

Architecture and Requirements for Web-based S gnage Player – Emergency Profile

<Status & Future Plan>

October 2015 Sung Hei Kim, Wook Hyun





Current draft

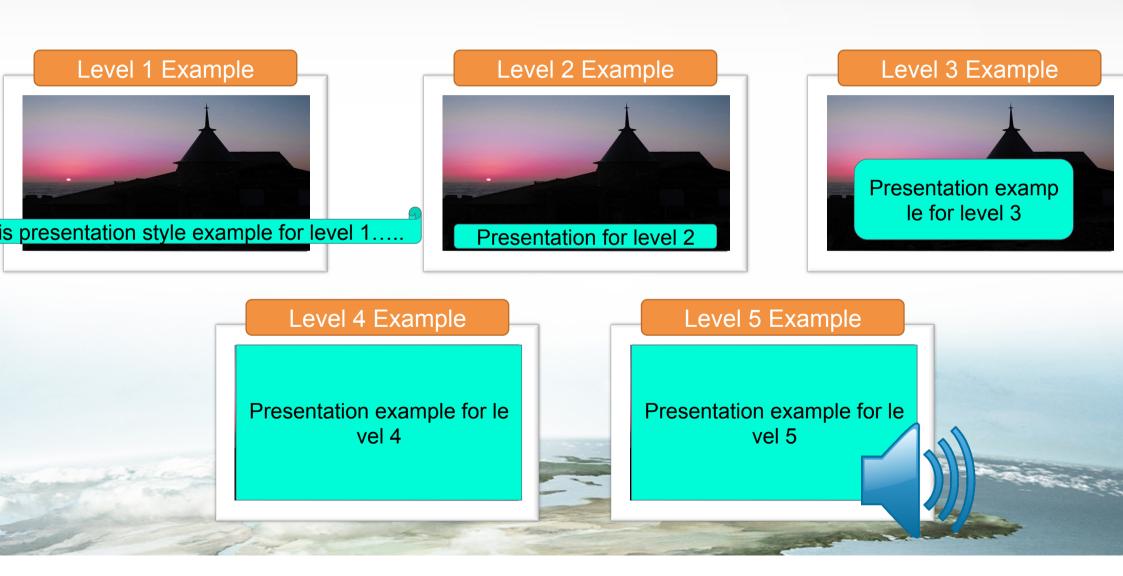
- Architecture
- Requirements
- Presentation styles according to severity level
- Use cases



