



D5.2.3

USER STORIES REQUIREMENTS FROM WP2-4

Final release

Jan 2015

ABSTRACT

This document details the process of the creation of new User Stories following the identification of new User Requirements from user feedback. It documents the liaison and relationship between the project and external developers, SMEs and vendors.

The purpose of feedback gathering and analysis is to identify new requirements, to enable technological and structural improvements, to identify opportunities for the involvement of SMEs and to provide on-going input into the development of the platforms. Using this feedback, the identification of new requirements may lead to the creation of new User Stories.

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EXECUTIVE SUMMARY

The purposes of feedback gathering and analysis include identifying new requirements by incorporating feedback from professionals and potential project partners, supporting cooperation with developers through competitions and hackathons, enabling technological and structural improvements, identifying opportunities for the involvement of SMEs and providing on-going input into the development of the platforms.

This deliverable documents feedback received from external developers, SMEs and vendors during the second project year. Feedback is gathered by FI-CONTENT 2 partners at Future Internet events, showcases at industry/developer conferences, specialist demonstrations and online. Where feedback identifies new User Requirements, this feedback can lead to incorporation of new requirements within existing development work or to the creation of new 'User Stories'. A User Story describes what a user wants to do with a particular application or system.

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1 - INTRODUCTION

This Deliverable provides feedback collected by FI-CONTENT 2 partners. This feedback has been gathered at trade fairs, events and presentations, and thus is collected from potential professional users of the FI-CONTENT 2 platforms. The purposes of feedback gathering and analysis include identifying new requirements by incorporating feedback from professionals and potential project partners, supporting cooperation with developers through competitions and hackathons, enabling technological and structural improvements, identifying opportunities for the involvement of SMEs and providing on-going input into the development of the platforms.

As part of activities conducted under Task T5.2 **Identifying content partners and developers' needs**, feedback is gathered by partners and transcribed into the feedback form template (created as part of D5.2.1 User Stories Requirements Release 1). The completed feedback form is then forwarded to the relevant platform WP leaders of WP2, WP3 or WP4.

2 - COLLECTION, EVALUATION AND ANALYSIS OF FEEDBACK

The various methodologies used for evaluating and analysing feedback were described in D5.2.1 User Stories Requirements WP2-4 Release 1. All partners are responsible for the gathering of feedback at events, meetings and other suitable occasions.

Submitted feedback is reviewed by the partners involved in Task 5.2 and distributed to the relevant platform/WP leader (WP2, WP3 and WP4) for evaluation. Feedback is then analysed and evaluated by WP participants. Following analysis of the collected feedback, WP leaders either (a) devise a new User Story to accommodate the feedback, (b) incorporate feedback into existing effort or (c) identify the feedback as out of scope.

A 'User Story' describes what a user wants to do with a particular application or system. Feedback gathered under task T5.2 also delivers input into Dx.3.1 Results and Feedback Analysis. Where new User Stories are required, the protocol will be categorised into various test areas. This process is illustrated in the diagram below (Figure 1 Creation of New User Stories & Feedback Gathering).

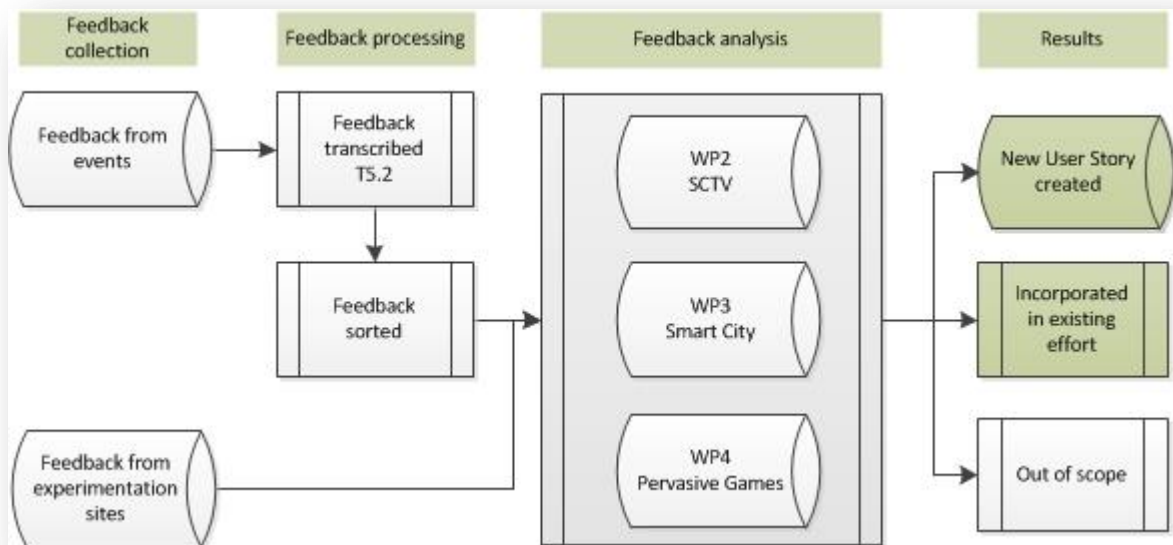


Figure 1 Feedback Collection, Processing, Analysis and Results

Feedback was collected at the below events:

