Big screen application development

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v 1.2





Mautilus, s.r.o.

Where are we now? What is the future of the big screen?



What is the smart TV (we call it "big screen")?

- Almost all multimedia services requires multiscreen approach
- Web
- Mobile phones, tablets:
 - Android
 - iOS
 - Windows Phone 8/Windows 8
- Big screen
 - Smart TVs (Samsung, LG, Philips, Panasonic, SONY, VESTEL, Hisense, Vizio)
 - Game consoles (Xbox 360/Xbox One, SONY PlayStation)
 - Set-top boxes (Albis, Arris, Dune HD, etc.)
 - Android set-top boxes (GeniaTech, Changhong, SDMC, Jezetek, Gigabyte, etc.)
 - Multimedia centers (Apple TV, Fire TV, Roku, etc.)
 - HbbTV (Not only for TV broadcasters ⇒ virtual TV channel)
- Wearables





Why big screen?

- SOFTWARE SOLUTION
- Usable only for few types of services (90% of all apps we develop are VOD)
 - VOD applications
 - Radio/music applications
 - Rich news
 - Simple games
 - Weather information, Sport
 - Applications for kids
- If we focus on VOD applications:
 - High quality of the video (Full HD/4K), screen size
 - Socializing factor
 - Internet connection without caps and with good bandwidth
 - Popular among viewers: Up to 50% of the non-web traffic
- Other reasons
 - Joint marketing campaign with TV vendor
 - Catch with competitors

Technical challenges 1/2



- Testing / maintanence
 - TV lifetime
 - Regular updates for next year models
 - Issues with firmware updates
 - Issues with the service API changes
- Fragmentation (technical level)
- You need multi-DRM system (Widevine, PlayReady or proprietary Verimatrix VCAS, SecureMedia, FairPlay, etc.)
- Specific UX design
- Resolution (1280x720px, 1920x1080px)
- Agreements with TV vendors
- TV vendors QA procedures/communication

Technical challenges 2/2

- Purchasing many test devices, game console devkits
- Vendors' QA 2-12 weeks
- Development time: 3-12 man/months
- Cross-platform port: 0.5-2 man/months per platform
- Code size: 10.000-50.000 lines in JavaScript



User-related challenges



- Around 40% households in CZ have smart TV
- 700.000 sold annually in CZ, but not everybody uses its "smartness"
- TV performance is far beyond mobile phones (5 years?)
- Smart TVs do not have really user-friendly and intuitive user interface
- User interface is slow and laggy
- Web browser does not work
- Only few (often low quality) applications available



Testing



- Very important factor
- Average TV life time 6+ years
- Smart TV:
 - 2012+ models
- HbbTV
 - Users have large number of 2010+ TV and DVB-T/S set-top box models from various vendors
 - Full acceptance tests are focusing on most popular devices (90% of users uses <10% of all device models)
 - Prior the application launch we run "silent" application for collecting statistics about users' devices
- We have ~150 test devices



How is our approach?

- Goals to achieve
 - Lower the CAPEX costs
 - Shorter time to market (~2 month for integration)
 - Simplify maintanence
- Solution
 - White-label application for OTT big screen
 - Smart TVs, same consoles, set-top boxes
 - Native applications for Android TV and Apple TV
 - White-label application for HbbTV
 - Open-source Mautilus SmartTV SDK[™] for big screen development

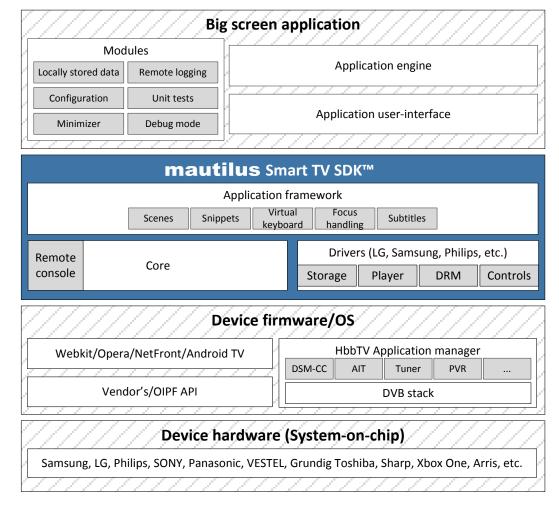




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Mautilus SmartTV SDK™

- All our application are based it
- New BSD License
- Applications are developed only once, and thanks to drivers dynamically loaded from the SDK, they can be installed and run on any TV platform
- Reduces the development effort
- Simplifies the long-term maintenance
 - http://smarttv.mautilus.com/SDK/
 - https://github.com/mautilus/sdk
- Support for other devices could be integrated into SDK



