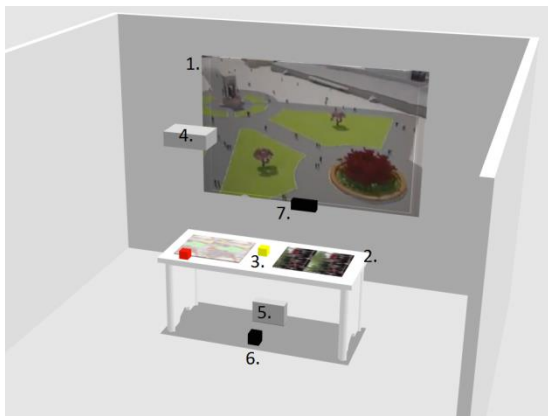


# Social Documentary

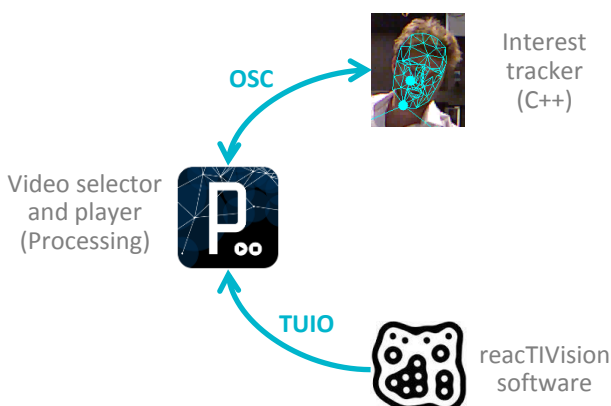
An interactive and evolutive installation to explore crowd-sourced media content

## Installation setup



- 1. Main screen
- 2. Second screen / reactable<sup>2</sup>
- 3. Tangible controls
- 4. Main videoprojector
- 5. Second videoprojector
- 6. Webcam
- 7. Kinect sensor

3 software parts communicating through OSC protocol



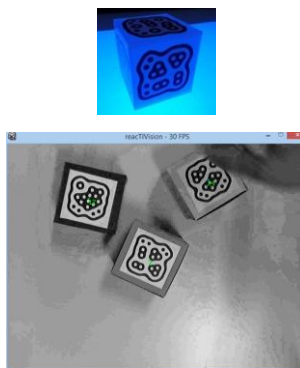
## Multimedia content and video annotation

- Video and text content from social networks
- Related to the social events that happened in Istanbul (Turkey) in June 2013
- Segmentation in shots and video analysis to get concepts (LinkedTV platform tools)<sup>1</sup>
- Conversion of the result into subtitle (\*.srt)
- Manual edition of the subtitle file
- Each segment annotated with keywords picked among 18 (3 classes, 6 per class)
- Each segment has a score, as +1 in social networks



00:01:53,356 --> 00:04:22,994  
demonstrators - shouting - joy  
3

## Video selection



- 3 cubes covered with augmented reality markers<sup>2</sup>
- Markers correspond to keywords from 3 classes: people, action, emotion
- Markers tracking with reactIVision software<sup>2</sup>
- Probability to display a segment

## Visitors interest

- Performed with a MS Kinect Sensor, face tracking and gaze estimation with Kinect SDK<sup>3</sup>
- Segment score incremented when a visitor spend more than 5.5 seconds<sup>4</sup> watching at the main screen
- Joint attention - 2 visitors looking at the same area - leads to display text message (tweet) on the main screen



### Acknowledgements

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