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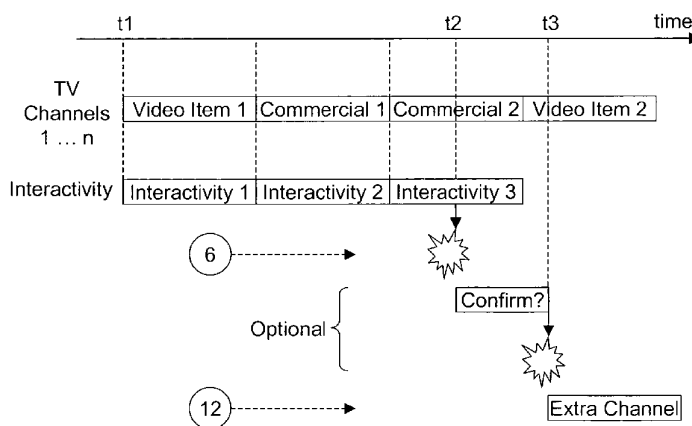
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(54) Title: INTERACTIVE MULTIMEDIA BROADCASTING SYSTEM WITH DEDICATED ADVERTISEMENT CHANNEL



(57) Abstract: An interactive multimedia broadcasting System with an end-user terminal (TV), e.g. an enhanced television System or preferably an Internet Protocol TeleVision IPTV infrastructure, adapted to receive Channels of multimedia data, a content Server (CS) adapted to transmit these Channels to the terminal, an interactivity database (ID) adapted to receive, from the content Server, notices of available interactivity on the Channel transmitted to the terminal, and an interactivity Server (IS) controlled by the interactivity database and adapted to transmit interactive items (Interactivity 1, Interactivity 2, Interactivity 3) to the terminal and to receive feedback from this terminal. The feedback relates to the acceptance, by the user, of the interactive data proposed by said interactive items. This System is for instance. The content Server is adapted, upon acceptance by the user, to transmit the interactive data to his/her terminal (TV) on an extra Channel. The system thus provides to the user, watching television, the possibility to subscribe to an extra (live or on-demand) Channel, triggered by an interactive message linked to the multimedia content of the Channel the user was looking to. As such, after the TV content the user was looking to will end, the user will still be able to look to content related to the subject on which he/she accepted the interactivity.

INTERACTIVE MULTIMEDIA BROADCASTING SYSTEM WITH
DEDICATED ADVERTISEMENT CHANNEL

The present invention relates to an interactive multimedia broadcasting system with

- 5 - an end-user terminal adapted to receive channels of multimedia data,
- a content server adapted to transmit a predetermined number of said channels to said terminal,
- an interactivity database adapted to receive, from said content server, notices of available interactivity on the channel transmitted to said
- 10 terminal, and
- an interactivity server controlled by said interactivity database and adapted to transmit interactive items to said terminal and to receive feedback from said terminal, said feedback relating to the acceptance, by the user of said terminal, of interactive data proposed by said interactive items.

15 Such an interactive multimedia broadcasting system is generally known in the art as it is for instance an enhanced television system, preferably an Internet Protocol TeleVision IPTV infrastructure.

The enhanced television system allows getting more information about specific items on a TV set.

20 IP Television IPTV is a term used to describe a number of service offerings for the delivery of packetized video services over a broadband network. These video services can range from a multichannel video service (switched digital video) that mimics traditional broadcast TV, to true video on demand, and fully interactive and/or enhanced video services. Typical

25 service enhancements include robust program information, selection and navigation, as well as multiple camera angles, integrated digital video recording functionality, and the integration of data and telephony services into the video experience.

30 An existing platform for the delivery of TV and video assets through broadband IP network is the Integrated IPTV Solution from Alcatel and Microsoft, advertised at the following Internet URL:

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http://download.microsoft.com/download/1/0/3/103bae29-c839-4bd9-89e0-8969514b3713/Microsoft_Alcatel%20brochure.pdf

This platform includes the management software to stream television content through a number of broadcast channels to end users, as well as to stream on-demand video content from a video-on-demand store to the end users through on-demand channels. The TV or video content that can be viewed is advertised via an Electronic Program Guide EPG that further enables end users to select video assets they desires to view and to program electronic recording of video assets. It is however not possible for the end users of Alcatel and Microsoft's Integrated IPTV Solution to publish or control content that is delivered through the broadcast channels or on-demand channels.