Date	Event	Location
Dec 2014	Transmusicales	Rennes, France
Nov 2014	Changing the Picture	Babelsberg, Germany
Oct 2014	Medientage München	Munich, Germany
Sept 2014	IFA	Berlin, Germany
Sept 2014	NEM Summit	Brussels, Belgium
Sept 2014	Ludicious Game Festival	Zürich, Switzerland
Sept 2014	dmexco	Cologne, Germany
Sept 2014	ECFI 2	Munich, Germany
Aug 2014	Web3D Conference	Vancouver, Canada
July 2014	Codefest	Valencia, Spain
June 2014	TVX2014	Newcastle, UK
May 2014	Media Web Symposium	Berlin, Germany
April 2014	CAPS 2020	Brussels, Belgium
April 2014	ECFI 1	Brussels, Belgium
Mar 2014	Hackathon Barcelona	Barcelona, Spain
<i>Previously reported in Deliverable 5.2.2:</i>		
Feb. 2014	Hackathon Zurich	Zurich, Switzerland
Feb. 2014	AR-xperiment	Barcelona, Spain
Nov 2013	ICT 2013	Vilnius, Lithuania
Oct. 2013	NEM Summit/Hackathon 2013	Nantes, France
Sept 2013	IFA 2013	Berlin, Germany

The primary source of feedback collected at events was one-on-one interaction between users/visitors and staff. Staff recorded their impressions following the interaction or directly enquired of visitors/users as to their impressions following the demonstration of/interaction with the service or functionality.

The feedback collected between February 2014 and December 2014 is summarised below and detailed in the next chapter. The feedback collected between the start of the project and February 2014 was reported on in D5.2.2.

Feedback collected at the above events consisted of the requests for new/expanded requirements listed below. The partner responsible for analysis/implementation is indicated.

Feedback item	Partner responsible	Current status (full details in section 3)
Feedback relevant to WP2 Social Connected TV		
1. Request for unstructured text input	IAIS	Under consideration, dependent upon available resources
2. Request for sub-titles to be produced by automatic speech recognition	IAIS	Under consideration, dependent upon available resources
3. Request for Audio Mining SE capable for processing content in English language	IAIS	Under evaluation, first steps taken
4. Request for exploitation of TAL Specific Enabler for customised interactive smart TV apps	ULANC	Preparation of open source for release by M24
5. Request for additional modules for HbbTV apps	FOK	Implemented
6. Request for content enrichment functionality as separate module	FOK	Implemented
7. Request for flexible web editor	FOK	Out of scope
8. Request for functionality to sync mobile devices without QR code	FOK	Feedback validated
9. Request for creation mini video-on-demand	RBB	Scheduled for development
10. Request for testing of regular social media accompaniment	RBB	Scheduled for development
Feedback relevant to WP3 Smart City Services		
11. Request for Private City Guide	FOK	Implemented
12. Request for Fusion Engine	UPVLC	Implemented
13. Request for deployment of OCDB code as open repository	FOK	Implemented
14. Request for full application ecosystem to provide new services to festival events	EBIZ	Implemented
15. Request for app generation API, SDK and mobile apps deployment - 1	EBIZ	To be implemented in 2nd Cycle
16. Request for app generation API, SDK and mobile apps deployment - 2	EBIZ	To be implemented in 2nd Cycle
17. Request for Context Activity Aware POI and Action Recommendation – 1	LCI	Implemented
18. Request for Context Activity Aware POI and Action Recommendation – 2	LCI	Implemented
19. Request for new functionalities for VIA-MOVIL app	MTSA	Implemented
Feedback relevant to WP4 Pervasive Games		
20. Request for Gnome Trader game	ETHZ	Implemented
21. Request for stand-alone framework	ETHZ	Implemented
22. Request for Enabler documentation clarification	I2CAT	Implemented

23. Request for hackathon improvements	I2CAT	To be implemented in 2nd Cycle
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3 - FEEDBACK DOCUMENTATION

3.1 - Request for unstructured text input

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Enabling recommendations for general unstructured text input (speech recognition transcripts and beyond) for multimodal content, e.g. topic channels with text and video	
Application:	Recommendations for mixed multimedia content	
Responsible partner:	IAIS	
Commercial criteria/justification	Efficient workflows for structuring unstructured (text-related) data	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Yes, it is feasible to address the particular scenario without this additional requirement	The new requirement would extend the current possibilities
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Recommendations can be generated for all unstructured text beyond speech recognition transcripts increasing the number of potential applications
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes (depends on the scenario)	Value for the user is only added in certain scenarios, where also non-video content is of interest
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	No dependencies known
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Unsure	Availability of time and resources must be re-evaluated in Q1 2015 – also see “Action taken”.
Aggregation and alignment of new requirements to milestones:	Time and resources needed are currently being evaluated.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Christoph Schmidt, Thomas Winkler, Caspar Tobias Schlenk IAIS	
Event	dmexco Cologne, Germany Sep 10 th -11 th 2014	
Event URL :	http://www.dmexco.de	
Topic/Theme of event	„Entering new Dimensions“ – conference on digital marketing and exposition	
Format of feedback	Protocols of verbal reports, notes from event	

Forwarded to:	Martin Gordon, RBB
Forwarded by:	Thomas Winkler, IAIS
Action taken:	Evaluation of possible implementation: implementation technically possible; decision postponed due to current focus on implementation of requirements with higher priority (English language support). Re-estimation of remaining time and resources required for final decision.

