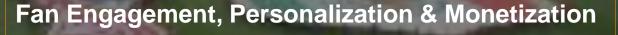
HOW CLOUD-BASED MAMS ENABLE THE LIVE COVERAGE OF THE FUTURE

IAN MCPHERSON
M&E PARTNER ECOSYSTEM LEAD



AWS SERVICES AND PARTNER SOLUTIONS **ENABLE CUSTOMERS TO** RAPIDLY BUILD SCALABLE **LIVE-TO-OTT SPORTS MEDIA** WORKFLOWS, AS WELL AS MORE IMMERSIVE, **INTELLIGENT AND** PERSONALIZED FAN **ENGAGEMENT.**













Record Viewing

10.3M

Concurrent viewers watching Hotstar IPL Cricket match (May 2018)

Increased Subscription

63%

Of sports fans are interested in paying for OTT subscription.

Incremental Viewing

50%

Of fans watched supplemental sports programming

Src: https://www.prnewswire.com/news-releases/usc-annenbergthepostgame-genz-and-younger-millennial-sports-fans-are-driving-fundamental-changes-in-programming-platforms-and-purchasing-300271545.htm https://blog.hotstar.com/re-architecting-apps-for-scale-d4639b91e0c3





Adapting to 21st century fans

Fan Expectations

→ Business Change Needed — How AWS Helps

Live Access

anytime, anywhere



Global Live Delivery

low-latency streaming scaling to viewership



Media Services & CloudFront

enable over-the-top (OTT), broadcast playout, and video workflows

Personalization

customized fan engagement



Connect Directly with Fans

augment experience, tailor viewing, personalize ads



AWS Services

content / data lakes, ML platforms and frameworks. Server-side ad insertion.





AWS WORKS WITH BRANDS AT THE FOREFRONT OF THE SPORTS





































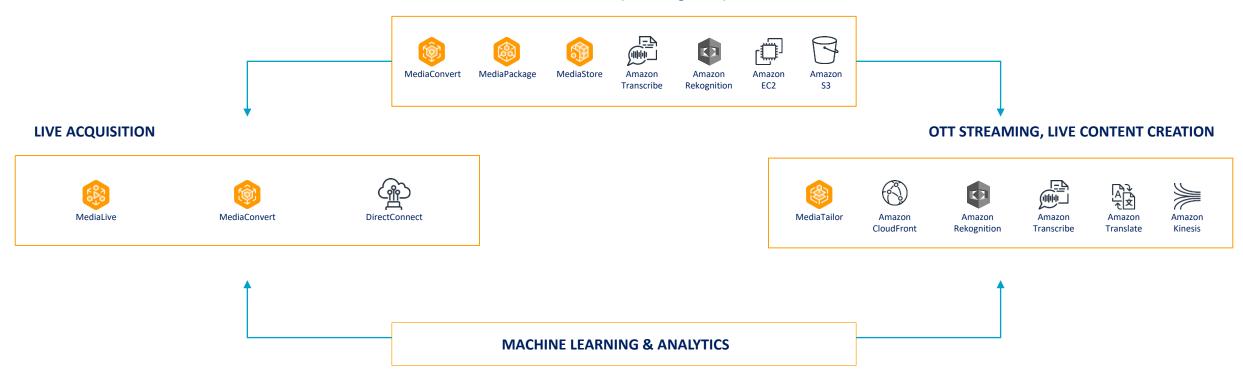






AWS ACROSS SPORTS MEDIA WORKFLOWS

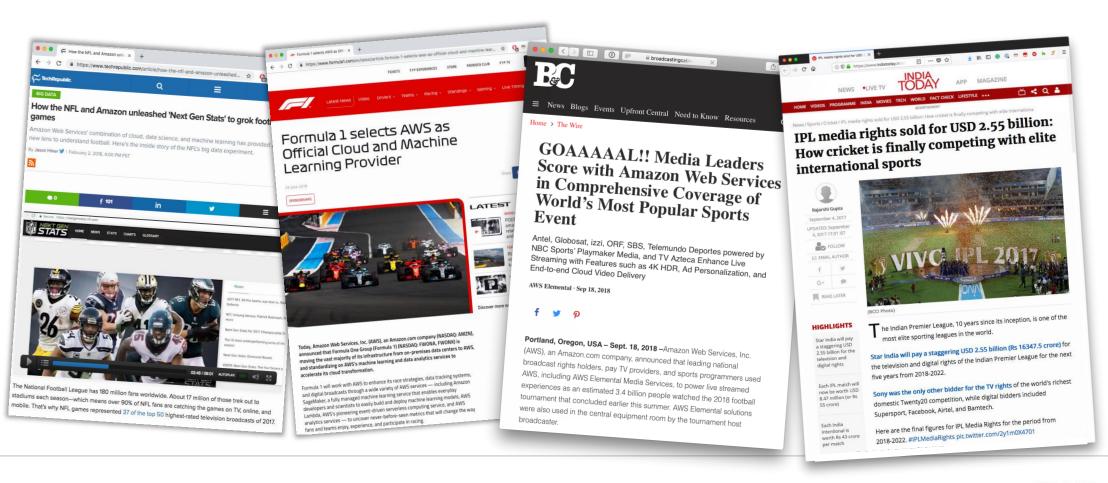
SUPPLY CHAIN (including DAM)







