



FLAME

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION



EXPERIMENTATION-AS-A-SERVICE METHODOLOGY FOR BUILDING URBAN-SCALE MEDIA ECOSYSTEMS

EXPLORING STRUCTURAL TRANSFORMATIONS IN MEDIA ECOSYSTEMS THROUGH EXPERIMENTATION

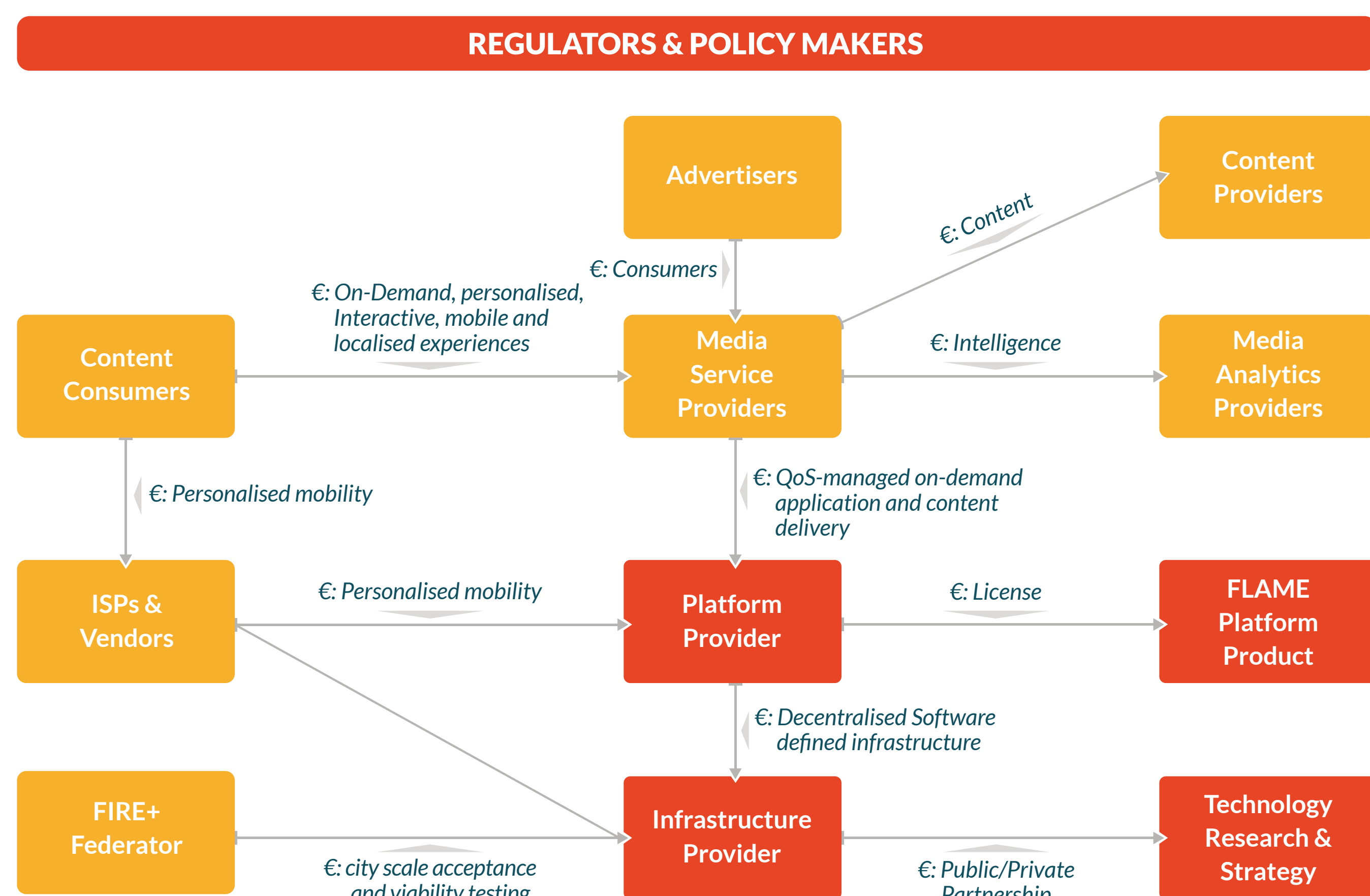
- Demand for personalisation, interactivity, mobility and localisation (PIML)
- Resourcing through adoption of adaptive software-defined infrastructures
- Impact on operators and creative industries

