



Building an industry standard
for content and ad
identification:

Advancing cross-platform measurement
and much more!

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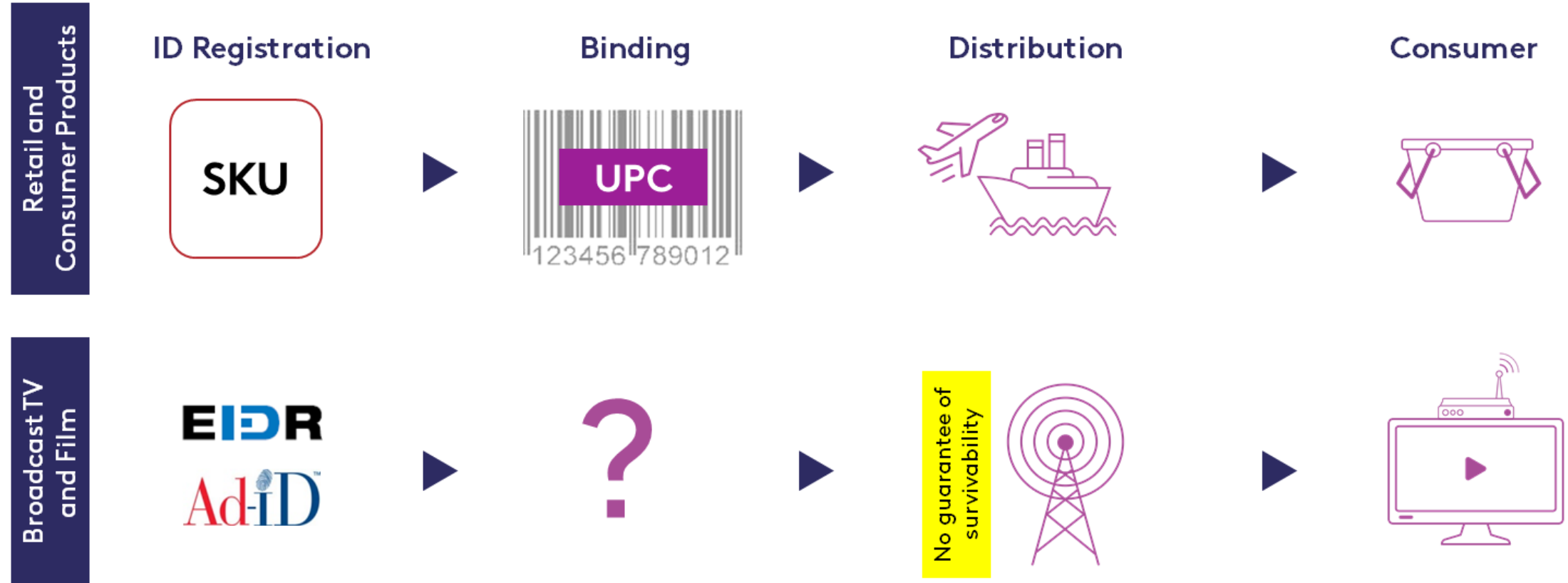
It Started with CIMM's "TAXI" Initiative in 2012

Trackable Asset Cross-Platform Identification



Why Asset Identification is Important?

Currently, there is no open method for embedding, or binding, persistent content identifiers (e.g., watermarks, fingerprints, etc.) into video content and ads, so that they survive, no matter how the asset gets to the consumer



Why Identifiers Need to be Bound into Video?

1. Existing identifiers, such as EIDR and Ad-ID, rely on binding an identifier to a file container, data streams within a file container, or structural metadata of the file itself, which **can be destroyed during processing or delivery**.
2. The only reliable approach is to **bind the identifier within the audio/visual essence**, so that it can survive throughout the end-to-end lifecycle.
3. Binding technologies exist – watermarks, fingerprints and wrappers – but today **these are either proprietary, are not capable of surviving transit** through the end-to-end ecosystem, or both.



