



Project

ACTIVATE

extension of project **UCA4SVR**



Improving immersive video content user experience under limited bandwidth

The network requirements of Virtual Reality (VR) and 360° videos, much higher than those of Full HD or 4K videos, is a major hurdle in the massive distribution of VR content, and a main factor preventing the VR apps to takeover. As a continuum of the UCA4SVR project, ACTIVATE develops approaches to lower the required bandwidth and improve the user experience of the VR videos.

#human-computer interfaces #virtual reality #streaming #optimization #user-centric approach



Partners

- > L. Sassatelli, Université Côte d'Azur, I3S
- > Adastra Films
- > Ecole Sup. de Réal. Audiovisuelle (ESRA)



Duration

- > UCA4SVR: Jan.-Dec 2017
- > ACTIVATE: Jan 18-Dec 2019



Funding

90,5 k€



Leverage Effect

- > Feb. 2018: Invention disclosure application for software TOUCAN-VR: Testbed Oriented to User-Centric Approaches for Networking Virtual Reality.
- > May 2017: Awarded in Top 5 UCA Innovation Projects, Rendez-vous UCA-Entreprises
- > Lucile Sassatelli: Junior chair at Institut Universitaire de France (Oct. 19) / «Habilitation à Diriger des Recherches» from Université Côte d'Azur (Dec. 19) / Principal Investigator for 3IA Côte d'Azur for the EU project AI4MEDIA, one of the 4 Networks of Excellence Centers in AI.



Publications & Conferences

- > Oct. 2019: Paper «New Interactive Strategies for Virtual Reality Streaming in Degraded Context of Use», Elsevier Computers & Graphics
- > Oct. 2019: Demo track for the ACM International Conference on Multimedia, Nice, France
- > June 2019: Paper for the 29th ACM SIGMM Workshop on Network and Operating System Support for Digital Audio and Video (NOSSDAV), Amherst, MA, USA
- > June 2018: Awarded paper for the ACM International Conference on Multimedia Systems (MMSys), Amsterdam, The Netherlands, Acc. Rate: 21%
- > May 2018: Paper for the ACM International Conference on Advanced Visual Interfaces, Grosseto, Italy