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.

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Index Terms

Computer Science
Multimedia

Keywords
Interactivity  Second Screen  Dual Device  Middleware Ginga  SBTVD  DTV

iDTV

DVB-MHP

Smartphone

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Android

Remote Control

Home Network