3.2 - Request for sub-titles to be produced by automatic speech recognition

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Provide subtitle based on automatic speech recognition	
Application:	Automatic subtitling	
Responsible partner:	IAIS	
Commercial criteria/justification	Reducing costs creating subtitles; legal requirements for providing subtitles	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Yes, it is feasible to address the particular scenario without this additional requirement	The new requirement would add an additional value
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes (with limitations)	For most content the quality of the subtitles might not be sufficiently good considering legal requirements or user expectations.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes (with limitations)	Subtitles provide additional value to the users but the expected quality of the subtitles created by a fully automated process is dependent on the content and not necessarily sufficient for the user
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	No dependencies known
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes (probably)	API support for returning subtitles as “srt” under consideration. Availability of time and resources must be re-evaluated in Q1 2015.
Aggregation and alignment of new requirements to milestones:	Time and resources needed are currently being evaluated.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Possible/low	

Feedback collected by	Christoph Schmidt, Thomas Winkler, Caspar Tobias Schlenk (AIS)
Event	dmexco Cologne, Germany Sep 10 th -11 th 2014
Event URL :	http://www.dmexco.de
Topic/Theme of event	„Entering new Dimensions“ – conference on digital marketing and exposition
Format of feedback	Protocols of verbal reports, notes from event
Forwarded to:	Martin Gordon, RBB
Forwarded by:	Thomas Winkler, IAIS
Action taken:	Evaluation of possible implementation: implementation technically possible but decision postponed due to current focus on implementation of requirements with higher priority (English language support). Re-estimation of remaining time and resources required for final decision

3.3 - Audio Mining SE capable of processing content in English language

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	AudioMining SE capable for processing content in English language	
Application:	AudioMining demo	
Responsible partner:	IAIS	
Commercial criteria/justification	Enlarging the field of application for the AudioMining SE	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	Only German content can be processed without the additional implementation
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Adding the capability to process English content enlarges the relevance for developers in non-German markets
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Also English content can be searched and recommended
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	No dependencies known
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Unsure	Depends on availability of appropriate training material (English audio content with

	manual transcriptions)
Aggregation and alignment of new requirements to milestones:	Depending on availability of appropriate training material, the implementation could be addressed in second experimentation cycle.
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no
	Essential / high
Feedback collected by	Sebastian Kirch, Michael Eble (IAIS)
Event	1 st ECFI in Brussels, 2-3 April 2014
Event URL :	http://www.ecfi.eu/brussels2014/
Topic/Theme of event	Meet the influencers of Technology & Innovation
Format of feedback	Verbal feedback from discussions
Forwarded to:	Martin Gordon, RBB
Forwarded by:	Heike Horstmann, IAIS
Action taken:	Evaluation of possible implementation: implementation technically possible but required efforts and quality depend on availability of training material. First training material was requested from and delivered by ULANC

3.4 - Exploitation of TAL Specific Enabler for customised interactive smart TV

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	The possibility of exploiting TAL for customised interactive smart TV applications with cross-device functionality.	
Application:	Cross-Device session mobility	
Responsible partner:	ULANC	
Commercial criteria/justification	Improving user engagement through deep understanding of user behaviour in TV platforms and trends thereof.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Yes.	It is feasible without the requirement but at a high development cost.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes.	TAL creates an abstraction layer for vendor-agnostic development of HTML-based TV applications.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes.	Allow users to view their watching history and resume playback regardless of current or previous devices used.

Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No.	There is no dependency on other requirements.
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes.	The TAL SE reduces development time required to deploy an app to different platforms such smart TVs and gaming consoles.
Aggregation and alignment of new requirements to milestones:	The final version of the TAL-enabled smart TV app will be released as open source by M24.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/High	
Feedback collected by	Yehia Elkhatib, Mu Mu	
Event	TVX '14 at Newcastle	
Event URL :	http://tvx2014.com/	
Topic/Theme of event	Interactive experiences for TV and online video	
Format of feedback	Verbal reports at the conference demo booth	
Forwarded to (inc. email address):	Martin Gordon, RBB < martin.gordon@rbb-online.de >	
Forwarded by:	Yehia Elkhatib	
Action taken:	Preparation of open source for release by M24.	

3.5 - Additional modules for HbbTV apps

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Build an app with more modules	
Application:	HbbTV Application Toolkit	
Responsible partner:	FOK	
Commercial criteria/justification	3 rd parties may require enhanced features for their HbbTV apps	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	Every new module must be developed
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	With more modules the generated HbbTV app could be more powerful and individual.

Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	More flexibility for the user by design their own HbbTV app.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	No dependencies known
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	-
Aggregation and alignment of new requirements to milestones:	Additional functions (modules) have been validated and integrated along the implementation for the Fall of the Wall experiment and have been showcased during Medientage Munich	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful, medium	
Feedback collected by	Miggi Zwicklbauer	
Event	Internationale Funkausstellung – Berlin <i>September 10 2014</i>	
Event URL :	http://www.ifa-berlin.de/	
Topic/Theme of event	IFA – Global Trends Are Driving The Market	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	RBB	
Forwarded by/date:	FOKUS Miggi Zwicklbauer miggi.zwicklbauer@fokus.fraunhofer.de	
Action taken:	Additional functionality / modules including e.g. an interactive video gallery were developed in September – November 2014	

3.6 - Content Enrichment functionality as separate module

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Content Enrichment as a separate module (not only available through media gallery)	
Application:	HbbTV Application Toolkit	
Responsible partner:	FOK	
Commercial criteria/justification	Standalone usage of content enrichment	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not Feasible	CENR module must be a standalone feature
Relevance for developers -	Yes/no	Comments

does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes	Interactive content can be integrated in HbbTV apps without being included in media galleries
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no Yes	Comments Provides more flexibility in app design
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency Yes	Comments CENR is implemented as part of the media gallery and needs to be separated
Can the new requirement be implemented within given time and resources?	Yes/no Yes	Comments depends on the priorities of modifications on HAT SE
Aggregation and alignment of new requirements to milestones:	Might be implement for additional tests in 2015	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
Feedback collected by	Miggi Zwicklbauer	
Event	NEM Summit – Brussels <i>October 22 2014</i>	
Event URL :	http://nem-summit.eu/	
Topic/Theme of event	NEM – New European Media	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	RBB	
Forwarded by/date:	FOKUS Miggi Zwicklbauer miggi.zwicklbauer@fokus.fraunhofer.de	
Action taken:	Has been incorporated in the development plan	

