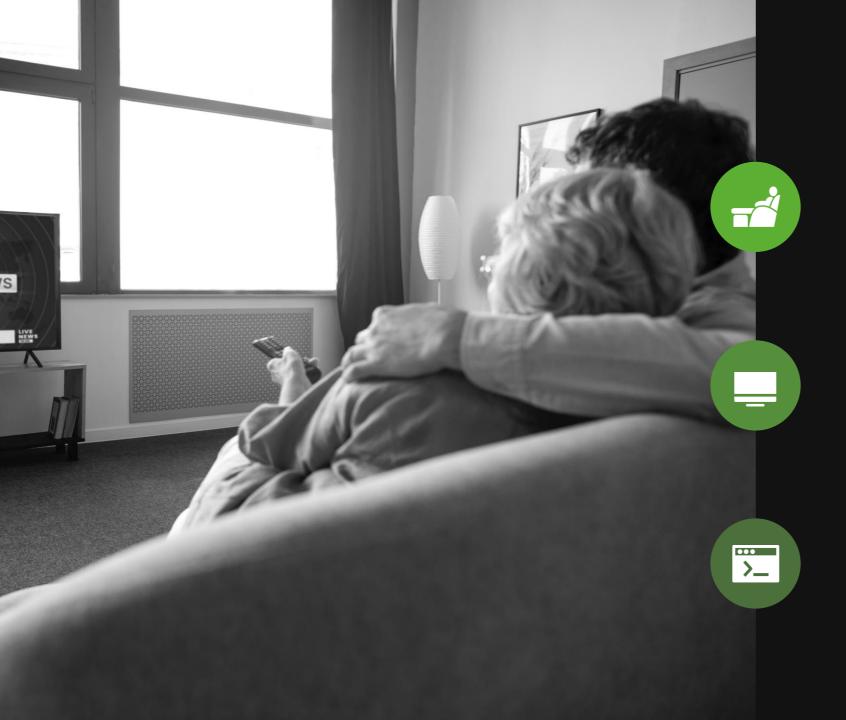


Kineton



#### Media/Entertainment Apps

Developing Media/Entertainment apps since 2018.

### **Target Devices**

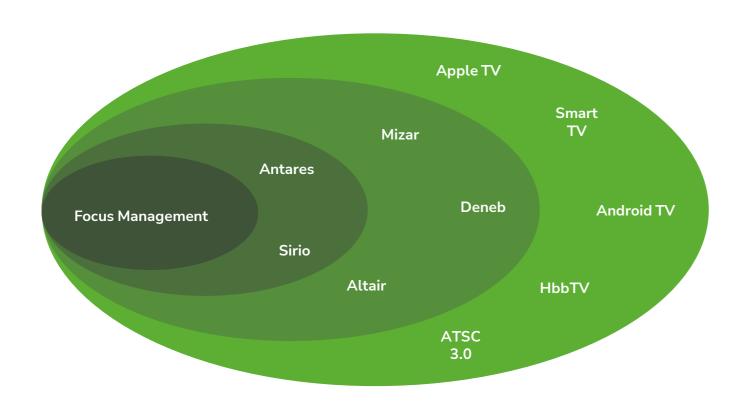
HbbTV, Smart TV, iDTV, Android, ATSC 3.0, Apple and Huawei devices.

#### **Development Process**

Frameworks/libraries, CMS, Microfrontend service-oriented.



## Media/Entertainment TV Ecosystem





#### **Focus Management**

In common with all the tech stack, is the core of Kineton's development for TV devices.



#### Frameworks/Libraries

High performant frameworks and autoinitialized libraries.



#### **Target Devices**

Multiple targeted device thanks to a single programming language: JavaScript.

