

# ITU-T STUDY GROUP 16

## Multimedia

Highlights and future directions



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# ITU-T SG16

## Multimedia



Conferencing  
Systems



Advanced  
multimedia  
communication



Multimedia  
systems and  
services



Media  
Coding



TDM legacy  
and transition  
to IP systems

Telepresence  
Media  
gateways,  
Video  
conferencing

Speech-to-  
speech  
translation,  
Visual  
surveillance

IPTV,  
Digital Signage,  
Intelligent  
Transportation  
Systems,  
E-health,  
Accessibility  
*(IoT moved into SG20 in  
Oct. 2015)*

Audio  
and  
video coding

Network signal  
processing,  
Echo  
cancellation,  
Noise  
reduction,  
Voiceband data  
*(modems, fax, text  
telephony)*

# Results

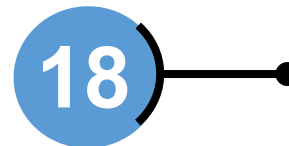


Significant collaborative work with:

ISO/IEC

IEEE

Questions:



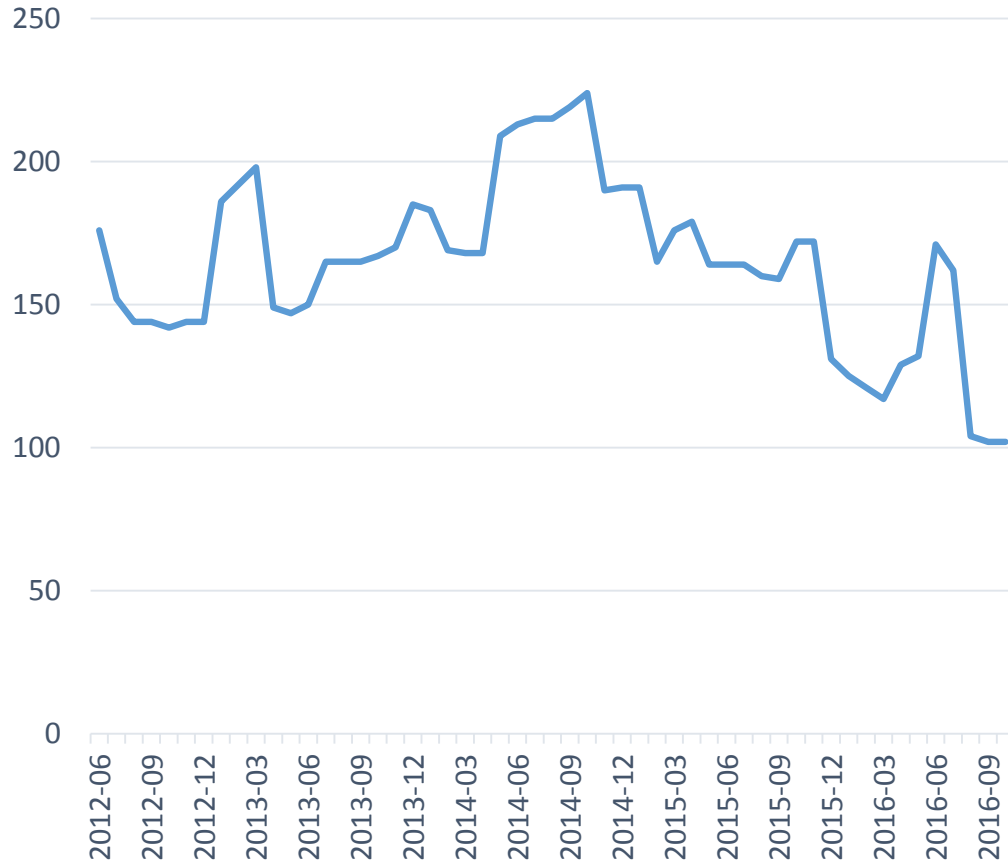
WTSA-12



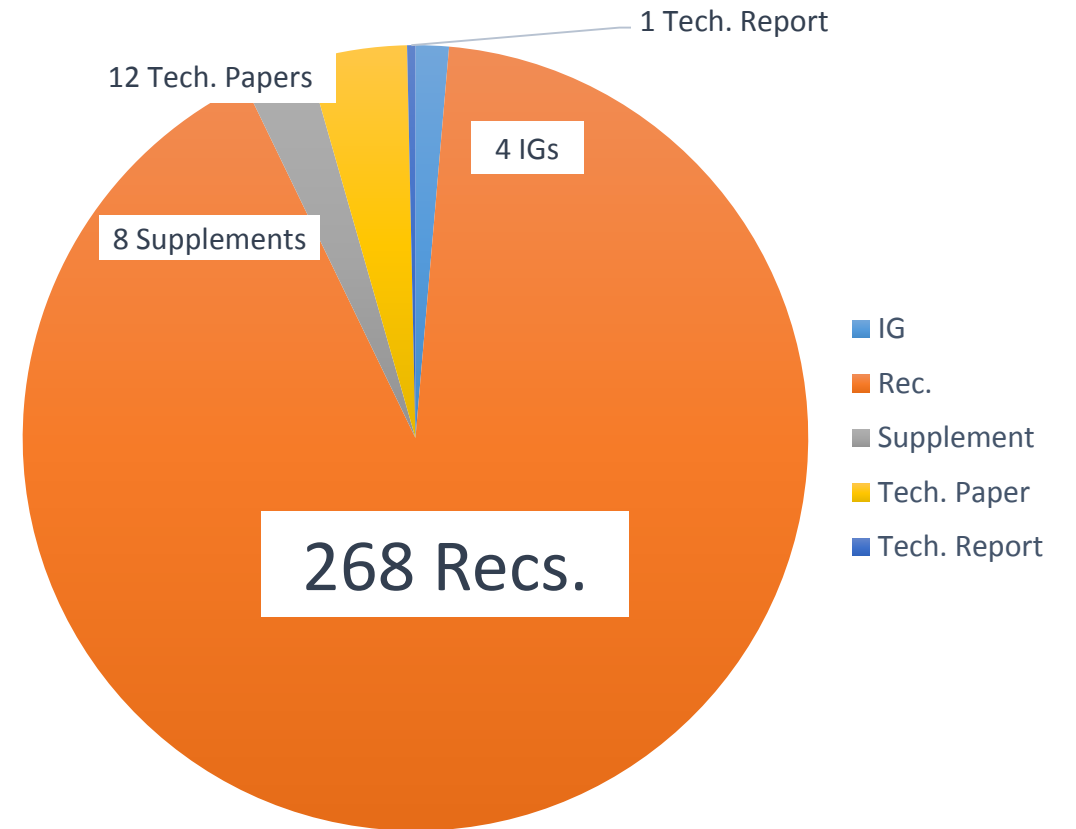
WTSA-16

# Results

## Work items under study



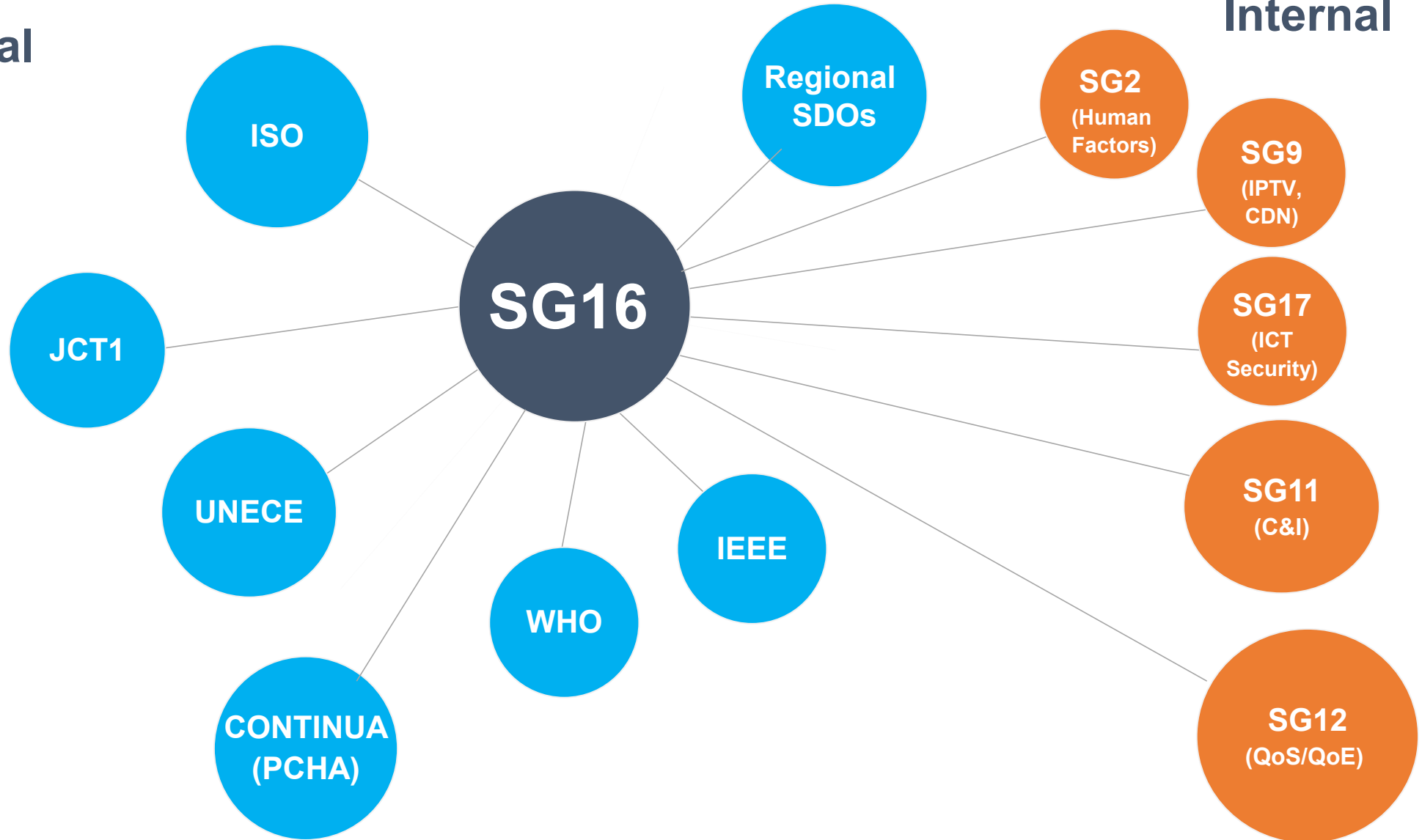
## Texts approved



# Collaboration

External

