

# ISO/IEC 23093-1:2020-03 (E)

## Information technology - Internet of media things - Part 1: Architecture

---

<b>Contents</b>		<b>Page</b>
Foreword .....		v
Introduction .....		vi
<b>1</b>	<b>Scope .....</b>	<b>1</b>
<b>2</b>	<b>Normative references .....</b>	<b>1</b>
<b>3</b>	<b>Terms and definitions .....</b>	<b>1</b>
<b>3.1</b>	<b>Internet of media things terms .....</b>	<b>1</b>
<b>3.2</b>	<b>Internet of things terms .....</b>	<b>3</b>
<b>4</b>	<b>Architecture .....</b>	<b>5</b>
<b>5</b>	<b>Use cases .....</b>	<b>5</b>
<b>5.1</b>	<b>General .....</b>	<b>5</b>
<b>5.2</b>	<b>Smart spaces: Monitoring and control with network of audio-video cameras .....</b>	<b>6</b>
<b>5.2.1</b>	<b>General .....</b>	<b>6</b>
<b>5.2.2</b>	<b>Human tracking with multiple network cameras .....</b>	<b>6</b>
<b>5.2.3</b>	<b>Automatic title generation .....</b>	<b>7</b>
<b>5.2.4</b>	<b>Intelligent firefighting with IP surveillance cameras .....</b>	<b>7</b>
<b>5.2.5</b>	<b>Networked digital signs for customized advertisement .....</b>	<b>7</b>
<b>5.2.6</b>	<b>Digital signage and second screen use .....</b>	<b>8</b>
<b>5.2.7</b>	<b>Self-adaptive quality of experience for multimedia applications .....</b>	<b>8</b>
<b>5.2.8</b>	<b>Ultra-wide viewing video composition .....</b>	<b>8</b>
<b>5.2.9</b>	<b>Face recognition to evoke sensorial actuations .....</b>	<b>8</b>
<b>5.2.10</b>	<b>Automatic video clip generation by detecting event information .....</b>	<b>8</b>
<b>5.2.11</b>	<b>Temporal synchronization of multiple videos for creating 360° or multiple view video .....</b>	<b>9</b>
<b>5.2.12</b>	<b>Intelligent similar content recommendations using information from IoMT devices .....</b>	<b>9</b>
<b>5.3</b>	<b>Smart spaces: Multi-modal guided navigation .....</b>	<b>9</b>
<b>5.3.1</b>	<b>General .....</b>	<b>9</b>
<b>5.3.2</b>	<b>Blind person assistant system .....</b>	<b>9</b>
<b>5.3.3</b>	<b>Personalized navigation by visual communication .....</b>	<b>10</b>
<b>5.3.4</b>	<b>Personalized tourist navigation with natural language functionalities .....</b>	<b>10</b>
<b>5.3.5</b>	<b>Smart identifier: Face recognition on smart glasses .....</b>	<b>11</b>
<b>5.3.6</b>	<b>Smart advertisement: QR code recognition on smart glasses .....</b>	<b>11</b>
<b>5.4</b>	<b>Smart audio/video environments in smart cities .....</b>	<b>12</b>
<b>5.4.1</b>	<b>General .....</b>	<b>12</b>
<b>5.4.2</b>	<b>Smart factory: Car maintenance assistance A/V system using smart glasses .....</b>	<b>12</b>
<b>5.4.3</b>	<b>Smart museum: Augmented visit using smart glasses .....</b>	<b>12</b>
<b>5.4.4</b>	<b>Smart house: Light control, vibrating subtitle, olfaction media content consumption, odour image recognizer .....</b>	<b>13</b>
<b>5.4.5</b>	<b>Smart car: Head-light adjustment and speed monitoring to provide automatic volume control .....</b>	<b>14</b>
<b>5.5</b>	<b>Smart multi-modal collaborative health .....</b>	<b>14</b>
<b>5.5.1</b>	<b>General .....</b>	<b>14</b>
<b>5.5.2</b>	<b>Increasing patient autonomy by remote control of left-ventricular assisted devices .....</b>	<b>14</b>
<b>5.5.3</b>	<b>Diabetic coma prevention by monitoring networks of in-body/near body sensors .....</b>	<b>15</b>
<b>5.5.4</b>	<b>Enhanced physical activity with smart fabrics networks .....</b>	<b>15</b>
<b>5.5.5</b>	<b>Medical assistance with smart glasses .....</b>	<b>15</b>
<b>5.5.6</b>	<b>Managing healthcare information for smart glasses .....</b>	<b>16</b>
<b>5.6</b>	<b>Blockchain usage for IoMT transactions authentication and monetizing .....</b>	<b>17</b>

<b>5.6.1</b>	<b>General .....</b>	<b>17</b>
<b>5.6.2</b>	<b>Reward function in loMT people counting by using blockchains .....</b>	<b>17</b>
<b>5.6.3</b>	<b>Content authentication with blockchains .....</b>	<b>17</b>
	<b>Annex A (informative) Mapping of the components between loMT and IoT reference architectures .</b>	<b>18</b>
	<b>Bibliography .....</b>	<b>20</b>