

## Solution Overview

# OpenMedia and DigaSystem

## Integrated seamless Radio News Production

The integration of ANNOVA's OpenMedia Newsroom Computer System (NCS) into the DigaSystem® CMS and On-Air environments improves editorial collaboration in news planning, scheduling, production and playout at radio stations. The rich feature set for synchronizing content between the two systems is completed with powerful tools for audio recording and editing and leverages existing enterprise environment.



### Solution Components

The DAVID components of this solution include the DigaSystem CMS with supporting end-user applications for audio recording and editing. On-Air automation is provided by DAVID's Broadcast Server System (BCS).

### Audio Editing for Journalists

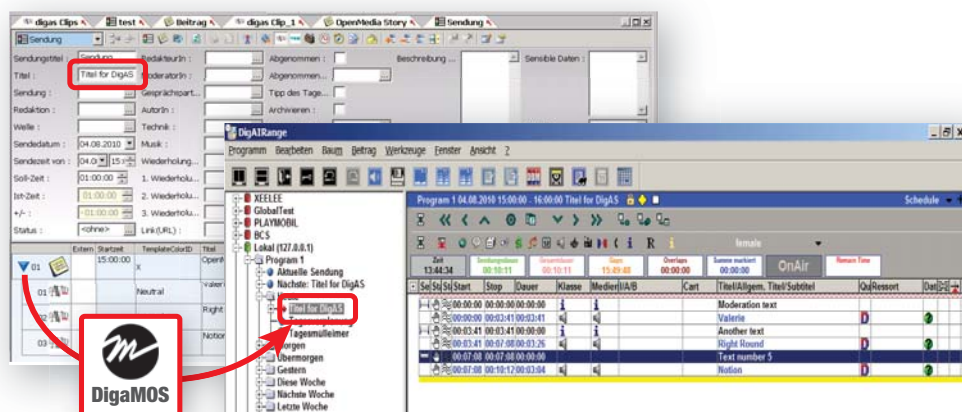
DAVID offers various audio editors designed to meet the needs of journalists in news production, from a light-weight version (SingleTrack Editor) that makes assembling routine content a snap, to the full-featured MultiTrack Editor for sophisticated multi-track productions. Audio recording capabilities are provided by DAVID's MultiCoder application.

### Database Manager

The DigaSystem is a flexible CMS for broadcast. It employs outstanding, Radio-optimized features and an intuitive database backend. Content can be accessed at any time from any workstation and from any location in the world using the Database Manager (DBM), a first-class desktop tool offering quick searching and easy access to content and metadata. Comprehensive metadata management ensures that the required information is found quickly and reliably.

### On-Air Automation

Playout is enabled by DAVID's Broadcast Server System (BCS) including TurboPlayer for automated or manual playout, BUS for file management and DigAIRange for scheduling. BCS is a highly flexible and central broadcasting service offering powerful interfaces as well as secure redundancy concepts. For security reasons, production and playout environments are separated, thus preventing files being changed or deleted by operations during playout. Like all DigaSystem applications, the BCS features a modular and scalable architecture.



### Harmonized Solution

Radio journalists can cover their entire story production workflow, starting with the planning and development of stories in OpenMedia and research (browse/pre-listen) of content managed in DigaSystem. Media objects can be selected from the DigaSystem database and are then aligned with stories prepared in OpenMedia. Rundown lists of the available stories are subsequently sent from OpenMedia to DAVID's Broadcast Server System (BCS) and harmonized with the DigAIRange Radio broadcast scheduling tool for playout. During all workflow steps, metadata are kept in sync between both systems.

