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Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Audiovisual Content and Experiences -- Sharing and Visualizing Collective Memories - Contexts and Strategies for a Participatory Platform -- 1 Introduction -- 2 Theoretical Background and Related Work -- 2.1 User Participation and Digital Storytelling -- 2.2 Visualization Models Applied to Human Computer Interaction (HCI) -- 3 The Concept of the Platform -- 4 Methodology -- 4.1 Sample Characterization -- 5 Results -- 5.1 Use Contexts and Audience -- 5.2 Strategies to Collect, Visualize and Participate -- 6 Discussion of Results -- 7 Final Considerations and Future Work -- References -- Content Aggregation on Streaming Media Devices: Assessment of Four Popular Market Solutions -- 1 Introduction -- 2 Content Integration on the UltraTV Project -- 3 Assessment of Four Popular SMDs in North America -- 3.1 Roku -- 3.2 Apple TV -- 3.3 Amazon Fire TV -- 3.4 Chromecast and Google TV -- 3.5 Comparison Table -- 4 Conclusion -- References -- Design and Development of iTV Applications -- Design and Implementation of a EWBS Gateway over an IP Telephone Network -- 1 Introduction -- 2 Methodology -- 2.1 IP Telephony Server Under the Asterisk platform.- -- 2.2 EWBS Signal Detection -- 2.3 Integration and Testing -- 2.4 Test Scenarios -- 3 Results -- 4 Discussion -- References -- New Solution for the Packaging and Delivery the Interactive Services of the Cuban Terrestrial Digital Television -- 1 Introduction -- 2 Background of the

Investigation -- 3 Proposed Solution: PaqTVC+ -- 4 TSDuck: Packaging and Delivery of Services -- 5 Discussion -- 6 Conclusions and Future Works -- References -- iTV and Videos in Learning -- Learning English with Second Screen Platforms: A Mixed Method Cross-National Study -- 1 Introduction -- 2 Materials and Methods -- 2.1 Pedagogical Tools -- 2.2 Evaluations -- 3 Results. 3.1 Quantitative -- 3.2 Qualitative -- 4 Discussion and Future Work -- References -- From the Living Room to the Classroom and Back - Production Guidelines for Science Videos -- 1 Introduction -- 2 State of the Art -- 3 Methods -- 3.1 Participants -- 3.2 Stages Description -- 3.3 Data Processing -- 4 Results -- 4.1 Students' Evaluation -- 4.2 Teachers' Evaluation -- 5 Conclusions -- References -- Personalized Interactive Video-Based Crossmedia Informal Learning Environments from iTV, PC and Mobile Devices - The Design Challenges -- 1 Introduction -- 2 Related Work -- 3 Crossmedia Design Challenges -- 4 Crossmedia Design in eiTV -- 4.1 eiTV Architecture -- 4.2 Flexible Navigation Model -- 4.3 eiTV Functionalities -- 5 Evaluation -- 6 Conclusions and Future Work -- References -- Teledu: Transmedia Learning Ecosystem for People at Risk of Exclusion -- 1 Introduction -- 2 Background -- 2.1 Hybrid IPTV -- 2.2 Transmedia Learning Platform and Transmedia Interactive Learning Objects -- 3 Methodology -- 3.1 TELEDU Development -- 3.2 Ecosystem Assessment -- 4 Results -- 4.1 TELEDU and TOOC Author Ecosystem -- 4.2 Solution in Areas of Limited Bandwidth Resources -- 4.3 Evaluation Resources Among the Surveyed Students -- 5 Conclusions -- References -- iTV for the Elderly -- TV Remote Control and Older Adults: A Systematic Literature Review -- 1 Introduction -- 2 Method -- 3 Results -- 4 General Findings -- 4.1 Participants -- 4.2 Remote Control -- 4.3 Functions and Operation -- 4.4 Problems -- 4.5 Solutions -- 5 Discussion and Summary of Main Results -- 6 Conclusion -- References -- IDTV Application to Promote the Gait of the Elderly -- 1 Introduction -- 2 Related Work -- 2.1 The Elderly and Television -- 2.2 Physical Activities of the Elderly -- 3 Study Considerations -- 3.1 Assessment of the Functional Gait Condition of the Elderly. 3.2 Development of Exercise Plans for the Elderly to Reduce Gait Alterations -- 4 Application Architecture -- 4.1 Microservices Available from the Application -- 4.2 Process Diagram -- 5 Evaluation Planning -- 6 Synthesis and Future Work -- References -- Usability and UX Evaluations -- UX Evaluation Methodology for iTV: Assessing a Natural Language Interaction System -- 1 Introduction -- 2 UX Evaluation methodologies for iTV Applications -- 2.1 Overview -- 2.2 Evaluation Methodology Proposal -- 3 Prototype of a Natural Language Interaction System for iTV -- 4 UX Evaluation Process -- 4.1 Procedures -- 4.2 Sample Characterization -- 4.3 Results -- 5 Discussion -- 6 Conclusion -- References -- Evaluation of Interaction Interfaces - A Tool Proposal for Digital TV Based on Industry Standards -- 1 Introduction -- 2 Design Patterns -- 2.1 Metrics -- 3 Evaluation Tool Proposal -- 3.1 Web Module: Evaluation Management -- 3.2 Mobile Module: Execution of the Evaluation -- 4 Case Study -- 5 Conclusion -- References -- Author Index.