3.7 - Flexible web editor

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Flexible web editor	
Application:	HbbTV Application Toolkit	
Responsible partner:	FOK	
Commercial criteria/justification	Template based App creation might not address all needs for particular use cases	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without	Feasible/not feasible No	Comments Current version of HAT SE is based

this additional requirement?		on UI templates
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Allows a more flexible app creation
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Allows more flexible and individual apps
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Yes	Adds significant complexity to the implementation
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	No	Development of such an editor is out of scope for FIC2
Aggregation and alignment of new requirements to milestones:	-	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful / medium	
Feedback collected by	Robert Seeliger	
Event	Medientage München– Munich <i>October 22 2014</i>	
Event URL :	http://www.medientage.de/startseite/	
Topic/Theme of event	28. Medientage München	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Robert Seeliger robert.seeliger@fokus.fraunhofer.de	
Forwarded by:	FOKUS	
Action taken:	Evaluation of possibilities to implement the feature – out of scope.	

3.8 - Sync mobile devices without QR code

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Sync mobile device and TV without scanning QR code	
Application:	Content Enrichment Demo	
Responsible partner:	FOK	
Commercial criteria/justification	Multiscreen apps require easy to use mechanisms to connect devices, technical barriers or complex methods will prevent users from using the service	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	The Second Screenframework SE managed the connection between the mobile device and the TV.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Integration of new service discovery mechanisms like W3C webscreens or DIAL might be useful
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Sync without scanning a QR code could be easier for the user. The user may not need an extra app (scanner) for this scenario
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Yes	Integration of new APIs and Service discovery protocols required, CE devices need to bring support for those
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	No	Current available CE devices does not implement the required technologies – might become available with HbbTV2.0 support in 2016
Aggregation and alignment of new requirements to milestones:	-	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Miggi Zwicklbauer	
Event	Media Web Symposium Berlin, Germany May 8 2014	
Event URL :	http://www.fokus.fraunhofer.de/go/mws	
Topic/Theme of event	4 th Media Web Symposium – Screens, Screens, Screens – Multi-Screen moves Mainstream	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Miggi Zwicklbauer miggi.zwicklbauer@fokus.fraunhofer.de	

Forwarded by:	FOKUS
Action taken:	Available technologies in HbbTV were validated including discovery mechanisms like DIAL, SDP and client to client communication options as WebRTC or socket.io. In addition the SFF SE were extended to support PIN-based coupling of devices instead of using QR codes. Further improvements will be possible with the introduction of the HbbTV 2.0 standard, which will be after the project lifetime. Currently there are no devices available that support these new features for HbbTV.

3.9 - Creation of mini video-on-demand

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Create regular mini video on-demand app using HAT	
Application:	HbbTV Application Toolkit	
Responsible partner:	RBB	
Commercial criteria/justification	Content producers can release their content for on demand consumption on TV independent of larger on-demand portals provided by broadcasters or VOD platforms	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible	The new requirement would add an additional value
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Easy access to content, no need to sign up to large VOD portal or navigate through large catch-up service
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	

	Essential/high
Feedback collected by	Oliver Pidancet (RBB)
Event	Changing the Picture Nov 19-20 2014, Babelsberg, Germany
Event URL :	http://www.changingthepicture.de/
Topic/Theme of event	Technology conference aimed at broadcast industry executives; producers, production managers, sales and distribution companies and technology providers
Format of feedback	Verbal.
Forwarded to (inc. email address):	Martin Gordon RBB
Forwarded by:	Annette Duffy RBB
Action taken:	Development scheduled for early 2015

3.10 - Test regular social media accompaniment

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Test regular social media accompaniment directly related to TV show	
Application:	HbbTV Application Toolkit	
Responsible partner:	RBB	
Commercial criteria/justification	Through further testing of social media blog on TV observe how the application is accepted and used over time when it is directly related to what’s happening on the screen.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible	Technically this can be achieved with HAT.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Further testing would offer the opportunity to test the stability of the system, iron out some bugs and document the workflows.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Yes, they get to use a service that has been tried and tested on more than one occasion
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	The new requirement would involve further testing of HAT with suitable content. This can be

		achieved within the remainder of FIcontent 2
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no useful/medium	
Feedback collected by	Oliver Pidancet (RBB)	
Event	Changing the Picture Nov 19-20 2014, Babelsberg, Germany	
Event URL :	http://www.changingthepicture.de/	
Topic/Theme of event	Technology conference aimed at broadcast industry executives; producers, production managers, sales and distribution companies and technology providers	
Format of feedback	Verbal.	
Forwarded to (inc. email address):	Martin Gordon RBB	
Forwarded by:	Annette Duffy RBB	
Action taken:	Development scheduled for early 2015	

3.11 - Private City Guide

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Private City Guide	
Application:	Smart City Guide – Web App	
Responsible partner:	FOK	
Commercial criteria/justification	Commercial use cases might require private / user controlled data handling for POIs, e.g. for data that should not be public available or to personalize the service.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not Feasible	The OCDB must be able to handle tags for private and public POIs
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Split the Guide in public / open data POIs and private / secrete places.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	The SCG could be more personal with this feature for the user.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Dependency	Without an extra tag this function is not included in the App
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	Planned for second experimentation cycle tests
Aggregation and alignment of new requirements to milestones:	Planned to be integrated in the SCG Web app for 2 nd cycle tests	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Miggi Zwicklbauer	
Event	Internationale Funkausstellung – Berlin <i>September 10 2014</i>	
Event URL :	http://www.ifa-berlin.de/	
Topic/Theme of event	IFA – Global Trends Are Driving The Market	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Miggi Zwicklbauer miggi.zwicklbauer@fokus.fraunhofer.de	
Forwarded by:	FOKUS	
Action taken:	The public/private tag was included in the OCDB in autumn 2014.	

