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 Partners: 17

5G EXPERIMENTATION ENVIRONMENT FOR 3RD PARTY MEDIA SERVICES

5GMediaHUB will enable the testing and validation of innovative 5G-empowered media applications and NetApps from 3rd party experimenters and NetApps developers, through an open, integrated and fully featured Experimentation Facility. 5GMediaHUB will build and operate an elastic, secure and trusted multi-tenant service execution and NetApps development environment based on an open cloud-based architecture and APIs, by developing and integrating a testing and validation system over two existing 5G testbeds located in Barcelona and Oslo.

OBJECTIVES

- 01 Leverage, extend and/or develop realistic and innovative use case scenarios in the media domain.
- 02 Implement a rich set of Experimentation Tools for automating scheduling, testing, verification, validation and optimisation of 3rd party media applications.
- 03 Implement a set of NetApps with corresponding Northbound APIs to interact and seamlessly integrate with the 3rd party vertical media applications.
- 04 Provide a Cross-Domain Service Orchestrator that automates service and slice management across the 5G testbed facilities.
- 05 Provide a comprehensive Security Framework for the Experimentation Facility.
- 06 Integrate two well-established 5G testbeds, the Experimentation Tools, the NetApps, the Northbound APIs and the CDSO to establish the 5GMediaHUB Experimentation Facility.
- 07 Demonstrate the potential and the user value of the 5GMediaHUB Experimentation Facility through relevant use cases.
- 08 Enable new business opportunities and accelerate NFV-based service uptake in industry.
- 09 Identify and validate applicable standards and provide rationalised contribution to key standardisation bodies.
- 10 Accelerate the adoption of the 5GMediaHUB Experimentation Facility through wide dissemination means, open-source communities and relevant initiatives

USE CASES

Use Case 1

Immersive Augmented, Virtual and Extended Reality applications

Scenario A Immersive 360o VR media experiences

Scenario B: Interactive consumption of 8k and VR media content

Use Case 2

Smart media production

Scenario A: High quality User Generated Content (UGC) uploading in dense uploading scenarios

Scenario B: Professional live video production

Use Case 3

Smart media content distribution

Scenario A: Dynamic multi-CDN (multi Content Delivery Network) selection for 8k IPTV

Scenario B: Smart city co-creation

CONSORTIUM

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