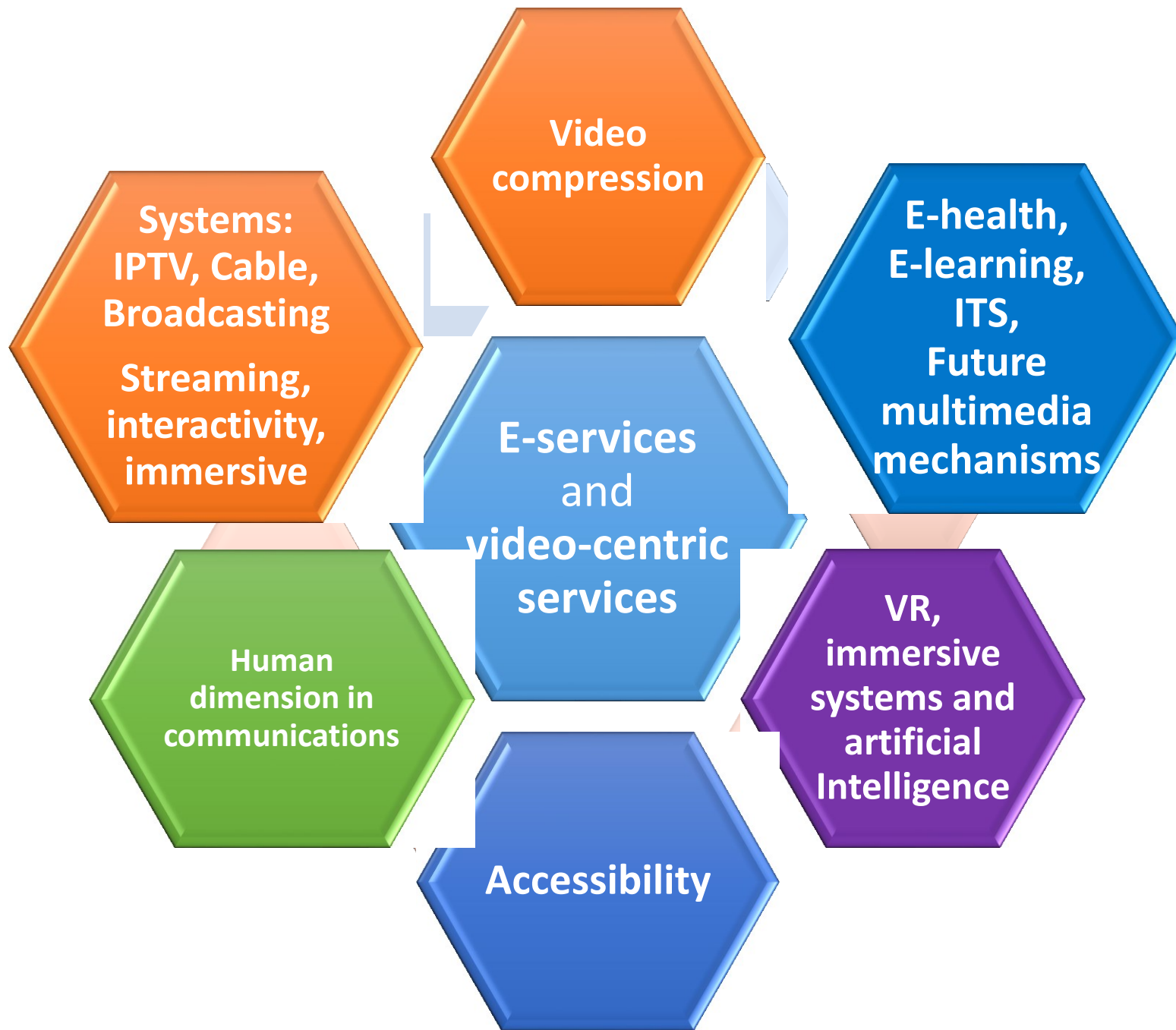
Internal



# Trend

**Maturity in  
classical  
areas**

**Increase in  
e-services and  
video-centric  
services**



# E-services

Combined use of ICTs for service delivery:



Healthcare



Education



Commerce



Entertainment

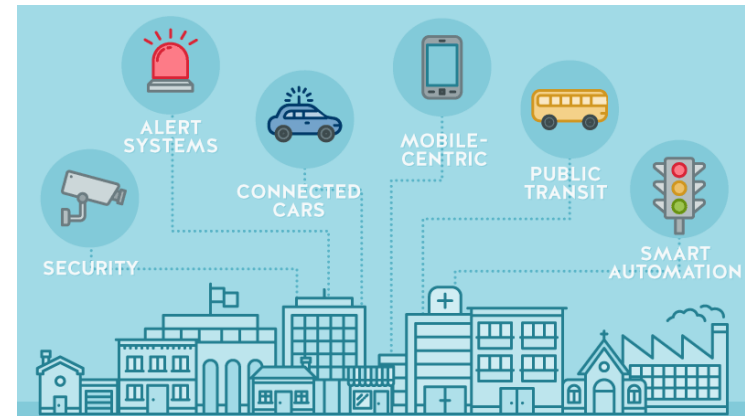


Transportation

Distribution and delivery of e-services:

**CHANNEL  
AGNOSTIC**

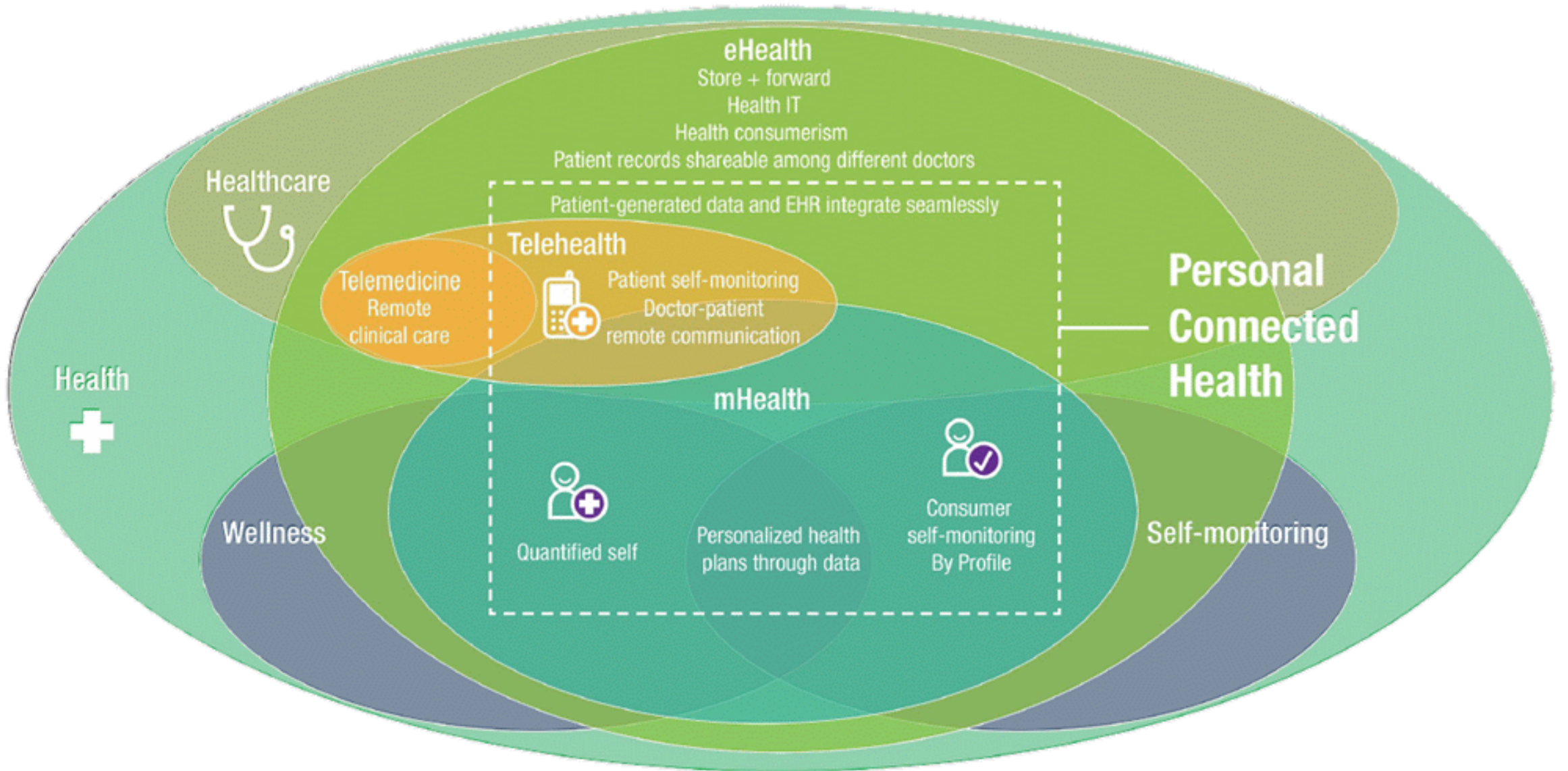
The building blocks and delivery platforms developed by SG16 are used to enable applications in specific areas