3.12 - Fusion Engine

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Tool to merge information from multiple data sources, selecting categories or components of POIs (Points of Interest)	
Application:	Fusion Engine (FE) – Backend Service (no App)	
Responsible partner:	UPVLC	
Commercial criteria/justification	This tool allows administrators to easily create OCDs selecting the input data (sources and categories). Based on this OCDs, developers can enhance it with related services	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible (however the lack of FE adds more complexity as the number of data sources with different interfaces increases)	The FE is open source and is available on GitHub
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Developers can extract selected data and link services to interesting POIs
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	No	Only useful for administrators and developers
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Currently supports only CitySDK as interface. There are two related services that provide global data (OSM, dBpedia) in this format. POIProxy also supports this format	The system is generic and developers can add new connectors/interfaces.
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	FE is already available via the open repository GitHub. A first version (v0.1) was tested in Tenerife and an enhanced version (v.02) will be tested in Valencia in 2015.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Benjamin Molina, Carlos E. Palau	
Event	Codefest (internal event in WP3) 16-17 July 2014, Valencia	
Event URL :	none	
Topic/Theme of event	Integration of SE and definition of POI API	
Format of feedback	Verbal feedback	

Forwarded to (inc. email address):	Benjamín Molina benmomo@upvnet.upv.es
Forwarded by:	Benjamin Molina UPVLC
Action taken:	GitHub repository for OCDB was created

3.13 - Deployment of OCDB code as open repository

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Deploying OCDB code should be on open repositories for developers	
Application:	Smart City Guide – Web App	
Responsible partner:	FOK	
Commercial criteria/justification	Open access for developers and interested parties to validate, test and also push enhancements	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	The OCDB is open source and could be deployed on e.g. GitHub
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	yes	Developers can pull, fork and push source code
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	No	Only useful for developers
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	OCDB is already available via the open repository GitHub	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Miggi Zwicklbauer	
Event	CeBIT – Hannover <i>March 14 2014</i>	
Event URL :	http://www.cebit.de/	
Topic/Theme of event	CeBIT – New Perspective in IT Business	

Format of feedback	Verbal feedback
Forwarded to (inc. email address):	Miggi Zwicklbauer miggi.zwicklbauer@fokus.fraunhofer.de
Forwarded by:	FOKUS
Action taken:	GitHub repository for OCDB was created

3.14 - Full application ecosystem to provide new services to festival events

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Full application ecosystem to provide new services to festival events	
Application:	evenTribe	
Responsible partner:	EBIZ	
Commercial criteria/justification	Festivals are in need of new technologies and desire to reduce their eco print (with the schedules, the flyers, paper ads...)	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	No, it would not be feasible without this requirement	By definition, the requirement structures the scenario
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	The application is the result of the use of multiple enablers, to create a joint experiment. Therefore, it does not impact developers at all.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Users (festival attendees, festival staff) will be provided with new services and real-time information.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Depends on different enablers (list is non-exhaustive): XML3D, POI-Proxy	Today, four partners have been involved with the experiment: EBIZ, Image et Réseaux, DFKI, Prodevelop.
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The work will be re-used for demos, and could lead to the birth of a joint offer for music festivals.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Olivier Duvoid, Loïc Ortola WP3 EBIZ	
Event	Transmusicales Festival <i>December 3-7 2013</i>	
Event URL :	http://lestrans.com/	

Topic/Theme of event	Music festival
Format of feedback	Both verbal feedbacks and written form reports
Forwarded to (inc. email address):	Olivier Duvoid EBIZ
Forwarded by:	Loïc Ortola EBIZ
Action taken:	Creation of new demos, improvements and integration of new features.

3.15 - App Generation API, SDK, and mobile apps deployment - 1

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	App Generation API, SDK, and tools to enable multiple mobile apps deployment	
Application:	DesignMyApp.mobi	
Responsible partner:	EBIZ	
Commercial criteria/justification	This tool can allow cities, citizens, and SMEs to create high value mobile apps and backends on the fly, in just a few clicks	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	No, it would not be feasible without this requirement	By definition, the requirement structures the scenario
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	The developers would be enabled to trigger the automated generation of apps and backends by calling the API
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Users could transparently create state-of-the-art mobile apps.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	The system is totally generic. Only templates (skeletons of apps) might have their own dependencies
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Requirements are already up and running, they will be tested and improved during the experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Olivier Duvoid, Loïc Ortola WP3 EBIZ	

Event	ECFI 2 – Munich Sept 17-18 2014
Event URL :	http://www.ecfi.eu/munich2014/
Topic/Theme of event	Showcases
Format of feedback	Verbal feedbacks
Forwarded to (inc. email address):	Olivier Duvoid EBIZ
Forwarded by:	Loïc Ortola EBIZ
Action taken:	As the feature makes sense, teams will be fully dedicated to provide support for the second experimentation cycle, especially for phase 3 partners and third party SMEs.

