



ANGLATECNIC

FINGERCLOUD ACCESSIBILITY CONTENT MANAGER (ACM)

ACM is a cloud-based application for the management and processing of access services for the media such as **Subtitles for the Deaf or Hard-of-hearing (SDH)**, **open subtitles**, **spoken subtitles**, **audio description** and **sign language**.



Cloud-based



Full access services



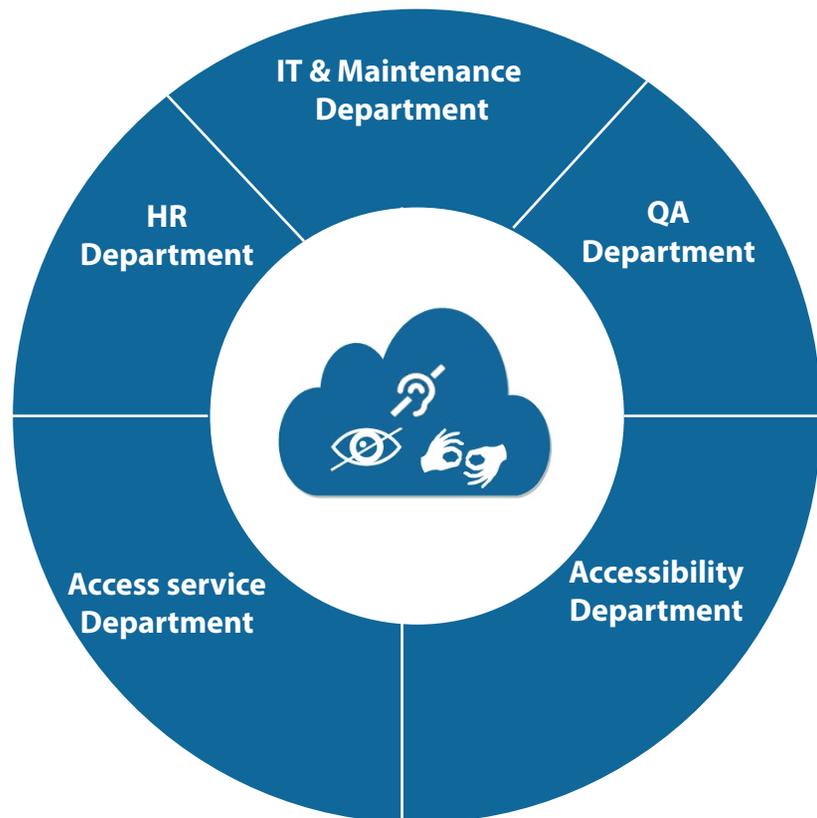
Full inter-connections



Multi-language support



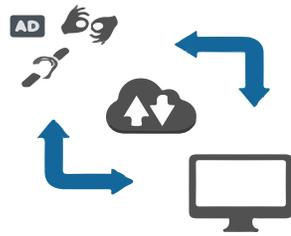
Immersive content



STAKEHOLDERS

ACM OBJECTIVES

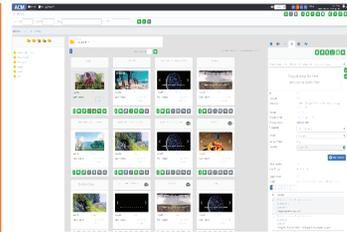
Management of access service production workflow and cataloguing



- Assign the production of access service files to producers (usually an external service provider or professional).
- Send a Low Quality video file and additional data to the producer so they can carry out the access service production.
- Receive the access service files from the producers and verifying that they are correct for broadcasting or publication.
- Feedback to the producers when corrections are required.
- Catalogue the verified files for when they are required by the programmes for broadcasting or publication.

CONTENT MANAGEMENT

User interface used by the broadcaster to manage the production of access service files and their cataloguing

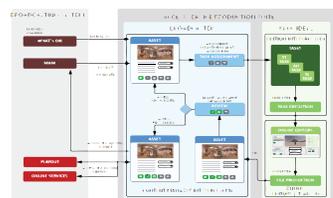


- Grid or list view of Assets. An asset corresponds to a programme and contains all metadata and files (video, audio, access service files in different languages, etc).
- Folder tree for hierarchal cataloguing but also possibility to work only with metadata cataloguing.
- Direct access to Online Editors for previewing or verification purposes.
- Bin to store unwanted assets with possibility to restore them later or delete them forever.
- File view where access service files are listed and used mostly for file verification purposes. QA department can change file status to Verified or Rejected.
- Assignment of access service production tasks to registered subtitlers, audio describers or signers (producers), view their work and communicate with them.

Import and export main access service file formats for broadcasters: EBU N19 .STL, .SBM, .PAC, .RAC, .890, .SRT, WebVTT, TTML (IMSC), EBU-TT(D), .SBT, NAR, .AD, ADPT (TTML2), ESEF, .BWAV, WebVTT, audio

ENGINES & INTERCONNECTIONS

Automatic background processes whom events and status can be monitored from the System Management



- Engines that are required during the production workflow such as Transcoding engine, Tasks engine, QA engine, Notification engine, AD
- Mixing engine, Publication engine and Billing engine. Web-Services with secured OAUTH2 authentication for external system's queries (JSON-based).
- Interconnect with the Broadcaster's systems such as MAM, Fingertext and other publication systems, ERP system, etc.

SYSTEM MANAGEMENT

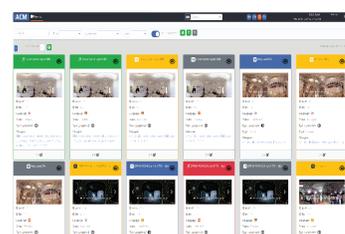
The interface used by the broadcaster for administrative, configuration and maintenance issues



- User management for controlled access and user data such as working languages, skills, environments in case the user is a producer.
- Profile management with various access levels for different purposes and specific tree branches (folders).
- Management of different language locales for multilanguage working.
- System settings such as system variables, notifications and numerations.
- Queues and status of the processes that run in the background (engines). System logs for troubleshooting purposes and incidence occurrence.

EDITOR INTERFACE

User interface for the access service producers (service providers or freelancers) with direct access to the Online Editors



- List of production tasks assigned to the logged-in producer
- Colours to show the task status: Pending (grey), In progress (yellow), Completed (blue), Verified (green) and Rejected (red).
- Direct access from each task to the corresponding Online Editors for subtitles, audio description and sign language. The LQ video and data from the broadcaster is delivered to the Editor for the production.
- Toggle button for changing task status to Completed and therefore notifying broadcaster for verification. Feedback algorithm to view and reply to feedback.