During a TV broadcast, the user can interact with, e.g., a commercial to receive more information, and as such leave the linear broadcasting to receive more unicast info. This interaction may for instance be initiated by "pushing" on a red button, as known from SKY™ channel in the UK. As an example, by pushing the red button on remote control during a car commercial video sequence, the user can see what models of cars there exist, etc, This gives more info that the 30 seconds commercial generally allowed for TV commercials.

However, after having finished looking to this unicast info, the user returns to the "normal" broadcast content on the channel whereon the user was looking at and no more information is or will be present relating to the interactivity on your TV set. Moreover, the user has then generally lost a part of the broadcast content the user was looking on.

Reference to any prior art in the specification is not, and should not be taken as, an acknowledgment or any form of suggestion that this prior art forms part of the common general knowledge in Australia or any other jurisdiction or that this prior art could reasonably be expected to be

ascertained, understood and regarded as relevant by a person skilled in the art.

It would be desirable to disclose an interactive multimedia broadcasting system that does not have the above-described limitations, i.e. which enables the end user to watch both the broadcast content and, e.g., the additional video sequence.

Alternatively, or in addition, it would be desirable to provide the public with a useful choice.

SUMMARY OF THE INVENTION

- 0 According to one aspect of the invention there is provided an interactive multimedia broadcasting system with
- an end-user terminal adapted to receive channels of multimedia data,
 - a content server adapted to transmit a predetermined number of said channels to said terminal,
 - 15 an interactivity database adapted to receive, from said content server, notices of available interactivity on the channel transmitted to said terminal, and
 - an interactivity server adapted to be controlled by said interactivity database and adapted to transmit interactive items to said terminal and to
 - 20 receive feedback from said terminal, said feedback relating to the acceptance, by the user of said terminal, of interactive data proposed by said interactive items,
 - whereby said content server is adapted, upon acceptance by the user of said end-user terminal, to transmit said interactive data to said terminal on an
 - 25 extra channel,
 - wherein said system further comprises a community content manager adapted for keeping track of the content linked to said extra channel and for keeping track of subscriptions to said extra channel.

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According to an embodiment of the invention, an interactive multimedia broadcasting system includes a content server adapted, upon acceptance by the user of said end-user terminal, to transmit interactive data to a terminal on an extra channel.

5 In this way, the interactive multimedia broadcasting system provides to the user, watching television, the possibility to subscribe to an extra (live or on-demand) channel, triggered by an interactive message linked to the multimedia content of the channel the user was looking to. As such, after the TV content the user was looking to will end, the user will still be able to look to content
0 related to the subject on which the user accepted the interactivity.

In other words, the interactive multimedia broadcasting system provides means to have persistent links to enhanced information. This is not possible with the known Dedicated Advertisement Location DAL. Another characterizing embodiment of the present invention is that said content server is adapted to
15 add said extra channel to the predetermined number of channels transmitted to said terminal.

In this way, the end user can zap between the predetermined channels and the extra channel, e.g. by selection on a known Electronic Program Guide EPG.

20 In a further embodiment of the present invention, a channel is an aggregation of multimedia items, e.g. of video.

Moreover, any channel transmitted to the terminal, even the extra channel, is a broadcast channel, a unicast channel or a multicast channel.

It is to be noticed that the term 'comprising', used in the claims, should
25 not be interpreted as being restricted to the means listed thereafter. Thus, the scope of the expression 'a device comprising means A and B' should not be

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limited to devices consisting only of components A and B. It means that with respect to the present invention, the only relevant components of the device are A and B.

Similarly, it is to be noticed that the term 'coupled', also used in the claims, should not be interpreted as being restricted to direct connections only. Thus, the scope of the expression 'a device A coupled to a device B' should not be limited to devices or systems wherein an output of device A is directly connected to an input of device B. It means that there exists a path between an output of A and an input of B which may be a path including other devices or means.

The above and other features of the invention will become more apparent and the invention itself will be best understood by referring to the following description of an embodiment taken in conjunction with the accompanying drawings wherein:

Figs. 1 to 3 show different steps of operations performed in the interactive multimedia broadcasting system of the invention; and

Fig. 4 shows the chronological order of operations of the previous Figs 1 to 3.