### Built on Industry Standards

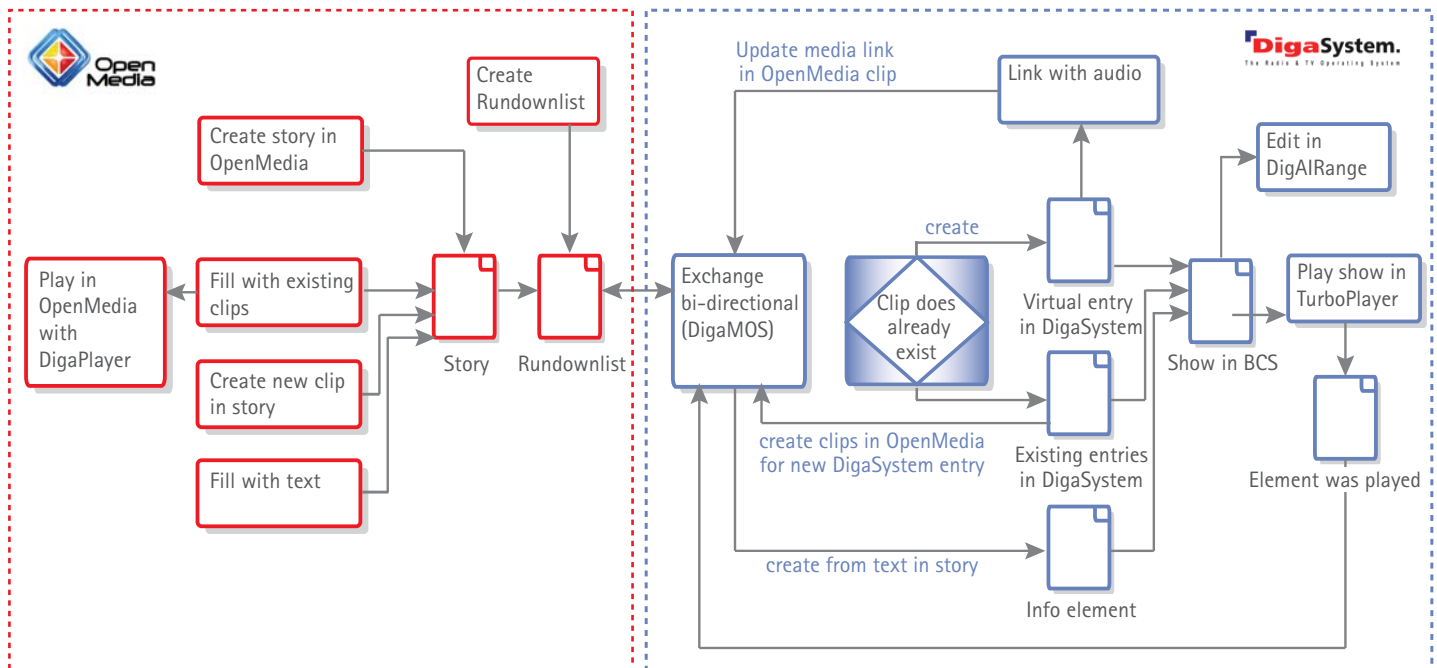
Interoperability between DigaSystem and OpenMedia is enabled by the Media Object Server Communications Protocol (MOS version 2.8) and implemented via DAVID's DigaMOS application. Using the MOS standard, provides customers with a very flexible and scalable solution which can easily be expanded as MOS evolves.

### A Powerful Combination

This integration can help accelerating and simplifying workflows from story conception all the way to broadcast and broadband / web distribution. DigaSystem becomes an integral platform in news production and Tri-Media distribution. Where proprietary islands of applications are bottlenecks and hinder acceleration, DigaSystem is building the foundation for smooth and faster collaboration of all departments involved in broadcasting.

## Solution Overview

## OpenMedia and DigaSystem - Workflow



### Planning

All long-term planning of stories happens in OpenMedia, either idea-based or event-based. The EventCalendar in OpenMedia is a powerful events diary with coverage planning capabilities.

The user can easily identify, locate and access all relevant data related to a particular event. Event / story items can automatically be inserted from agency sources or manually entered and enriched with links to external resources like Google maps or Wikipedia articles.

### Production

#### Create story placeholder

- Creation of an audio placeholder in the context of an OpenMedia StoryBin
- New virtual entry in DigaSystem including meta-data for a unique association between the elements in the two systems

#### Research media

- Research of DigaSystem content and associated metadata in OpenMedia GUI – easy & transparent to user
- Optional use of DigaSystem Database Manager client for more complex research

#### Pre-listen content

- Once selected, playback of an item with an embedded media player providing essential pre-listen capabilities
- Access of metadata via the same player on a different tab

#### Review & Approval of final payout item

- Stories already prepared for payout can get checked and approved
- After approval, the final rundown is ready for broadcasting

### Playout

#### Scheduling of rundown

- After scheduling in OpenMedia, a rundown for a specific date and time will be handed over and then played back in DAVID's BCS system (specifically, with the TurboPlayer)
- BCS system ensures that the actual broadcast happens at the planned time

#### Alignment of OpenMedia story placeholders with DigaSystem content items

- OpenMedia is able to create story placeholders which will then be synchronized with virtual entries in DigaSystem
- Media objects added to the virtual entries in DigaSystem will next be aligned with OpenMedia

#### (Auto-) Replacement of content items in rundown lists (e.g. using Music Rotation)

- Individual or multiple items can be manually replaced with other items
- Automatic replacements can happen based on predefined rules, for example coming from a 3rd-party Music Rotation system.

#### Last-minute changes of content (Carts / Jingles)

- Elements can be changed or replaced in Turbo Player and DigAIRange until seconds before broadcast
- BCS system will notice any changes and react to them by creating new links; elements „closest to broadcast“ will get priority

#### On-Air Broadcast

- Schedules are delivered to TurboPlayer, an adjustable number of elements or shows get preloaded to make sure that they are playable, even if the network connection breaks away
- Playout can be done in Automatic, LiveAssist or Passive Mode

#### Controlling (logging, royalty calculation)

- Several export modules are available for BUS to create overviews and to publish them on the Internet
- There is a special task to count the number of plays of an element and write them into a database field.

#### Production-Archiving

- XML data is stored in a tree format; the folders year, month, date can be accessed through DigAIRange – all the show structures are kept available