3.16 - App Generation API, SDK, and mobile apps deployment - 2

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	App Generation API, SDK and tools to enable multiple mobile apps deployment	
Application:	DesignMyApp.mobi	
Responsible partner:	EBIZ	
Commercial criteria/justification	This tool can allow cities, citizens, and SMEs to create high value mobile apps and backends on the fly, in just a few clicks	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	No, it would not be feasible without this requirement	By definition, the requirement structures the scenario
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	The developers would be enabled to trigger the automated generation of apps and backends by calling the API
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Users could transparently create state-of-the-art mobile apps.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	The system is totally generic. Only templates (skeletons of apps) might have their own dependencies
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Requirements are already up and running, they will be tested and improved during the experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Olivier Duvold, Loïc Ortola WP3 EBIZ	
Event	NEM 2014 – Brussels <i>September 29th 2014</i>	
Event URL :	http://nem-initiative.org	
Topic/Theme of event	Showcases	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Olivier Duvold EBIZ	
Forwarded by:	Loïc Ortola EBIZ	
Action taken:	As the feature makes sense, teams will be fully dedicated to provide support for the second experimentation cycle, especially for phase 3	

	partners and third party SMEs.
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3.17 - Context and Activity Aware POI and Action Recommendation - 1

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Context and Activity Aware POI and Action Recommendation for Smart City Guide-Like Applications and Event-Focused Applications	
Application:	Smart City Guide application with Activity Aware POI Recommendation	
Responsible partner:	LCI	
Commercial criteria/justification	This tool can allow smart city guide and event-focused application developers to enable activity and context awareness to POI and action recommendation processes	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	The activity recognition functionality is open source and is available on github.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Developers would be enabled to introduce context and user activity awareness to decision making processes behind their applications (i.e. content and action recommendation)
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Users of smart city guide and event-focused applications would receive adapted recommendations without the need for interviewing, profiling and questionnaire filling.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	APIs are based on open standards and REST guidelines.
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Requirements are already developed and first round of validation is completed. They will be tested and improved during the final experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Milenko Tosic, Dragan Boskovic WP3 LCI and Loic Ortola, Olivier Duvoid WP3 eBIZ	
Event	Valencia Code Fest - July 2014	

Event URL :	http://www.ecfi.eu/munich2014/
Topic/Theme of event	Showcases and demonstration
Format of feedback	Verbal feedbacks and emails requesting additional information and collaboration
Forwarded to (inc. email address):	Dragan Boscovic LCI – dragan.boscovic@lacidelleing.com
Forwarded by:	Milenko Tosic LCI
Action taken:	The relevant specific enabler is developed as open source (available on GitHub). LCI is fully dedicated to provide support for the final experimentation cycle, especially for phase 3 partners and third party SMEs.

3.18 - Context and Activity Aware POI and Action Recommendation - 2

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Context and Activity Aware POI and Action Recommendation for Smart City Guide-Like Applications and Event-Focused Applications	
Application:	Smart City Guide application with Activity Aware POI Recommendation	
Responsible partner:	LCI	
Commercial criteria/justification	This tool can allow smart city guide and event-focused application developers to enable activity and context awareness to POI and action recommendation processes	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	The activity recognition functionality is open source and is available on GitHub.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Developers would be enabled to introduce context and user activity awareness to decision making processes behind their applications (i.e. content and action recommendation)
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Users of smart city guide and event-focused applications would receive adapted recommendations without the need for interviewing, profiling and questionnaire filling.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	APIs are based on open standards and REST guidelines.
Can the new requirement be implemented within given	Yes/no	Comments
	Yes	

time and resources?		
Aggregation and alignment of new requirements to milestones:	Requirements are already developed and first round of validation is completed. They will be tested and improved during the final experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Milenko Tosic, Dragan Boscovic WP3 LCI and Loic Ortola, Olivier Duvoid WP3 eBIZ	
Event	ECFI 2 – Munich Sept 17-18 2014	
Event URL :	http://www.ecfi.eu/munich2014/	
Topic/Theme of event	Showcases and demonstration	
Format of feedback	Verbal feedbacks and emails requesting additional information and collaboration	
Forwarded to (inc. email address):	Dragan Boscovic LCI – dragan.boscovic@lacitydelleing.com	
Forwarded by:	Milenko Tosic LCI	
Action taken:	The relevant specific enabler is developed as open source (available on GitHub). LCI is fully dedicated to provide support for the final experimentation cycle, especially for phase 3 partners and third party SMEs.	

3.19 - New functionalities for VIA-MOVIL app

Platform/WP:	Smart City Services – WP3
Name of new requirement:	Deploying new functionalities on VIA-MOVIL transit app
Application:	VIA-MOVIL
Responsible partner:	Metropolitano de Tenerife (MTSA)
Commercial criteria/justification	Via-Movil is a digital system that unifies, by means of the user's mobile telephone and without the need for a paper ticket, the sales, validation and ticket control process, and which allows for direct communication with passengers. As it is based on the client's own smartphone, Via-Movil is the perfect platform to support new smart city services. The system is working from November 2013 on trams and buses. More than 30.000 users registered and 7.000 using it daily. During this period we have received new requests from users in order to improve the transit experience such as: - Geo-localized dynamic information (audio, video and text) on the transport service (offer, incidences, transfers between lines, POIs in the city, special events, etc.) - Geo-localized dynamic information (audio, vibrations) for the visually impaired to facilitate their access to the transport service (stop name, time for next tram, location of fundamental elements, adapted sales system, special announcements, etc.) - Information on transport demand (by origin>destination) for internal

	management of the operator and the relevant public office.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	No, it would not be feasible without this requirement	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	The application is the result of the use of multiple enablers, to create a joint deployment. Therefore, it does not impact developers at all.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	VIA-MOVIL Users will be provided with new services and real-time information.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Dependency	Depends on different enablers (list is non-exhaustive): FE, POI-Proxy
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The work will be used in a real transit environment, and could lead to the birth of a joint offer for transit operators.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Comercial Department of Metropolitano de Tenerife	
Event	VIA-MOVIL exploitation	
Event URL :	www.via-movil.es	
Topic/Theme of event		
Format of feedback	Social Networks Mail comments Complaint Form Verbal feedback	
Forwarded to (inc. email address):	Pablo Martín and Rubén Franco pmartin@metrotenerife.com / rfranco@metrotenerife.com	
Forwarded by/date:	MTSA	
Action taken:	Creation of new demos, new APP version, improvements and integration of new features.	

