

# The Internet of Things



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**BBC** | Research & Development



# Agenda

- Object-Based Media
- Some thoughts on IoT
- Examples

# Object-Based Media

## TRADITIONAL MEDIA



Media is captured using traditional tools.



A linear programme is produced from the media.



The programme is broadcast to everyone.



The same content is played back on all devices, resulting in compromises for some experiences.

## OBJECT BASED MEDIA



Media is captured using new and traditional tools. Metadata is produced and recorded.



These are packaged as a collection of objects.



The objects are broadcast to everyone, accompanied by the metadata, which describes all the ways in which the objects can be assembled.



Individual devices in the home assemble objects according to the metadata, producing the best experience for the viewer in the context of their devices, environment, and preference.

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# Some thoughts on IoT

- Human Data Interaction – the need for legibility, agency and negotiability
- Who owns/operates the infrastructure(s)?
- Responsible use of data
- Security and privacy
- Open source/open standard systems
- Opportunity to connect outside traditional media
- New spaces and opportunities for interaction
- **What is in it for the user**

# Participate Project: Stories@Kew - 2007



# RadioDan

- An open source, Raspberry Pi-based internet radio that can be connected and controlled



# Perceptive Media

- Altering the media experience depending on the context of use and who is present



- Living room of the future
- Databox

# BBC Micro:bit





Thanks