The interactive multimedia broadcasting system of subject is an enhanced television system such as an Internet Protocol Television IPTV infrastructure. This system provides to an end user of a terminal TV, watching television, means to subscribe for extra (live or on-demand) unicast, multicast or broadcast channels, triggered by an interactive message linked to the multimedia content the user was looking at. As such, after the television content the user was looking to will end, the user will still be able to look to content related to the subject on which the user accepted the interactivity.

When the end user positively reacts on the interactivity (channel subscription invitation) provided during a specific multimedia item, a

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community content manager CCM, which keeps track of which end user is subscribed to which channels, will add an extra channel promoted in the interactivity to the channel list of this end user. The information regarding this extra channel is then provided to the terminal TV of the end user so

that the user can zap to and find this channel in his Electronic Program Guide EPG (when available).

5 The working of the interactive multimedia broadcasting system will be explained in more detail below by making reference to the digits indicated on the Figs. 1 to 3, as well as to Fig. 4 showing the chronological order of the operations.

10 Fig. 1 represents the interactivity, i.e. the option to subscribe to a channel.

1) At a time t1 (see at Fig. 4), an end-user, linked to a multimedia item, is looking to a terminal TV, e.g. to channel E on his television set with optionally a Set-Top-Box STB (not shown);

15 2) Channel E is provided from a content server CS as a unicast, multicast or broadcast data. The content server CS provides n channels 1 ... n such as Video Item 1, followed by Commercial 1, Commercial 1, Video Item 2, ... To most of the TV channels, if not to all, corresponds an Interactivity such as Interactivity 1, Interactivity 2, Interactivity 3, ... ;

20 3) The content server CS notices that a new multimedia item will be played, e.g. Commercial 2, on which Interactivity is available, and notices the interactivity database ID;

25 4) The interactivity database ID checks which interactivity item, e.g. a channel invitation pop-up Interactivity 3, is linked to the current video item Commercial 2 and urges the interactivity server IS to provide this interactivity item Interactivity 3 to the end-user's TV. Optionally, the interactivity database ID checks with a community content manager CCM whether the end-user has already subscribed to the channel for which the invitation will be send to his terminal TV.

30 In this context, the definition of a channel is broader than just a broadcast channel. A channel is rather an aggregation of multimedia items.

There are also on-demand unicast or multicast channels as an aggregation of different content items.

Furthermore, a content server CS contains the complete multimedia vault of available broadcast channels, VoD items and other
5 multicast and unicast items, while also providing the playout server.

The interactivity database ID is a list on which content items and interactivity items are linked: which interactivity to launch with which item. And keeps track of which channel is linked to which video item. Fields of the interactivity database ID are Video Item, Interactivity and Channel.
10 A Video item field could be a commercial about a car, e.g. 'BestCar', on a broadcast TV channel, an Interactivity field could be a pop-up in overlay with as text: "do you want to subscribe to this 'BestCar' channel", and a Channel could be 'BestCar' unicast & on-demand channel as an aggregation of clips related to new 'BestCar' models.

15 The interactivity server IS contains the interactive items that can be shown, e.g. notifications in overlay, and contains the logic related to what to do when the end-user interacts. The interactivity server IS provides the interactive items, triggered by the interactivity database ID.

The community content manager and conditional access system
20 CCM keeps track of which content is linked to which channel, and which end-user are subscribed to which channel and can thus get access to the channel.

5) Summarizing, the interactivity item Interactivity 3 is now provided to the end-user's TV and is combined, e.g. in overlay, with the
25 video item Commercial 2 played out by the server.

Fig. 2 represents the end-user interaction and channel subscription.

6) At a time t2, the end-user is interested in the proposed channel
30 and accepts the subscription, e.g. by pushing 'OK' on his remote control;

7) This feedback is send to the interactivity server IS. Optionally, as shown at Fig. 4, a confirmation of the acceptance by the end-user may be requested;

5 8) The interactivity server IS urges the interactivity database ID to look to which channel this interactivity item was linked to;

9) The interactivity database ID then urges the community content manager CCM to add an extra channel, e.g. channel Y, to the end-user's channel list;

10 10) The community content manager CCM provides feedback to a 3rd party, responsible for this particular channel Y, that the end-user is now also subscribing to his channel.