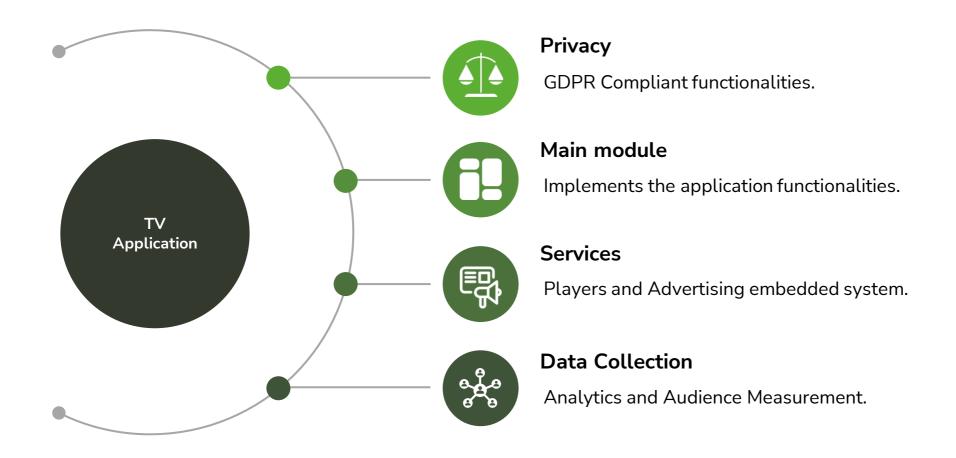


#### Time-to-market

Our tech stack is crafted to reduce time-to-market.



## Micro-frontend services approach



Every application is composed by an ecosystem of modules which can live by their own.



## **CMS** Connection





#### **User Interface**

Background color or image, fonts, elements composition.



#### **Contents**

Items customization in order to decide which contents to provide.



#### **Streams**

Playback of the most popular audio/video formats thanks to our player service.

Kineton Presentation



Process squeezed

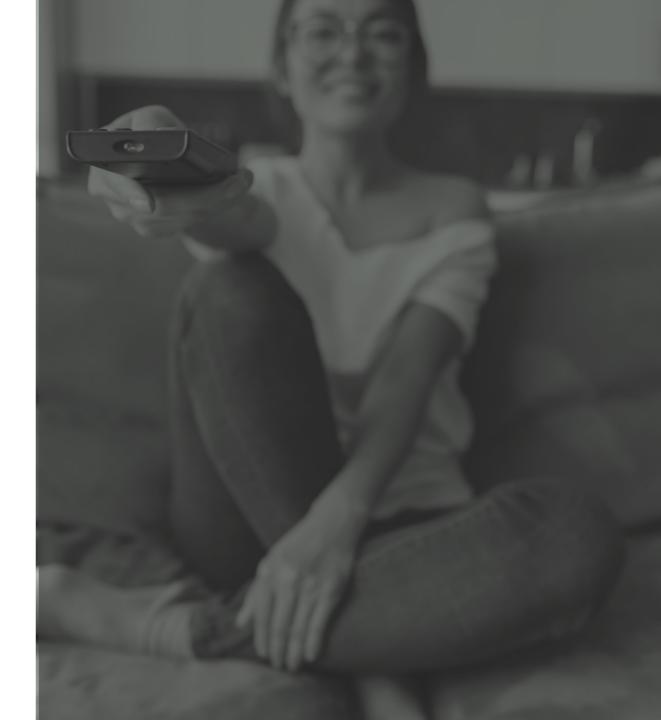
Giving more control to the customer.

