



Media Networks: Architectures, Applications, and Standards

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A rapidly growing number of services and applications along with a dramatic shift in users' consumption models have made media networks an area of increasing importance. Do you know all that you need to know?

Supplying you with a clear understanding of the technical and deployment challenges, **Media Networks: Architectures, Applications, and Standards** covers media networks basics, architectures, protocols, standards, specifications, advanced audiovisual and multimedia services, and future directions. Focusing on video and audio-visual services, it provides wide-scale reference on media networks and the audiovisual domain.

The book investigates the different network architectures along with their related protocols and standards. It examines the different digital TV technologies as well as their deployment architectures. Illustrating the role of network operators, service providers, content providers, and manufacturers, this timely reference is divided into three parts:

1. Presents digital TV technologies, including Open IPTV, Mobile TV, 3D video, and content delivery networks
2. Covers media content delivery and quality of experience (QoE)
3. Examines user-centricity and immersive technologies that take into account advanced services personalization, immersive technologies architectures and applications, e-health, and societal challenges

The book considers emerging media content delivery architectures including Future Internet, CDN (Content Delivery Networks) architectures and Content Centric Networks (CCN) approaches, while examining the technical challenges and standardization efforts related to such issues. It presents the Quality of Experience (QoE) in Future Internet/ Next Generation Mobile Networks and also covers the management of media (audio/video) information in Future Internet, including transport protocols and compression technologies. The book concludes by describing pressing societal challenges for networked media.

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