BUILDING AN INTERACTIVE MEDIA SERVICE PLATFORM

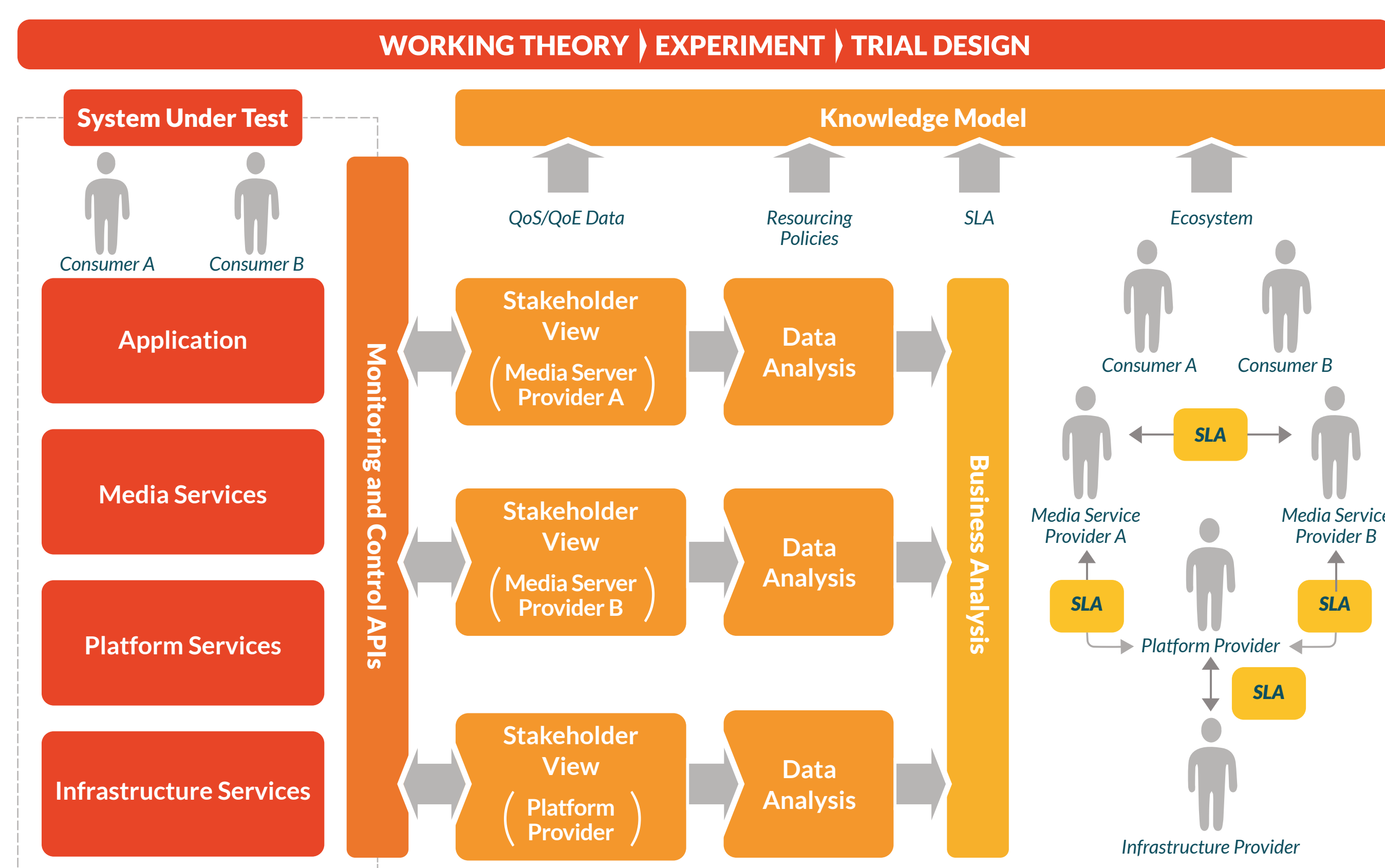
- Dynamic media service provisioning using adaptive routing (SFC/NFV), compute and storage
- Traditional data center and edge computing resourcing models
- Deployment in real-life Smart City infrastructures

MULTI-STAKEHOLDER KNOWLEDGE CREATION AND SHARING

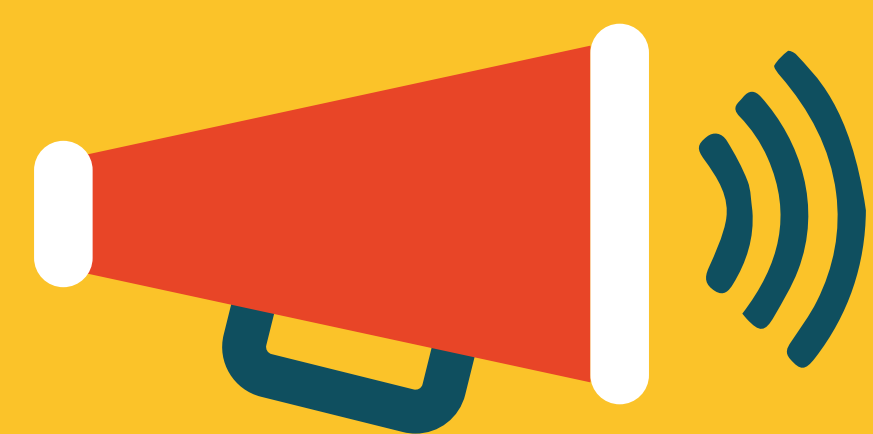
- Interactive media system knowledge model addressing demand, resourcing and response
- Information and control redistribution scenarios exploring B2B and B2C relationships
- 20+ urban-scale experiments



INTERACTIVE MEDIA ECOSYSTEM



MULTI-STAKEHOLDER KNOWLEDGE MANAGEMENT



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