Fig. 3 shows how the new channel Y becomes available to end-user.

15 11) The community content manager CCM urges a channel information CI to provide the channel Y to the terminal TV;

12) At a time t3, channel Y is provided to the terminal TV by the channel information CI as an extra channel to be added to the n channels previously subscribed;

20 13) The end-user sees now in his Electronic Program Guide EPG (if available) that there is an extra channel Y to which the user has access;

14) The end-user now can zap between channels 1 ... n and channel Y or select channel Y directly from the Electronic Program Guide EPG of which the signaling is send to the content server CS.

25 15) The content server CS can optionally check with the community content manager CCM if the end-user is allowed to access the content of this extra channel.

30 As a result, the content of the extra channel Y is send from the content server CS to the terminal TV like in number 1 above, and the complete scenario can be repeated for other new channels.

A final remark is that embodiments of the present invention are described above in terms of functional blocks. From the functional description of these blocks, given above, it will be apparent for a person skilled in the art of designing electronic devices how embodiments of these blocks can be manufactured with well-known electronic components. A detailed architecture of the contents of the functional blocks hence is not given.

While the principles of the invention have been described above in connection with specific apparatus, it is to be clearly understood that this description is merely made by way of example and not as a limitation on the scope of the invention, as defined in the appended claims.

CLAIMS

1. An interactive multimedia broadcasting system with
an end-user terminal adapted to receive channels of multimedia data,
a content server adapted to transmit a predetermined number of said
5 channels to said terminal,
an interactivity database adapted to receive, from said content server,
notices of available interactivity on the channel transmitted to said terminal,
and
an interactivity server adapted to be controlled by said interactivity
10 database and adapted to transmit interactive items to said terminal and to
receive feedback from said terminal, said feedback relating to the acceptance,
by the user of said terminal, of interactive data proposed by said interactive
items,
whereby said content server is adapted, upon acceptance by the user of
15 said end-user terminal, to transmit said interactive data to said terminal on an
extra channel,
wherein said system further comprises a community content manager
adapted for keeping track of the content linked to said extra channel and for
keeping track of subscriptions to said extra channel.

20 2. The system according to claim 1,
wherein said community content manager is further adapted to keep
track of a channel list indicative of which channels are transmitted to said end-
user terminal,
and wherein said interactivity database is adapted to control said
25 community.

3. The system according to claim 1 or 2, wherein said community content
manager is further adapted to provide feedback about said extra channel.

4. The system according to any one of the previous claims, wherein said
content server is adapted to add said extra channel to the predetermined
30 number of channels transmitted to said terminal.

5. The system according to any of the previous claims, wherein said interactivity server is adapted to transmit an interactive item corresponding to the content item then transmitted to said terminal by said a content server.

6. The system according to any one of the previous claims, wherein a channel is an aggregation of multimedia items.

7. The system according to any one of the previous claims, wherein said extra channel transmitted to said terminal is a broadcast channel, a unicast channel or a multicast channel.

8. The system according to any one of the previous claims, wherein any channel transmitted to said terminal is a broadcast channel, a unicast channel or a multicast channel.

