

Sharing Television Experiences

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Position Statement

The study of social interactive television is not new. For example, back in 1979 Wellens wrote (1979): “interactive television represents means of linking individuals together by providing each with an electronically mediated representation of the other’s voice and visual presence”. During the last couple of years a number of researchers have revisited and reshaped social interactive television in terms of human connectedness (Agamanolis, 2006), design guidelines (Oehlberg, 2006), theoretical frameworks (Chorianopoulos, 2007), systems (Luyten, 2006), and user evaluation (Geerts, 2006). My interest in this topic is related to multimedia content sharing interfaces.

Pablo Cesar (<http://homepages.cwi.nl/~garcia/>)

Bio:

Pablo Cesar is a researcher at CWI (The National Research Institute for Mathematics and Computer Science in the Netherlands) in Amsterdam. He received a Dr. Tech. degree (December 2005) from Helsinki University of Technology (Finland) and a M. Sc. degree (February 2002) from Universidad Politecnica de Madrid (Spain). The name of his Doctoral Dissertation is "A Graphics Software Architecture for High-End Interactive TV Terminals".

He joined CWI in November 2005 and, currently, he is working in the EU FP7 projects “Ta2” and “iNEM4U” and in the NWO project “BRICKS PD-3”. His main research interest is to understand the new media landscape from three different perspectives: languages and infrastructures, social media, and context-awareness. In the past, he has participated in a number of European projects such as “Passport” and “SPICE”, which concentrated on advanced user interaction techniques for interactive digital television and mobile phones, respectively.

Apart from a number of conference and journal publications, he is co-editor of the book “Social Interactive Television: Immersive Shared Experiences and Perspectives” published by IDEA group and of “Interactive TV: A Shared Experience” published by Springer. He was the general chair of the 5th European Conference on Interactive Television (EuroITV2007) and has given tutorials about Interactive Digital Television in prestigious conferences such as EuroITV, ACM Multimedia 2006, WWW Conference 2008, and UXTV 2008.

Key (recent) publications:

- P. Cesar, K. Chorianopoulos, and J.F. Jensen, "Social Television and User Interaction," ACM Computers in Entertainment (CiE), Volume: 6, Number: 1, January 2008.
- P. Cesar, D.C.A. Bulterman, D. Geerts, A.J. Jansen, H. Knoche, and W. Seager, "Enhancing Social Sharing of Videos: Fragment, Annotate, Enrich, and Share," Proceedings of the ACM Multimedia Conference (ACM MM), Vancouver (BC), Canada, October 27 – November 1, 2008.
- D. Geerts, P. Cesar, and D.C.A. Bulterman, "The Implications of Program Genres for the Design of Social Television Systems," Proceedings of the International Conference on Designing Interactive User Experiences for TV and Video (UXTV 2008), Mountain View (CA), USA, October 22 - 24, 2008.
- P. Cesar, I. Vaishnavi, R. Kernchen, S. Meissner, C. Hesselman, M. Boussard, A. Spedalieri, B. Gao, and D.C.A. Bulterman, "Multimedia Adaptation in Ubiquitous Environments: Benefits of Structured Multimedia Documents," Proceedings of the ACM Symposium on Document Engineering (ACM DocEng 2008), Sao Paulo, Brazil, September 16-19, 2008.

Education:

PhD from the Helsinki University of Technology (department of Computer Science), Helsinki, Finland; Major in Interactive Digital Media; Minor in Usability; PhD Thesis: "A Graphics Software Architecture for High-End Interactive TV Terminals" (<http://lib.tkk.fi/Diss/2005/isbn951227888X/>)

Master’s on Science from the Universidad Politecnica de Madrid (department of Computer Science), Madrid, Spain; Master’s Thesis: "HAVi Components in Digital Television"

Current Affiliation

CWI: National Research Center for Mathematics and Computer Sciences, Amsterdam, The Netherlands

Current Position:

Pablo Cesar works as a researcher in CWI. Currently, he is working in a number of European and national projects:

- Together Anywhere, Together Anytime - Ta2 (<http://www.ta2-project.eu/>): improving social connectedness between families across different locations
- Interactive Networked Experiences in Multimedia for You - iNEM4U (<http://www.inem4u.eu/>): shared multimedia experiences over heterogeneous platforms (PC, mobile phone, television)
- BRICKS PD-3 (<http://www.bsik-bricks.nl/>): basic research on computer science