Sports industry already adopting new media workflows

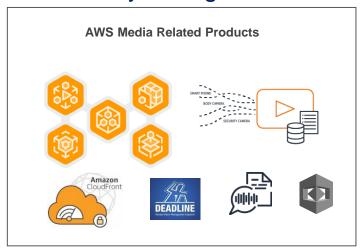




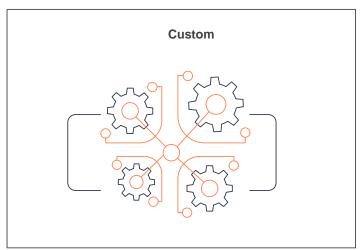


WITH A PLATFORM FLEXIBLE ENOUGH TO SUPPORT A VARIETY OF DEPLOYMENT MODELS

Build media workflows on top of AWS core services using AWS products, leveraging our partner ecosystem, and/or directly through customized solutions



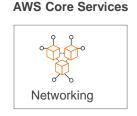


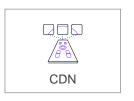


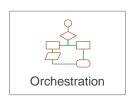










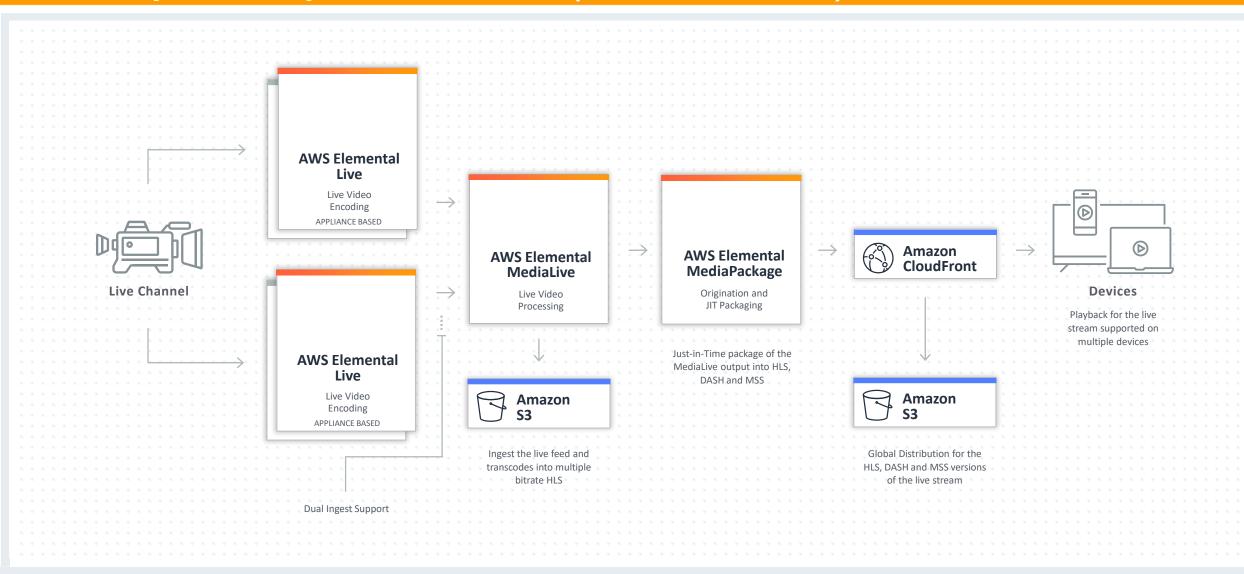








Live Sports Acquisition to OTT (Media Services)







ACCERATING WITH AI/ML SERVICES

Vision Services

Amazon Rekognition Image

Deep learning-based image analysis

Amazon Rekognition Video

Deep learning-based video analysis

Conversational chatbots

Amazon Lex

Build chatbots to engage customers

Learn more »

Language Services

Amazon Comprehend

Discover insights and relationships in text

Learn more »

Amazon Translate

Fluent translation of text

Learn more »

Amazon Transcribe

Automatic speech recognition

Learn more »

Amazon Polly

Natural sounding text to speech

Learn more »