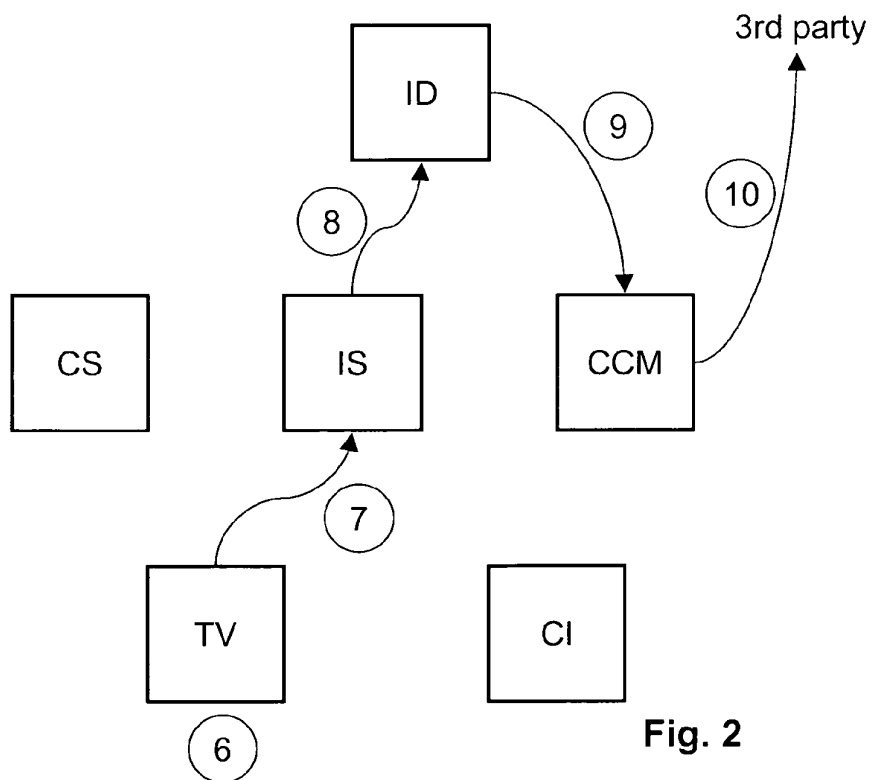
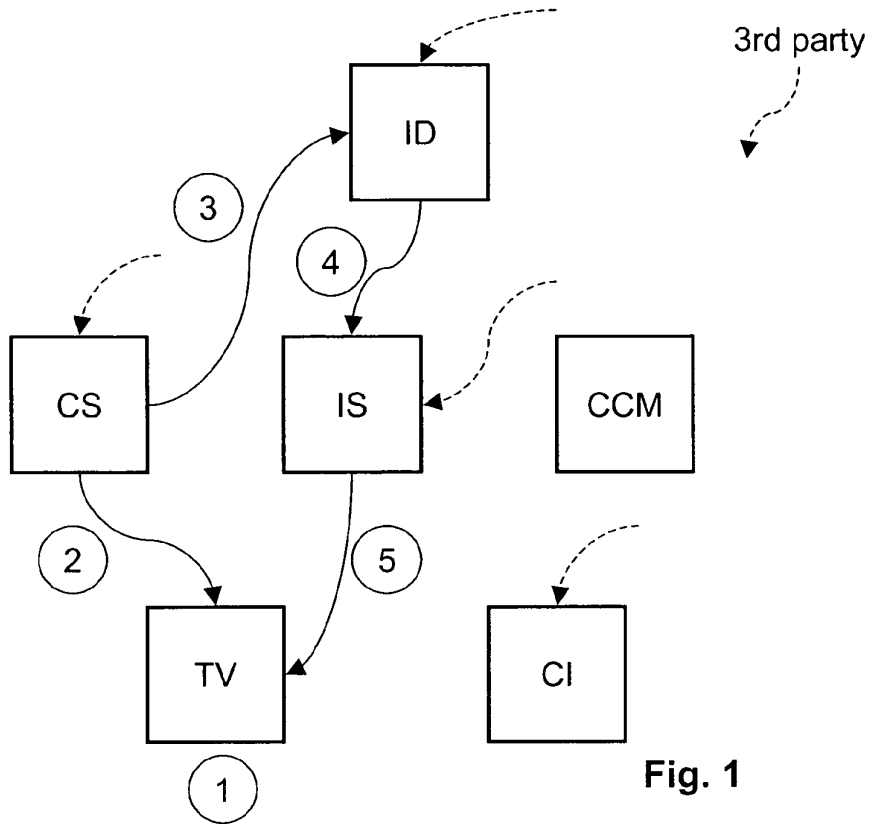
9. The system according to any one of the previous claims, wherein any channel transmitted to the terminal is adapted to carry On-Demand multimedia item.

10. The system according to any one of the previous claims, wherein the multimedia item is video.

11. The interactive multimedia broadcasting system according to any of the preceding claims, wherein said system is an Internet Protocol TeleVision infrastructure.

12. An interactive multimedia broadcasting system substantially as hereinbefore described.

13. An interactive multimedia broadcasting system substantially as hereinbefore described with reference to the accompanying drawings.