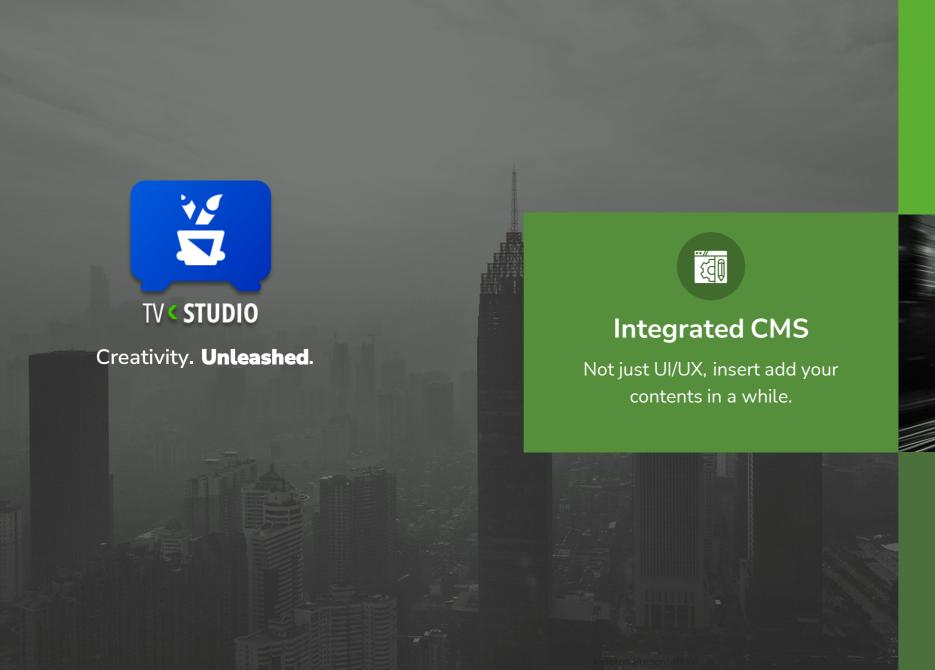
Creativity first

Putting the customer's imagination first.

A great tool

Simple, foolproof, guided and fully validated by our QA.







## Easy to use

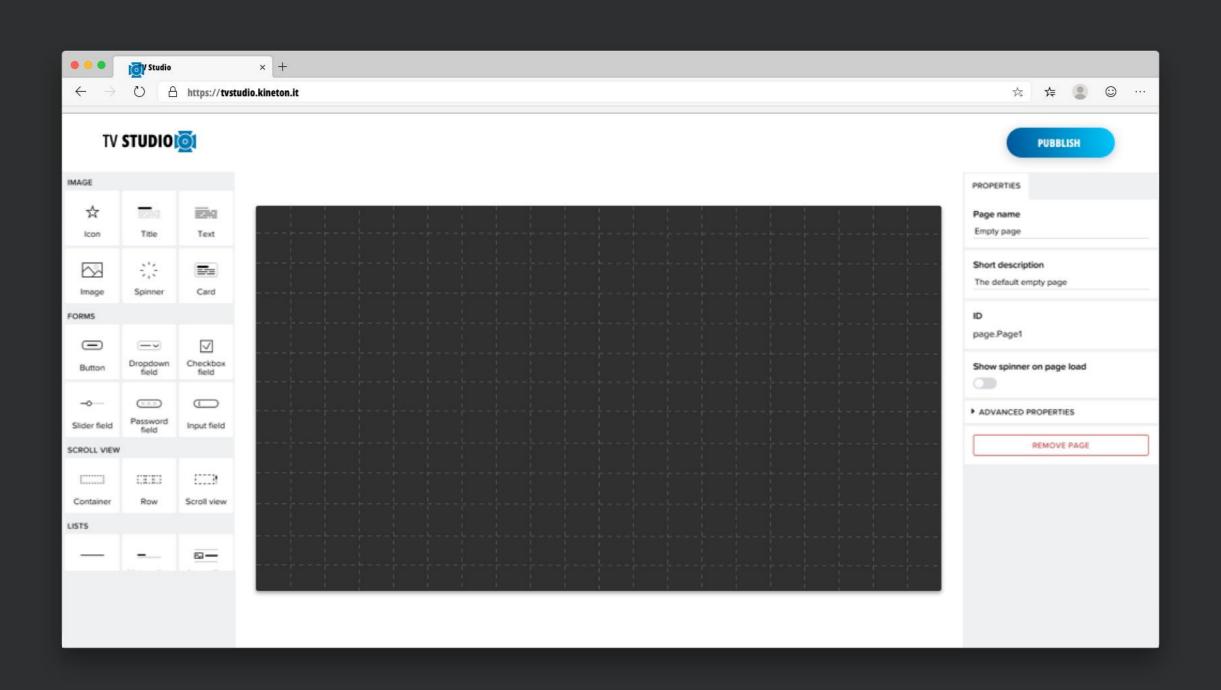
A Visual Builder to compose your applications.

