











ITU Workshop on "Future of television for Europe"

Accessibility for new content creation



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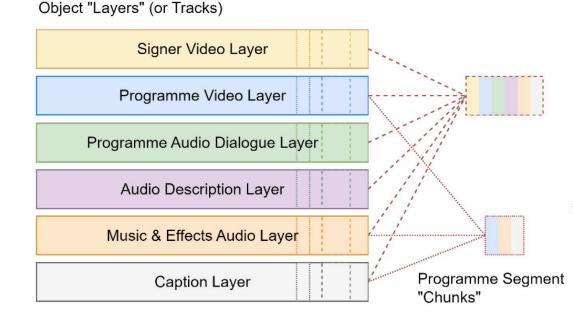
Media will eventually be Cloud Native The workflows will become more fleixble Media objects as separate digital assets:

- a) Create a wide variety of objects that augment the core content
- b) Create branching narrative objects in interactive content

CHALLENGES:

- a) to generate robust data for automation
- b) to develop an object based cybersecurity that is sustainable

To organise, to tag, to standarise these objects To define object packaging and adaptation for the user to consume



New accessibility

Easy to understand sign language/audio description/subtitles
Haptic representation of sound and sound effects
Visual representation of sound and emotions
Personalisation of signing avatars, subtitles, audio description
Translation of dialogue, but also subtitles, audio description, sign language
Extended sign language/sudio description/subtitles

MOSAIC: A Multilingual, multimOdal centraliSed AI-based hub for the European media Content market. 2024-2026 CNECT/2023/479833

ALFIE: Enhancing Accessible, Ethicalk, and Unbiaded UA. Grant no 101177912.

Easy-to-understand News for Collaborative Transformation CREA-CROSS-2024-JOURPART, CREA-PJG, 101180057









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Thank you!

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