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User Directed News

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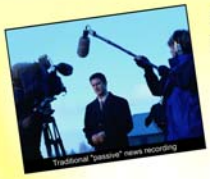
An Approach to Journalism based on Panoramic Video Technology.



Emerging technology may allow the consumer of news to change from being a passive observer of "fixed" content to being an **active participant** in the news acquisition process.

The USC/IMSC 360 Degree Panoramic Video camera creates immersive environments that allow a user to self-select what aspects of an event they want to observe.

When delivered via a head-mounted display, immersive news gives the user **a sense of being part of the event.**

The role of the news reporter changes from being a gatekeeper to that of a **"news guide,"** moving around the camera and pointing out aspects of the story that the viewer can view or not.

This constitutes a new paradigm for how news is covered and consumed.

The Project: A pilot program that works to find an immediate reporting and communication use for the 360- degree camera in a universe of expanding bandwidth.

Immersive 360° Panoramic Video Technology

A synchronized camera array allows us to capture high-resolution 360 degree video footage at 30 frames/sec.

Our software creates an immersive environment that can be explored through a set of head-tracked display glasses.

Methodology

The pilot program will work to answer fundamental questions about usability, user preferences and information processing.

- Will users prefer to have news delivered in this format and naturally explore the 360 environment?
- Will reporters be able to adapt to the *"free form"* interactive method of reporting?
- Will the choice of perspective and realism interfere with or enhance the acquisition of a story?
- What types of news events will this system be best suited for?

Project Details

A multidisciplinary news production team from the Integrated Media Systems Center and Annenberg School for Communication will use the 360 camera to cover a variety of news events, including:

- **Political Events**: Front row at a presidential news conference or in hte midst of an inaugural ball!
- **Documentry on provocative environment**
- **Disaster and Wartime coverage**
- **A major sports event**
- **A major outdoor concert or community event**

Two groups of users will be compared:

- **Group 1** will view the feed from the one-camera position on a TV screen - the standard reporting approach.
- **Group 2** will view the event with a head-mounted device and have free choice to observe the event from any perspective within the 360-degree arc. They will hear the same verbal delivery from the reporter as the delivery in Group 1.

Users will be tested on:

- multiple measures of memory for information conveyed
- user preferences for use of the system
- usability of HMD
- sense of presence related to senario exploration and memory

The results of the field tests of equipment, performance of journalists and user acceptance will be of intense interest to many news executives, editors and broadcasters

research areas