Mautilus OTT White-label 1/3

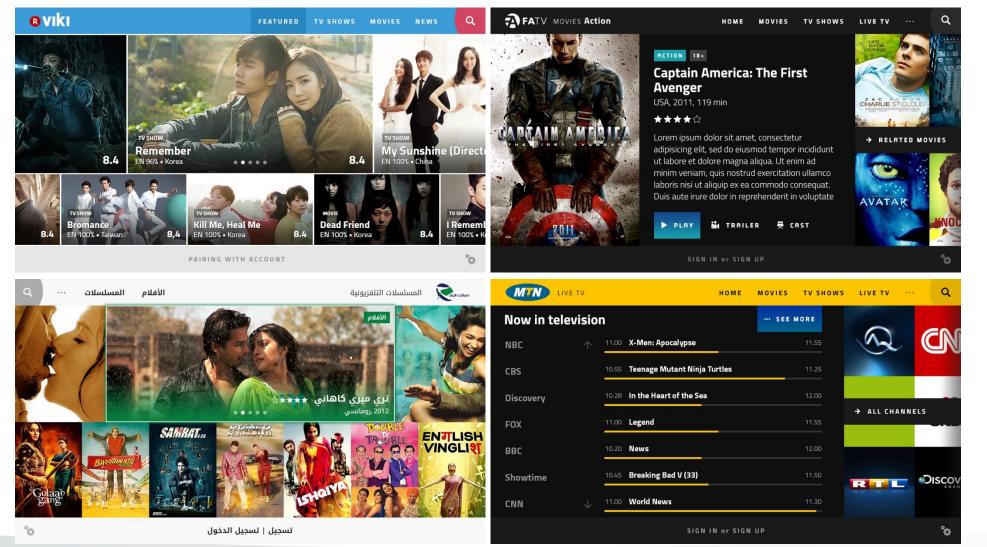


- Set of basic applications:
 - Movies
 - TV Series
 - Live TV
 - Settings, Login/logout
- While-label customization:
 - Graphical design (~1 week)
 - Server connector (~2-4 weeks)



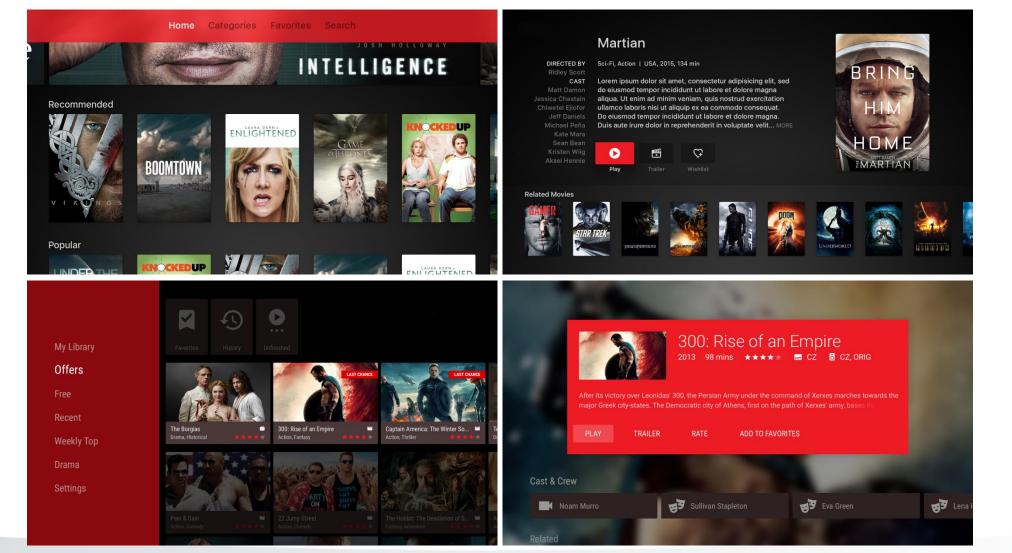
Mautilus OTT White-label 2/3

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Mautilus OTT White-label 3/3

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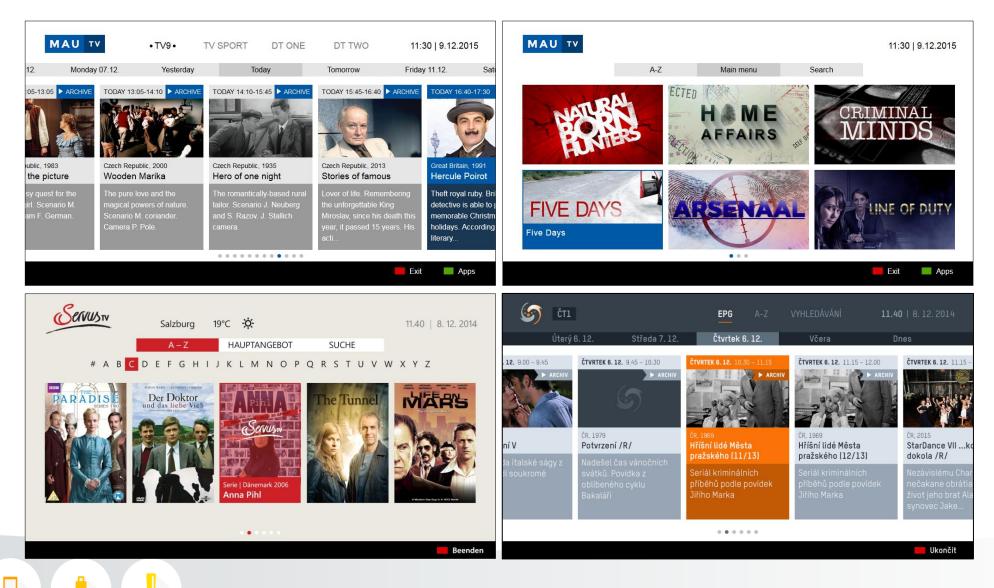
Mautilus HbbTV White-label 1/2

