Abstract

In this paper, the new paradigm of the second screen in interactive digital television (iDTV) is discussed and analyzed through a systematic literature review. An architecture is proposed for the use of mobile devices as a second screen, so interactivity sent via broadcast can be also used in mobile devices, in a contextualized and synchronized fashion. A prototype was implemented in two modules: the first one to primary screen (TV) with the remote control and the other for second screen in order to compare their use.
approach to improving user interaction with consumer electronics. &quot; Consumer Electronics, IEEE Transactions on, vol. 57, no. 1, Feb. de 2011: p. 139-144.
Enrichment of Interactive Digital TV using Second Screen


Index Terms

Computer Science
Multimedia

Keywords


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