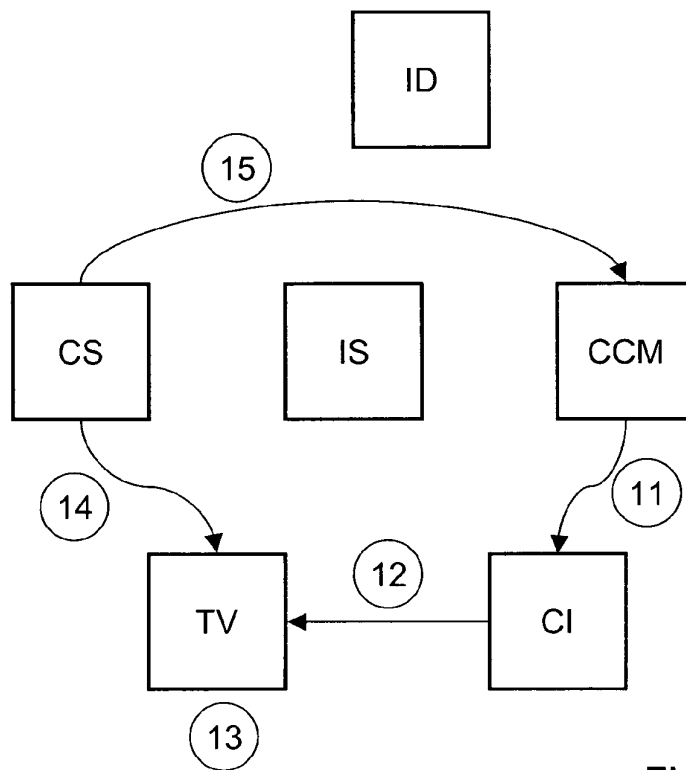


Fig. 3

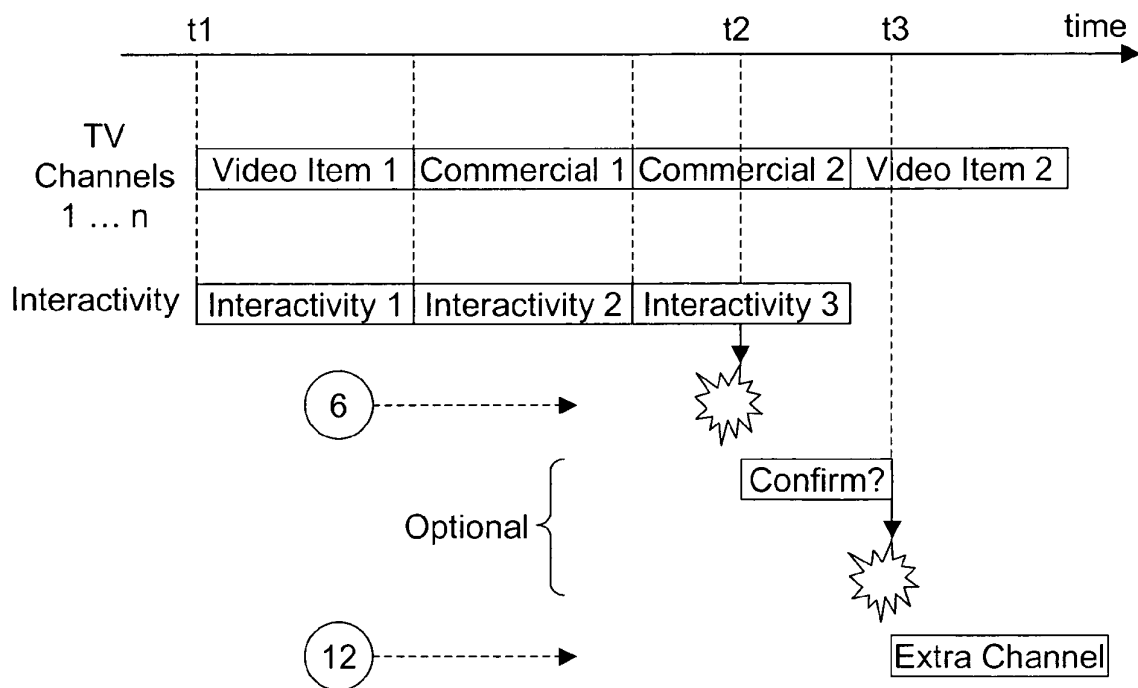


Fig. 4