Abstract

In this paper we present the design of a multimedia presentation system which permits the dynamic adaptation of the content. The Communicating Adaptive Finite State Machine (CAFSM) presented in this paper, has been used to describe the multimedia streaming and presentation system proposed here. This system is driven by a set of messages that are used for communication and co-ordination among the various component machines which form the system.

Reference


[17] www.engineeringchallenges.org


Index Terms

Computer Science Multimedia

Applications
Key words

Communicating Adaptive Finite State Machines
Multimedia Presentation
E-Learning
Presentation Finite State Machines