3.20 - Request for Gnome Trader Game

Platform/WP:	Pervasive Games Platform – WP4	
Name of new requirement:	Game play: resource prices of traded items could be coupled to real stock exchange or market index.	
Application:	Gnome Trader	
Responsible partner:	ETH Zurich	
Commercial criteria/justification	Game and players will be more tightly integrated into the real world.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Can be implemented within a few weeks.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Fabio Zünd	
Event	Ludicrous Game Festival Zurich September 2014	
Event URL :	http://www.ludicrous.ch/	
Topic/Theme of event	Game Festival	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Fabio Zünd fzuend@inf.ethz.ch	
Forwarded by:	ETHZ	
Action taken:	The requested feature has already been implemented. Resource base price is calculated from Swiss market index.	

3.21 - Request for Stand-alone Framework

Platform/WP:	Pervasive Games Platform – WP4	
Name of new requirement:	Create documented stand-alone framework to build AR treasure hunt games	
Application:	Treasure Hunt	
Responsible partner:	ETH Zurich	
Commercial criteria/justification	Will enable future developers to efficiently create new city-wide AR treasure hunt games	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	This would be a real benefit to create a general framework that enables to quickly develop localized or specific AR treasure hunt games.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	No	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Can be implemented within a month using a prototype Treasure Hunt Zurich game as a base.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Fabio Zünd	
Event	Web3D conference 2014, Vancouver, Canada August 2014	
Event URL :	http://web3d2014.web3d.org/	
Topic/Theme of event	Conference with discussions and demo sessions	
Format of feedback	Verbal feedback	
Forwarded to (inc. email address):	Fabio Zünd, fzuend@inf.ethz.ch	
Forwarded by:	ETHZ	
Action taken:	The requested feature has already been implemented.	

3.22 - Enabler Documentation Clarification

Platform/WP:	Pervasive Games Platform – WP4	
Name of new requirement:	Enabler documentation should be clarified and improved	
Application:	Hackathon Barcelona March 2014 User Developed Apps	
Responsible partner:	I2CAT	
Commercial criteria/justification	Clear and attractive documentation is a precondition for the uptake of the enablers of the Pervasive Games Platform and the other platforms in general.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	Problems with installation of enablers can severely limit the effective ability of professionals to use FI-Content 2 technology.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	Good quality documentation is a must for entities participating in Phase III to consider usage of FI-Content 2 technology.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Marc Aguilar	
Event	Augmented Reality Games Hackathon Barcelona, Spain 15 th March 2014	
Event URL :	https://ficontentbcn.wordpress.com/	
Topic/Theme of event	Augmented Reality Games Hackathon	
Format of feedback	Written feedback (questionnaire)	

Forwarded to (inc. email address):	Marcel Lancelle marcel.lancelle@inf.ethz.ch
Forwarded by:	I2CAT
Action taken:	Enabler documentation was significantly improved, with the addition of clear T&C, detailed installation instructions, and practical examples of usage.

3.23 - Hackathon improvements

Platform/WP:	Pervasive Games Platform – WP4	
Name of new requirement:	Organise longer and more detailed hackathons	
Application:	Hackathon Barcelona March 2014 User Developed Apps	
Responsible partner:	I2CAT	
Commercial criteria/justification	Developers participating in hackathons need more time than just 24 or 48 hours to produce high-quality applications that build on the Pervasive Games Platform	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible	With short hackathon periods, developers can seldom go beyond the scenario definition and initial prototyping phases.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	With longer hackathon periods, developers can fully exploit the opportunities offered by the FI-Content 2 platforms.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Developers have time to design better GUIs
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	Longer hackathons in the second half of the project entail that the resources devoted to their organisation are significantly higher, but nevertheless within budget.
Aggregation and alignment of new requirements to milestones:	Experimentation actions that involve professionals in testing and giving feedback on the enablers can do much to improve FIWARE's ability to support Phase III subgrantees	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	

Feedback collected by	Marc Aguilar
Event	Augmented Reality Games Hackathon Barcelona, Spain <i>15th March 2014</i>
Event URL :	https://ficontentbcn.wordpress.com/
Topic/Theme of event	Augmented Reality Games Hackathon
Format of feedback	Written feedback (questionnaire)
Forwarded to (inc. email address):	Marcel Lancelle marcel.lancelle@inf.ethz.ch
Forwarded by:	i2CAT
Action taken:	In subsequent hackathons, the time allocated to allow users to create their applications will be lengthened to span weeks rather than hours.