*Smart cities and communities by SG20*



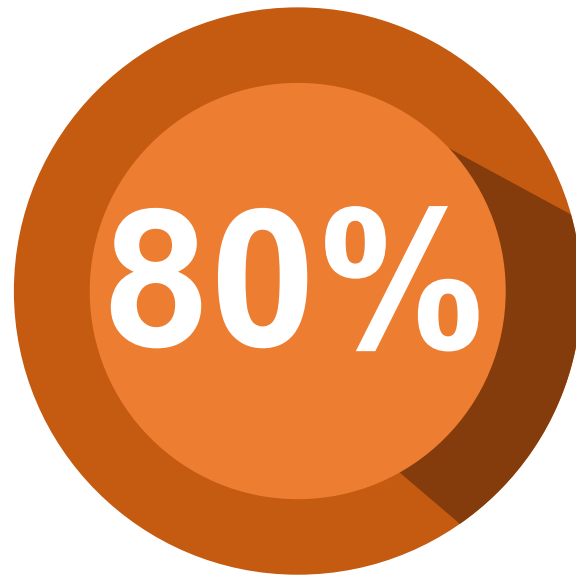
# E-health



# Video content – a strategic area



of Internet Traffic  
is of Video today



Forecast  
by 2018

Opportunities for revenue generation

Video compression: new challenges → JVET

Higher demand → more efficient compression mechanisms

New IP-based digital TV systems

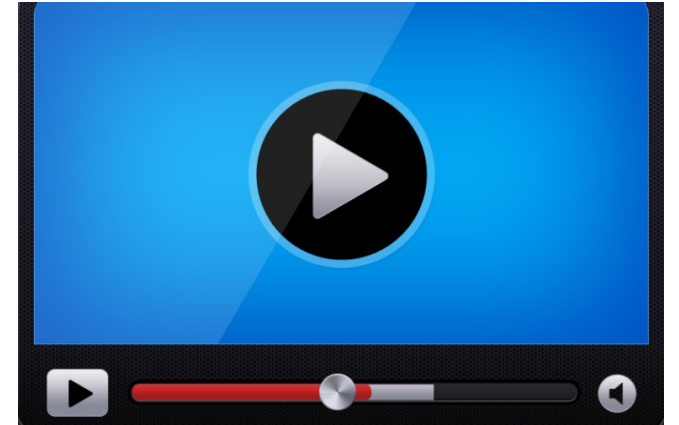
# Use of digital video



Consumer electronic  
video cameras



Digital TV broadcast & cable;  
Digital TV sets



Internet video  
Over-the-top

**IPTV**  
**DIGITAL SIGNAGE**



Over-the-top (OTT) applications



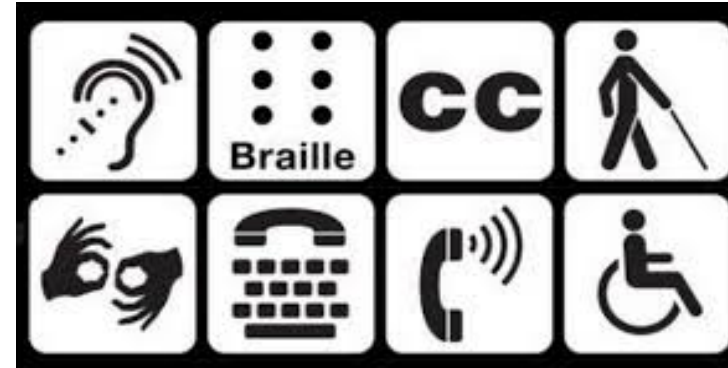
Mobile:  
3G / 4G / 5G

# Future areas for video

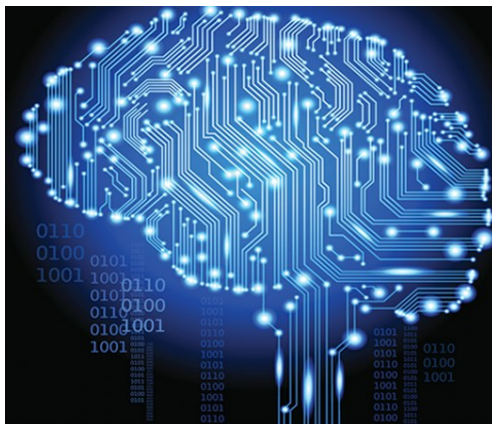
Besides going after the "best and newest" video codec... it matters what you do with video



Future IP-based broadcasting



Accessibility



Artificial Intelligence to video

**REAL TIME  
STREAMING**



Delivery of high volume  
of video content



# CONCLUSION



**SG16 "Multimedia" continued to be very productive during the study period**



**Work growth in e-services and video-centric services and components**



**Growth of video consumption drives newer codecs, systems and applications**