MACHINE LEARNING IMPACTS ON M&E

- Extract metadata from content and make it more valuable to the business
 - Rekognition for Video
 - Transcribe and Comprehend for Audio
 - Pull out Celebrities, actors, objects, scenes, transitions, sentiment, logos
- Clip generation for personalization and discovery services
 - Using Rekognition Video with people and actions
- Auto Caption generation for supply chain efficiences
 - Using Transcribe on audio
 - Using Translate for different languages





Live Clipping at the World Cup

The Objective:

"The Men's World Cup is the single biggest event in sports," said Dustin Myers, Fox Sports SVP of Production Operations, at a recent industry panel discussion in New York City. "We had to shoot live video in Russia, send it to Los Angeles to edit, and get it back to Russia in minutes for playback in the studio shows."

Powered by the AWS Partner Network



3,794 views | May 21, 2018, 7:00 am

FOX Sports Pulling Out All The Technology Stops For The FIFA World Cup

Maury Brown Contributor ①

SportsMoney

20+ Yr Sports Biz Reporter, National Baseball Writer, BBWAA Member



FOX Sports will be building a special studio in Red Square for the 2018 FIFA Men's World Cup. FOX SPORTS

When it was announced that FOX Sports had paid \$425 million for the 2018 and 2022 FIFA World Cup, questions circulated as to whether the network could get a return on the investment. It's a huge gamble that remains unanswered, especially after Team USA's Men's team was eliminated in October by Trinidad and Tobago.





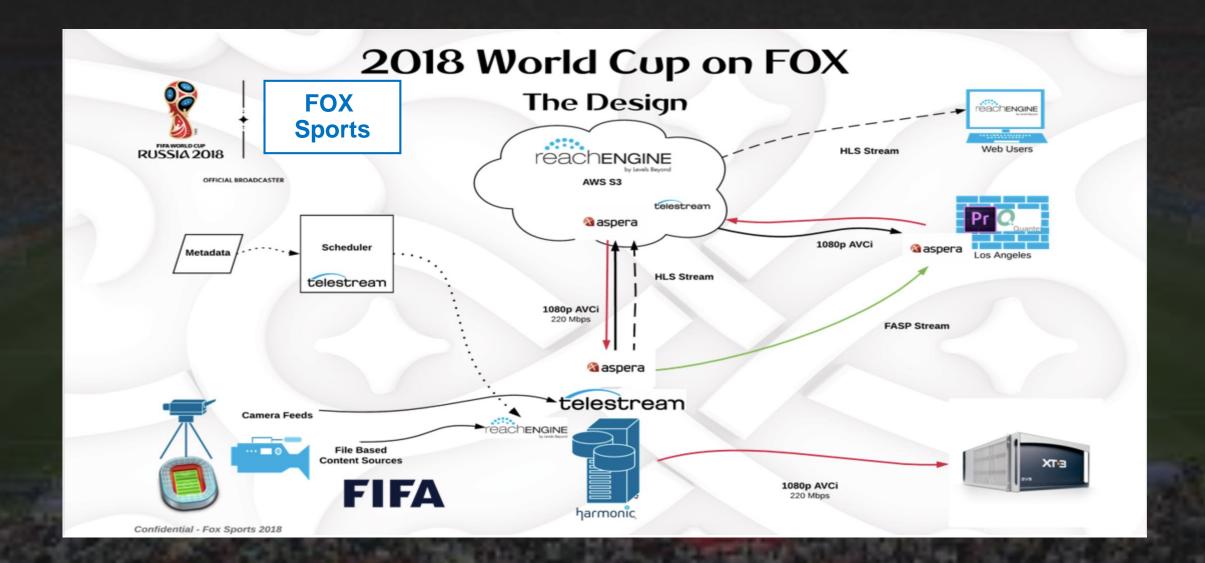


Why the Cloud?

The Requirements:

- 384 people for editing (FOX editing and production support) in the Pico facility
- Supported SKY production in London as well
- Facilitate collaboration, dynamic editing, social media,
 without sending all those people and equipment to Russia

Fox Live Clipping Architecture



2018 World Cup Broadcast-By the Numbers...

- 1.9 PB of content total
- Nearly 2,000 live feeds
- 29,000 clips
- 22,600 assets
- 1,300 show elements
- 10 stadiums
- 32 sites
- 64 matches
- 3 media locations (Red Square, onsite operation at the IBC, post in L.A.)
- 66 concurrent feeds at peak bursting into AWS
- 127 TB live processing concurrently
- 348 editors working remotely off the cloud



"The process of sending video from Russia to L.A. and back in edited form was seamless thanks to all the tech companies participating, and represents a giant leap in sharing live events with audiences halfway across the planet within moments of the action taking place,"

-Art Raymond CEO-Levels Beyond

Thank You

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