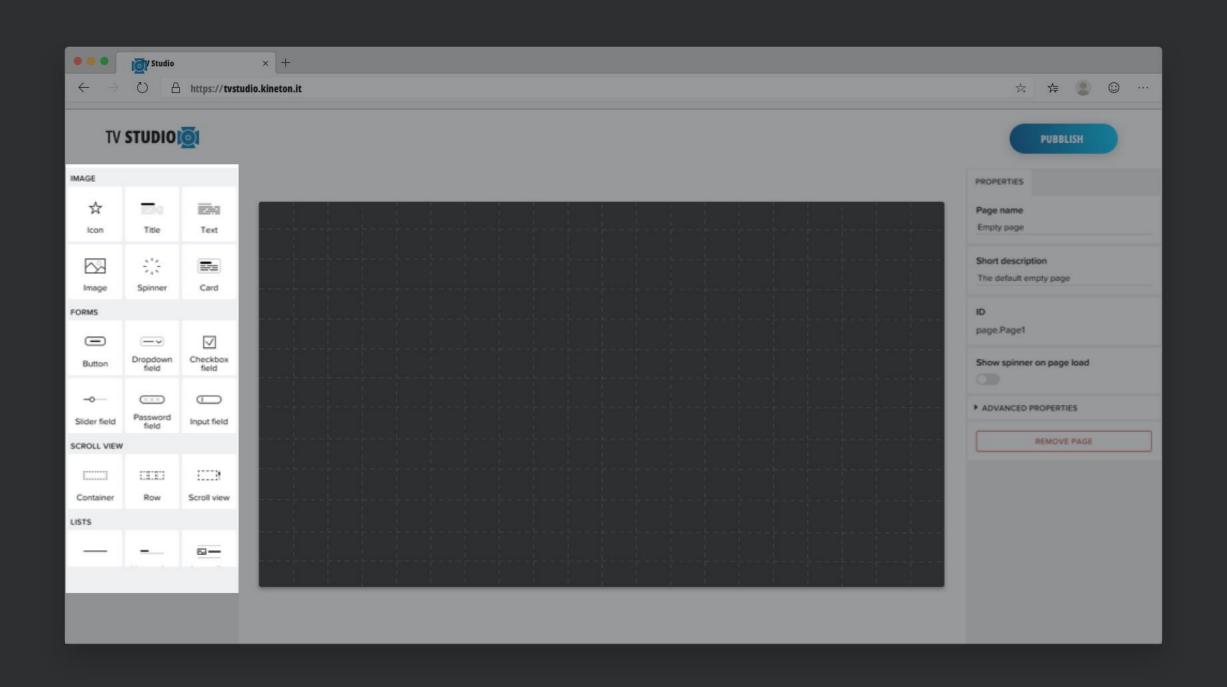


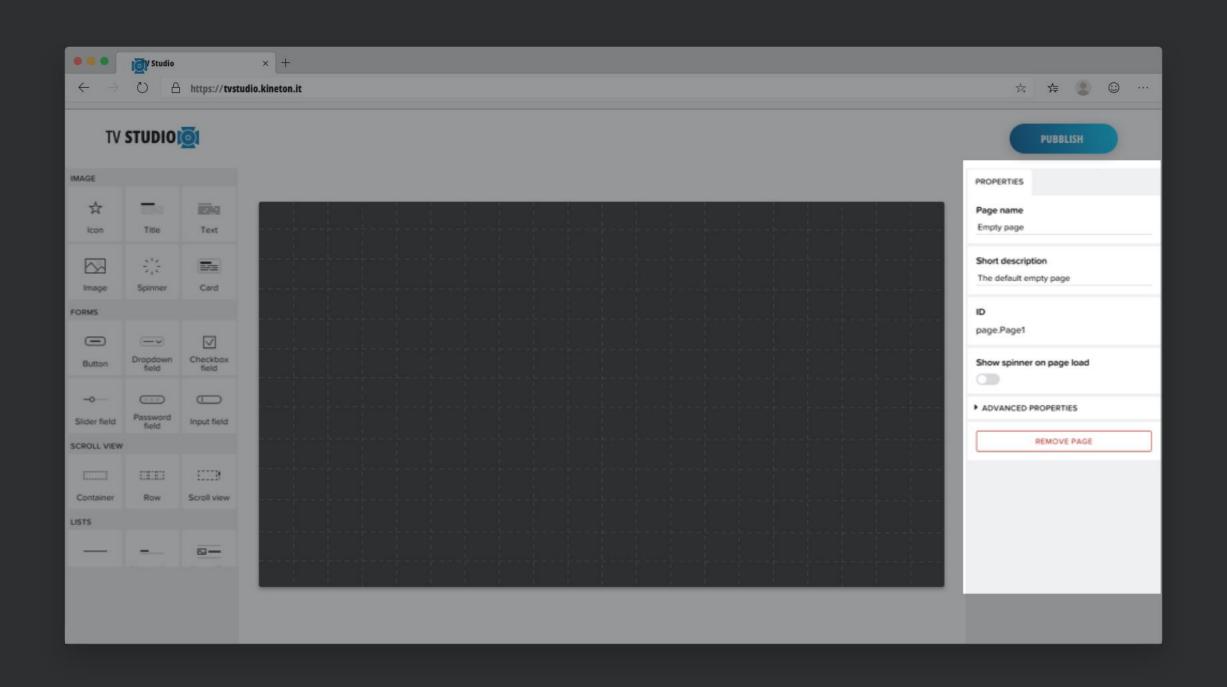


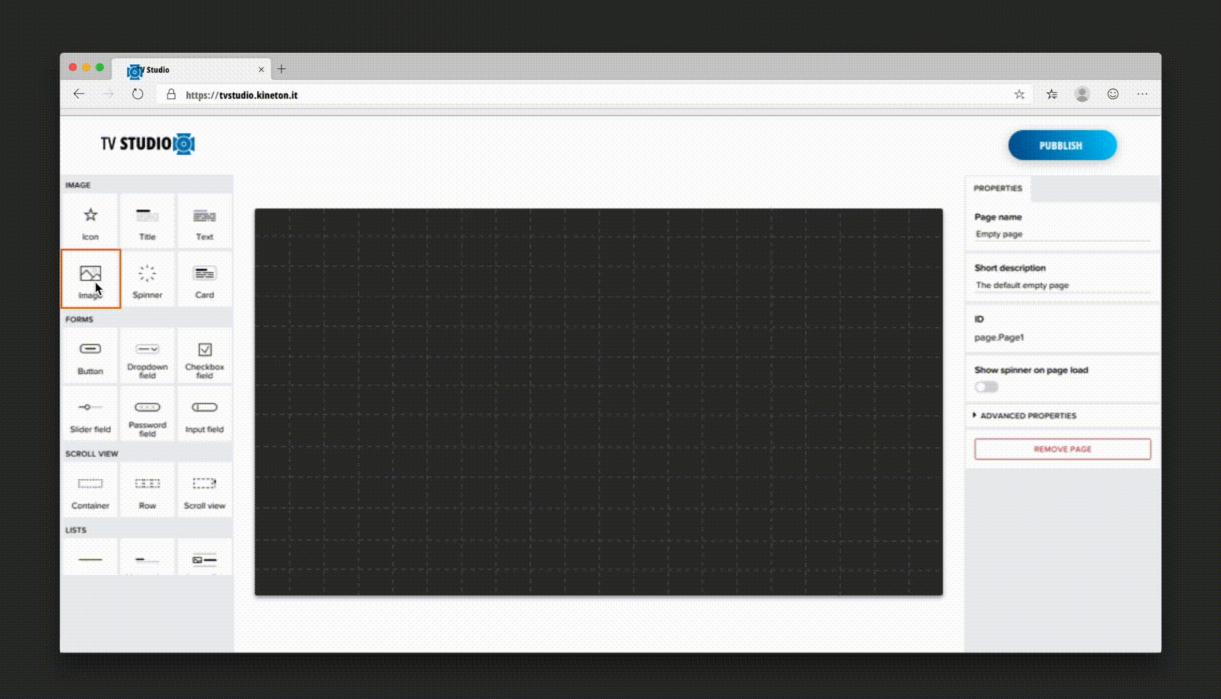
## Advertising and data

Ready-to-use advertising, data collection and audience measurement.