An open standard for ID-to-asset binding can enable a wide array of capabilities:

Increased speed, transparency and accountability in video content and advertising measurement

Improved media workflow automation within and between M&E entities

Fewer barriers to deploying cross-platform dynamic ad insertion

Enablement of new anti-piracy and copyright protection tools and methods for video and music

Triggering surveys, quizzes or coupons on mobile devices

Standardized tracking of assets and audience measurement across media platforms

Accelerated digital content locker adoption and complete long-tail content monetization

Improved automated content recognition and detection

Better second-screen integration and improved multi-screen content discovery

On-the-fly media asset assembly

Reduced asset storage and transmission costs

Simplified and less-costly media reconciliation

Where is this work being done?



The Society of Motion Picture and Television Engineers, which is a global, due-process organization that sets technical standards for audio/video content

SMPTE Collaboration for Open Binding Standard

Three phases:

1.

SMPTE – CIMM Study Group:

2014 report identified audio watermarking as the best method to bind Ad-ID and EIDR metadata into video.

Report on CIMM and SMPTE sites (video on CIMM site)

2.

SMPTE – CIMM Standards OBID Drafting Group:

Issued RFP in 2015 to identify technology partner; four responses.

3.

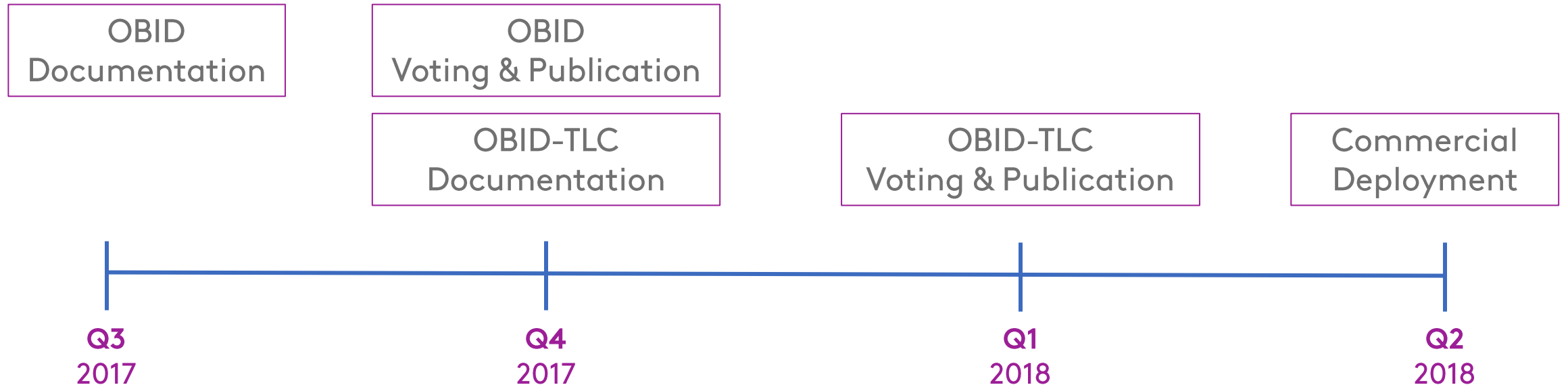
SMPTE – CIMM Standards OBID-TLC Drafting Group:

Issues second RFP to include Time Labels and Station Codes/Identifiers for proper crediting to source of content/ad. Received two responses.

Kantar Media selected to move to next stage in SMPTE standardization process: documentation and final vote!

- SMPTE issued 2 tenders with quite challenging requirements: large payload and acoustic detection
- Kantar Media leveraged its long expertise in audio watermarking: preserved audio quality, with robustness and co-existence with other watermarks
- Submitted technology also comes with support and expertise of global audience measurement company.

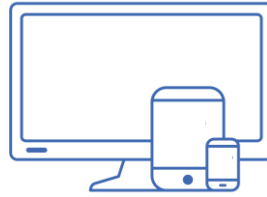
Timeline for Adoption of Standard



2018: Commercial deployment!

LIGHTSPEED

Link ad exposure with
Kantar's Lightspeed
Panel to trigger surveys



Second Screen syncing to deliver
additional content, coupons, quizzes,
based upon content/ad exposure



Asset tracking for
copyright protection



Tracking music played
on streaming services



Cross-Platform
Audience
Measurement



Use your imagination!
Open standards drive
creativity and innovation!

FUTURE

THE WORLD
AUDIENCES
SUMMIT 2017

THANK YOU