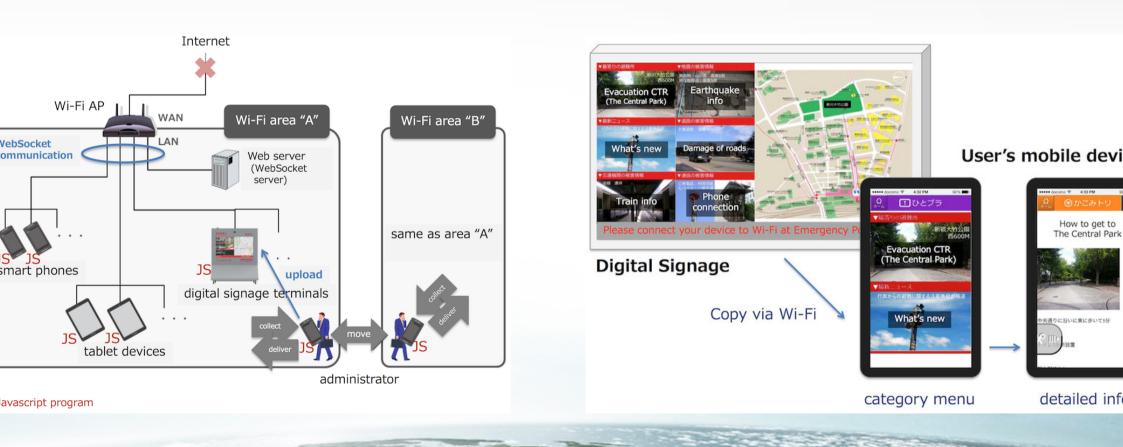
Requirements

- Classification of severity level for presentation
 - Displayed differently according to the seriousness and urgency.
 - · Information: weather, news
 - · Minor alarm: disaster on neighboring area
 - · Major alarm: earthquake, tsunami, fire
 - Not classify actual type of emergency (national regulatory issue)
- Exchanging emergency information
 - Describe how emergency information can be received by DSS using web technology.
 - WebSocket or HTTP PUSH
 - Collaborate with mobile devices through local network, if available. [UC1]
 - Upload emergency information from user's devices, during lost connection with CS. [UC1]
 - Provide detailed information to user's devices; display method in fetching information. [UC1]
- Presentation of emergency information
 - How to display the emergency information using web technology.
 - Various methods: ticker box, small window pop-up, full screen display with warning alarm, etc.

Presentation styles according to severity I evel

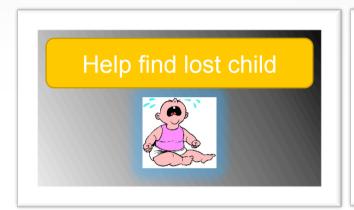


UC1: Sharing emergency information with users' devices



UC2: AMBER (Alerts or a Child Abduction Emergencies)

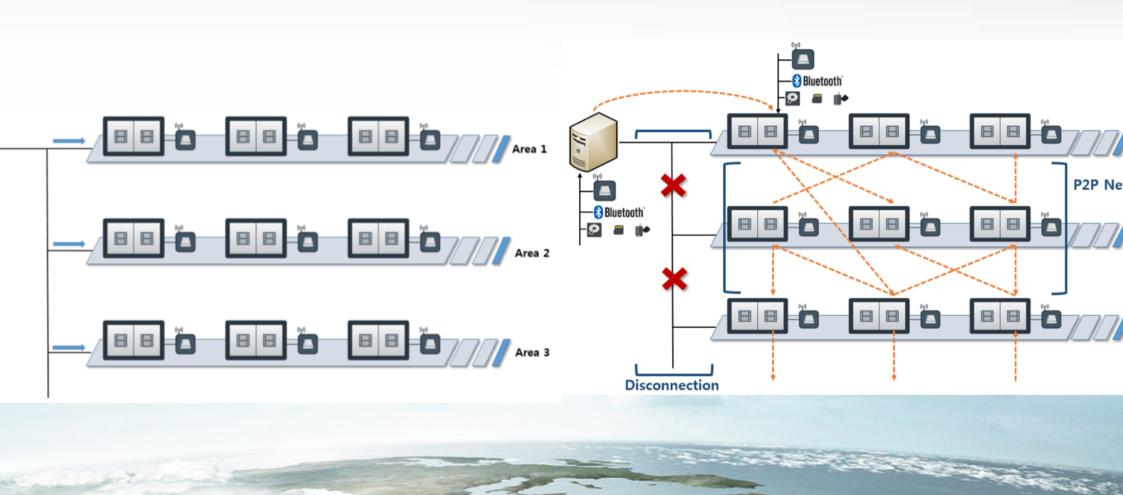
TBD







UC3: Sharing emergency information for effective distribution





Future Plan

- Define CCS style for severity level
- Define more use cases.
- Define requirements from the use cases
- Harmonized with other SDO
 - ITU-T H.DS-CASF: Digital signage: Common alerting service framework
 - ITU-T HSTP.DS-DISR: Digital signage: Requirements of disaster information s ervices
 - ITU-T X.1303 : Common alerting protocol (CAP 1.1)
 - ITU-T X.1303bis: Common Alerting Protocol Version 1.2 (OASIS standard)
 - → Need to harmonize these recommendations in the Web perspectives