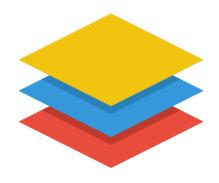






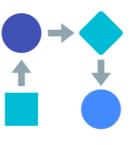


# **Visual Builder** Features



### **Layering System**

Add multiple components on each layer in order to create complex interactions.



#### **Workflow Management**

Actions definition to allow page transitions or to trigger a precise behaviour.



#### **Kineton's Tech Stack**

All the powerful frameworks and libraries Kineton uses to craft TV Applications.

## **CMS** Features



### **Content Hierarchy**

Rails, shows and episodes to create your own content hierarchy.



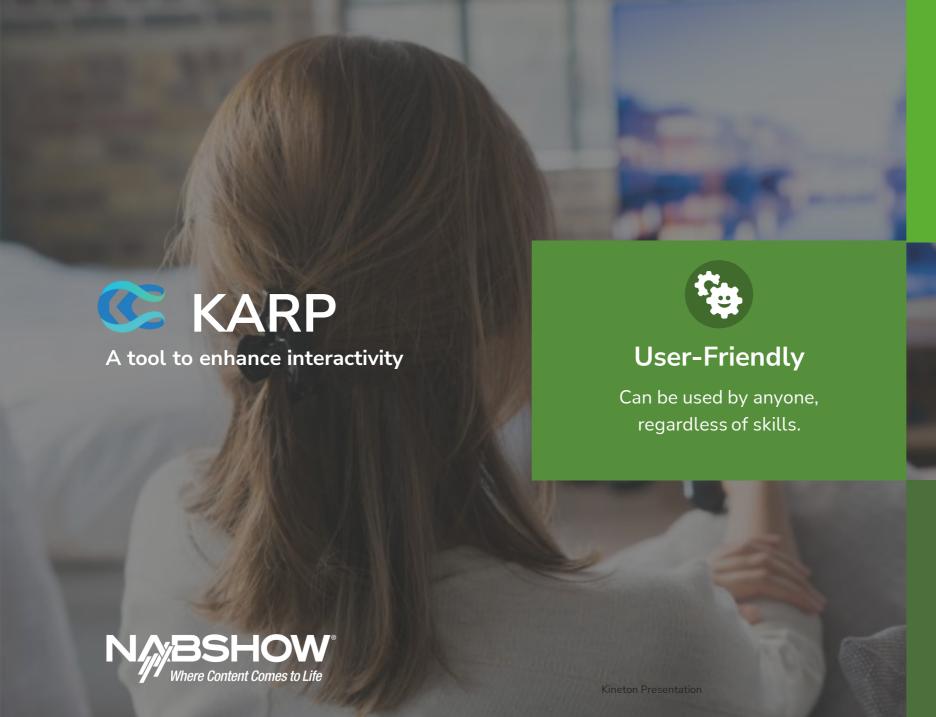
#### **Contents Customization**

Thumbnails, titles, descriptions to display the content information useful for the watchers.



#### Play what you want

the most common stream formats (HLS, MPD, MP4, ...).





## More than advertising

An ad management tool that can be extremely interactive.





## **Analytics**

Accurate and timely data collection.

# More than **Advertising**

01

### **Broadcast-related**

Performs controlled scaling of the broadcast, positioned anywhere on the screen.

02

## Overlay

An asset that can be resized and positioned at will appears above the channel.

03

#### **Animated**

Bodymovin After Effect export which can be used to show complex animations. 04

### Interactive



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#### Interactive



# The new **Interactive** creative



KARP now gives the opportunity to enhance interactivity with the **interactive creative**.

It is basically an **application launcher** that can be overlaying broadcast or video scaling.

It can be used if the broadcaster wants to show dynamic information retrieved from a remote server, or interactive applications which can contain all the applications common features.





## **Interactivity** examples



#### **Gamified Adv**

The **creatives** can be used not just to show an advertising.

The interactive creative allows you to create a 2D very short **game** experiences.

In this example, if you complete the level a QR code with a **reward** will be shown.





## **VERY SOON AVAILABLE!**

Q4 2023.



## LIVE NOW!

See how it works at our stand.

# **THANK YOU**

10<sup>th</sup> HbbTV Symposium