

Unit 13.3 Future of Multimedia on the Web

In the future, Web-based multimedia will be more exciting and more embedded into everyday events. New types of multimedia will likely be developed to fit our ever-growing needs for mobile content.

As Internet users keep moving to high speed broadband, we expect to see more multimedia sites and TV merge closer together. also, now even game boxes (such as Xbox, Sega Dreamcast 2, and Sony PlayStation) already have built-in Internet and multimedia capabilities. Interactive TV and video-on-demand may soon be the norm on the Web.

Web 3.0 signifies the third-decade of the technological development of the Web. This future era will focus on improving the back-end of the Web. It concentrated on how do you work with the Web, not how the web works.

Several key technologies will become widely used and are the flagship applications of Web 3.0. The focus is on the creation of high-quality content and services. Web 3.0 will show a paradigm shift in gigantic Web usage throughout the world.

But before that, I think that some of you have never heard about there is a conceptual version of the web. If you are a bit confused, let me explain.

What happened in Web 1.0 was you can only view the information on a particular website. Then during the Web 2.0 era, you may start to experience two-way shared web.

When the first time people use the web, the media is limited to static text and graphics. Then from year 2002 onwards, Flickr and YouTube for example have become massive interactive social network communities.

You may leave your comments while visiting your friend's blog. Finally, in the third era, which is Web 3.0, the situation is more proactive where the web becomes an interactive and real time collaborative one stop center.

In terms of search engine technology, it will be going beyond what the most popular search engines capability. We will witness better technology in using tags associated with multimedia files.

As a result, new ways of analyzing, indexing, and retrieving speech, image, video, and music through the web browser that are filling the internet will emerge.

In the next 10 years or so, Augmented Reality (AR) system generates an extended virtual view for the you as a virtual web user. It is a combination of the real scene viewed by you and a virtual scene generated by the computer.

Augmented reality presents you enhanced display in the real world activity. The ultimate goal is to create a system such that that you could not differentiate between the real world and the virtual augmentation of it.

However, currently, most AR applications used live video imagery. It is digitally processed and augmented by the help of the advanced 3D computer graphics technology. Applications of this technology used virtual objects to aid your understanding of your real environment.

In summary, the future of multimedia on the web lies in the advancement of internet hardware such as broadband connection and software.