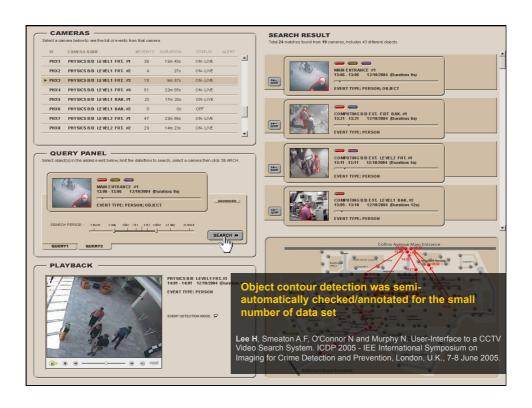
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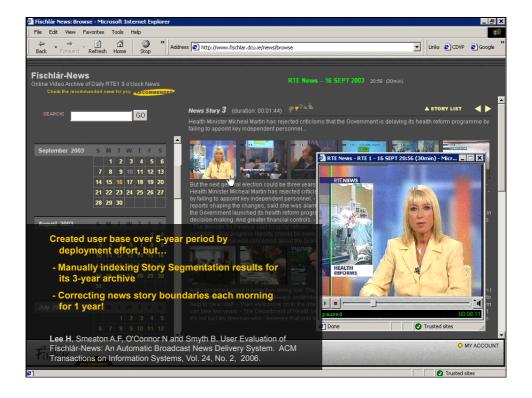
Novel Applications

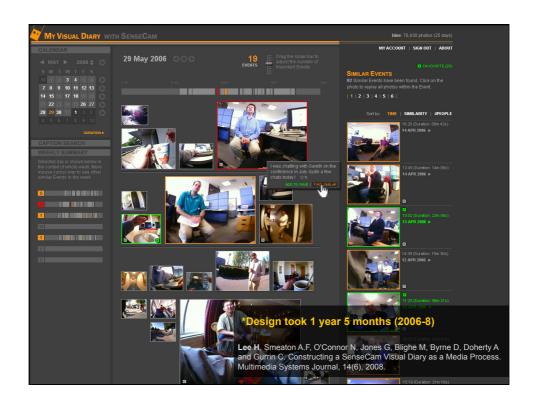
- Photo-blogging with Automatic Face Annotation
- Visual Diary with SenseCam
- Personal Mobile Photo Manager
- CCTV Video Searching
 Personalised News Update
- Competitive Card game
- In-car Video Navigator
- Image Searching using External Sample Objects
- Object-based Searching
- Communal Online TV Broadcast Recorder
- Movie Browser for Film Study Class
- Movie Scene Browser
- My Diet Monitoring and Analysing
- Field sports summariser

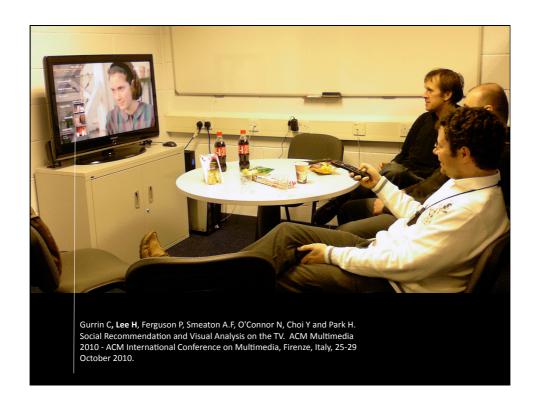
Emerging MM Tools

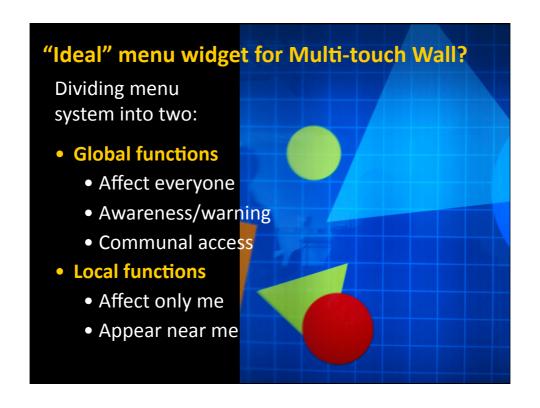
- Face Recognition
- Movie Scene Segmentation
- Keyframe Extraction
- News Retrieval
- Object Detection & Tracking
- News Story Segmentation
- Video Recommendation
- Sports Summarisation
- Pedestrian Detection
- Content-based Relevance Feedback for Video
- Large-scale Image Retrieval
- Content & Contex Augmentation
- GPS location-based UAV
 Video Retrieval
- LifeLogging Data Indexing 8
 Retrieval
- Fusion of Image and Text Evidence

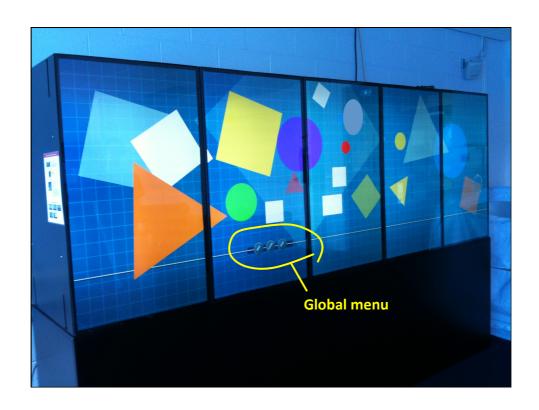


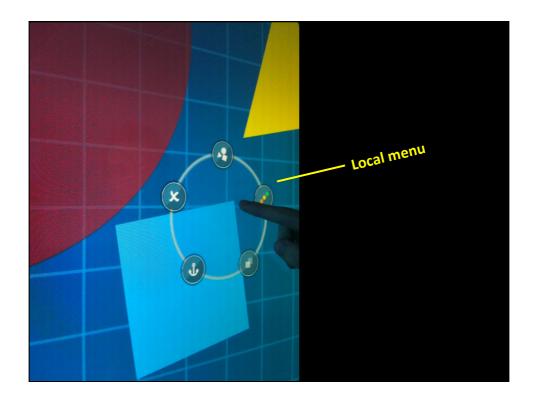












Conclusion

In designing novel applications that incorporate emerging Multimedia technologies:

- Need alternative design methodology clues may be solutions not problems
- Leverage designers' ability to work in unclear problem situation
- Design to hide(?) inaccurate MM output
- Consider making demo system with novel interaction platforms, not just PC/Web and Mobile

THANK YOU