4 - FEEDBACK OUTSTANDING FROM D5.2.2

In the previous Deliverable D5.2.2, the status of various feedback items was indicated as ‘under consideration during the 2nd Testing cycle’. The below table indicates the current status/resolution of those items:

WP	Feedback item	Status in D5.2.2	Current status
WP2	Item 2.1.2 in D5.2.2: Request for app-to-app communication	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in the second experimentation cycle, following results of the Open Call and integration of new partners.	New ways to allow a more convenient integration of app-to-app communication has been introduced by (Open Call partner) BitTubes as technology for the „Synced Content Viewing“ application. Based on state of the art open Web technologies, the app-to-app-communication can be realized by using e.g. WebRTC to communicate between clients in a multi-screen environment.
WP2	Item 2.1.3 in D5.2.2: Request for device connection and discovery	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners	Device discovery mechanisms have been heavily discussed within standardization in the past month and years. As one of the key enabling technologies for multi-screen applications and services, device discovery plays an important role. Different protocols and technologies like DIAL, Bonjour or SDP are available nowadays to handle the device discovery in home networks. In addition client connections may use additional servers like socket.io to couple devices. The SSF SE has been extended to allow a more convenient way to discover and pair device via a simple PIN instead of creating a QR code that needs to be photographed and interpreted by the second screen device. Further improvements as e.g. the integration of DIAL are planned for HbbTV2.0 devices, which will not be available in 2015.
WP2	Item 2.1.4 in D5.2.2: Request for automatic application launch	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners	Launching applications on a TV from e.g. a smartphone is currently not covered by HbbTV, but might become a feature of the standard and compliant devices with HbbTV 2.0. Today this feature could be implemented on SmartTV platforms only, which e.g. support DIAL. The (Open Call partner) BitTubes experiment on „Synced Content Viewing“ may use DIAL on a SmartTV platform to showcase it.
WP2	Item 2.1.5 in D5.2.2: Request for data	To be addressed in second experimentation cycle.	This functionality was postponed due to the more urgent request to provide an Audio Mining SE for English content

	editing capability		
WP4	Item 2.1.8 in D5.2.2: Request for Leaderboard enhancements	Added in TODO list for 2 nd experimentation cycle.	This functionality was implemented.
WP4	Item 2.1.9 in D5.2.2: Request for Augmented Reality - Simpler Deployment	Added in TODO list for 2 nd experimentation cycle.	This functionality was implemented.
WP4	Item 2.1.10 in D5.2.2: Request for Game Synchronisation SE	We will explore whether we can develop a version of the Game Synchronization SE that uses Unity networking instead of bare UDP socket, which would make the Game Synchronization SE available to non-pro Unity users. Note that this would have the drawback to prevent non Unity users from using the Game Synchronization SE. We will also explore whether the Synchronization GE could be use instead, although preliminary testing shows insufficient performance for real-time gaming.	This functionality was implemented.
WP4	Item 2.1.11 in D5.2.2: Request to add more game objects	This requirement does not improve the scenario, in particular it does not lead to more SE/GE integration, but would just make the gameplay more complex. Therefore, we consider it as a low priority that we would investigate should the time permit.	This suggestion, as well as the following two, is purely about game play improvements. However, the applications are technology demonstrations to showcase and experiment with the combination of the respective tools and enablers. They were not meant to be further developed or to be released as a commercial product. While the suggested ideas are good, they would need significant additional development time, therefore we decided after due consideration not to implement them.
WP4	Item 2.1.12 in D5.2.2: Request change	This requirement does not improve the scenario, in particular it does not lead to new SE/GE integration, but	See above

	enemy visibility depending on light level	would improve the aesthetic of the game. Therefore, we consider it as a low priority but one that we would investigate should time permit.	
WP4	Item 2.1.13 in D5.2.2: Request to add haptic feedback	This requirement does not improve the scenario, in particular it does not lead to new SE/GE integration, but would improve the feeling of immersion in the game. We will explore how to implement it, and if it requires an acceptable effort, we will do it during the second experimentation cycle.	See above

5 - GAP ANALYSIS

Before the Open Call was issued, a Gap Analysis was conducted. This analysis showed that, for WP2, two technological gaps existed. The below table indicates the gaps, which were identical for three WP2 applications, and also indicates the current status of these gaps following the acquisition of new partners from the Open Call.

Application	Gap 1	Current status	Gap 2	Current Status
ARD EPG	<i>'An enabler that provides a way for direct communication between devices without a server standing somewhere in the internet in the middle'</i>	(Open Call partner) Bit Tubes/FOK experiment in 2 nd Cycle involves apps that will be able to use WebRTC and thus addresses gap 1. The envisaged solution will show how these requirement can be fulfilled in the SmartTV domain. HbbTV might provide the required functions with its upcoming HbbTV 2.0 release.	<i>'An enabler that provides a way for an automatically discovering devices based on standard web technologies'</i>	The SSF SE has been extended to allow a more convenient way to discover and pair device via a simple PIN instead of creating a QR code, that needs to be photographed and interpreted by the second screen device. Further improvements as e.g. the integration of DIAL are planned for HbbTV2.0 devices, which will not be available in 2015.
Cross-screen, toolbox/dashboard (now HAT - HbbTV Application Toolkit)		The gap has been addressed and a solution was identified using e.g. WebRTC to communicate between clients. As this is part of the application design, there is no benefit to provide this as an SE, especially with regard, that SEs do have a server component which should be avoided here.		Implementation of a DIAL-client for local discovery and starting of TV apps from within a web-app is under discussion by BT/FOK for SmartTV environments; HbbTV currently does not provide support to realize this.
RBB text		BT TV- and web-apps will (most likely) use a socket.io server for discovery and WebRTC for communication between clients - with said socket.io server as a fallback if WebRTC is not available.		

6 - CONCLUSION / STATUS

Feedback is being collected and delivered by partners. Feedback was produced at events attended by FI-CONTENT 2 partners as documented in the FI-CONTENT 2 Events overview.

No feedback indicated that a new User Story should be produced. Where feedback was considered relevant and achievable, all items were (or will be) incorporated into existing efforts, apart from two items are currently subject to availability of resources. Five items of feedback were considered to be out of the scope of current activities.

Additional feedback can be expected to result from ongoing activities conducted as Phase 3 support.