- Set of basic applications:
 - Archive, EPG, Weather, News, Teletext, Games
 - Interactive advertisements/quizes integration
 - Red button manager
 - Open for 3rd party applications integration
 - Google Analytics full access provided
- Compatible with HbbTV 1.0, 1.5 and 2.0
- While-label customization:
 - Graphical design (~2 week)
 - Server connector (~4-8 weeks)



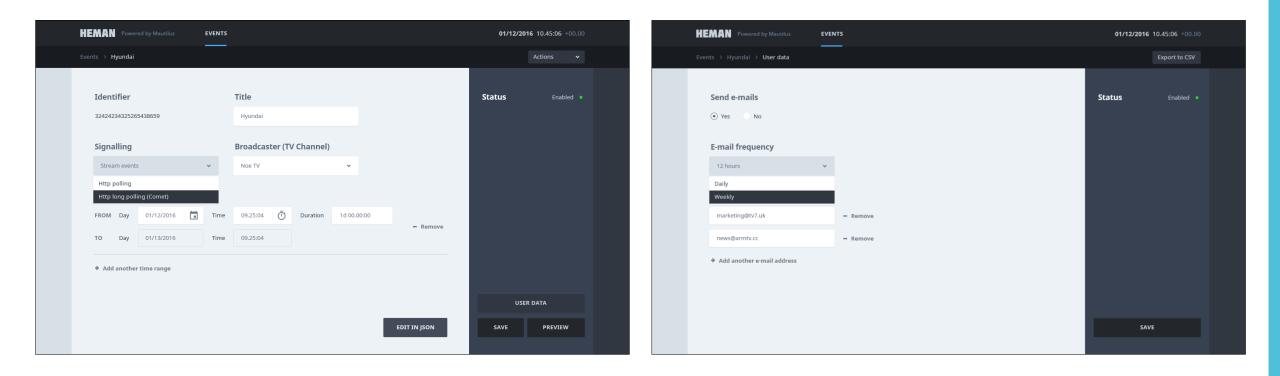
Mautilus HbbTV White-label 2/2





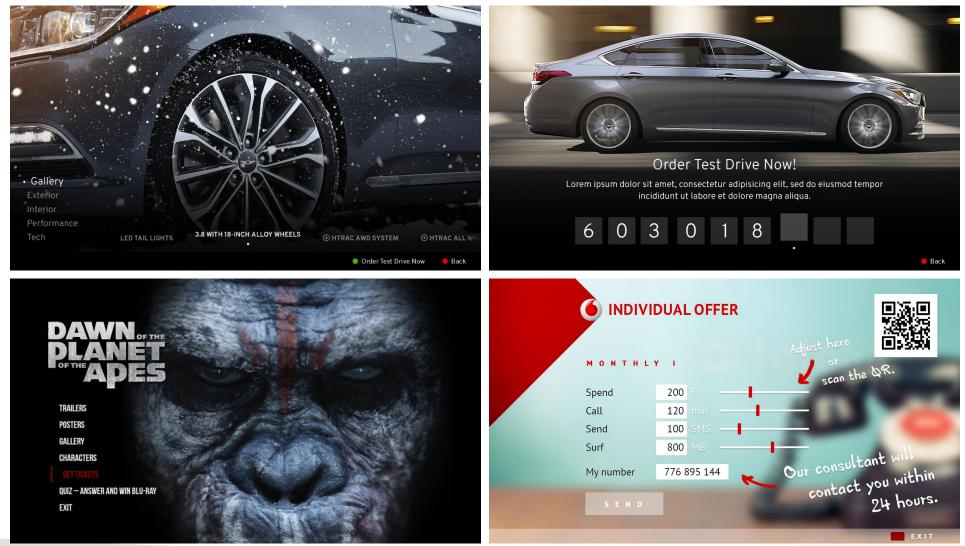
Interactive HbbTV Advertisements 1/2





Interactive HbbTV Advertisements 2/2





Thank you



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