

Service-Based Multimedia Architecture

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Outline

- Goals
- Design
- Location Based Multimedia Demo

Goals

- To allow A/V devices to be connected to each other regardless of physical location
- To enable A/V devices to share information respond to events in a ubiquitous environment

Architecture Design

- Network as the centre
 - A/V devices and media as services
 - Sinks - media players, file store
 - Sources - digital media files, TV tuner card
 - Controllers - clients used to link sources and sink
 - Services are advertised and discovered using Jini
- Possible Application
 - Distributed Lectures
 - Recorded or live lectures advertised as source services
 - Users may search, browse, play and record the lectures

Location Aware Multimedia

- Using location information media can be played to a sink service closest to the users current location
 - Ekahau Positioning Engine
- If the user moves closer to another sink the audio is re-routed
- Possible Applications
 - Follow me voice calls
 - Staff/Student announcement system