CEDIA and the Digital Home

Gordon van Zuiden Founder, cyberManor IEEE Santa Clara Valley Consumer Electronics Society September 23, 2008





Seminar Overview

- Electronic Home Entertainment and Control Basics
- Infrastructure Requirements
- Control Devices
- Copyright/Digital Rights Management (DRM)
- Case Study



Real-Life Scenario













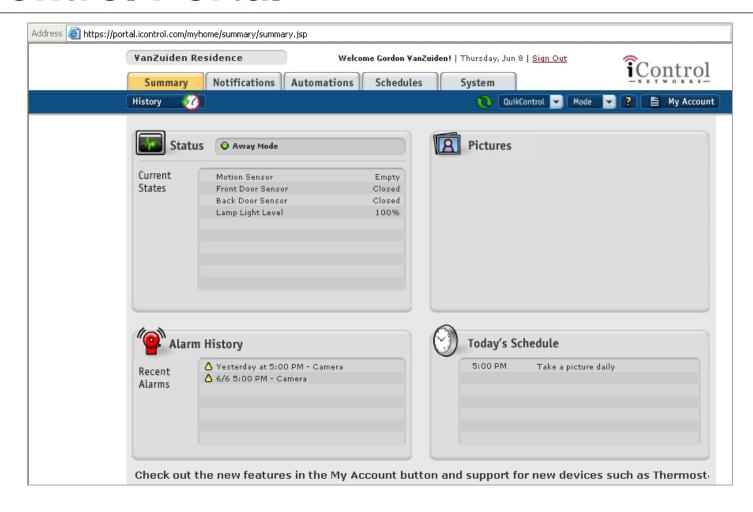


Home Irrigation Control



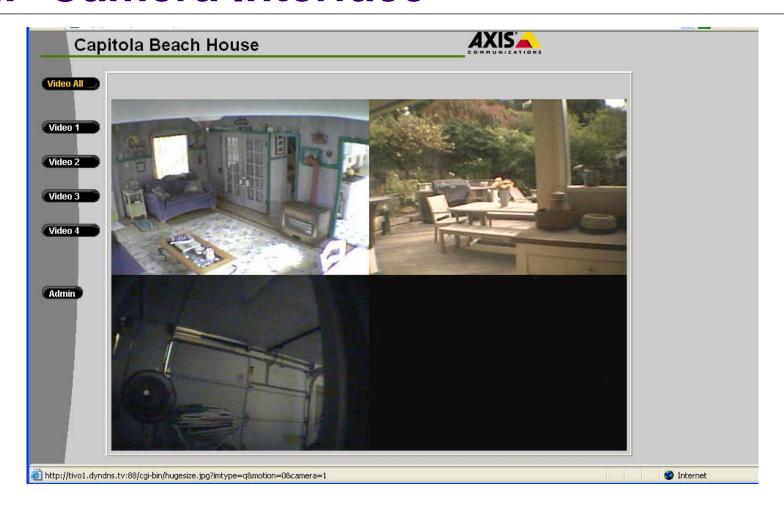


iControl Portal



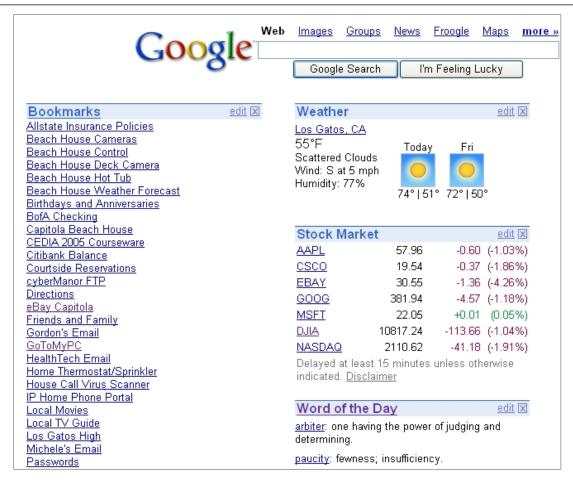


IP Camera Interface



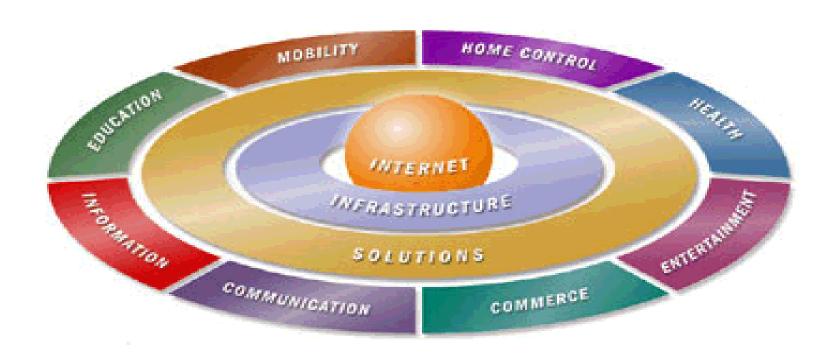


Google Portal



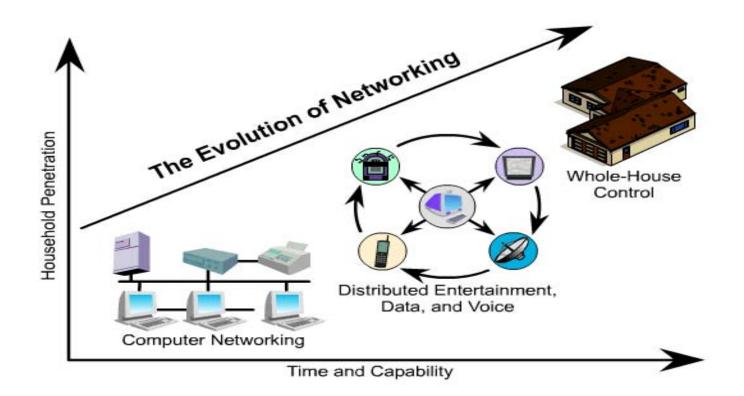


Applications That Fuel Home Networking Demand





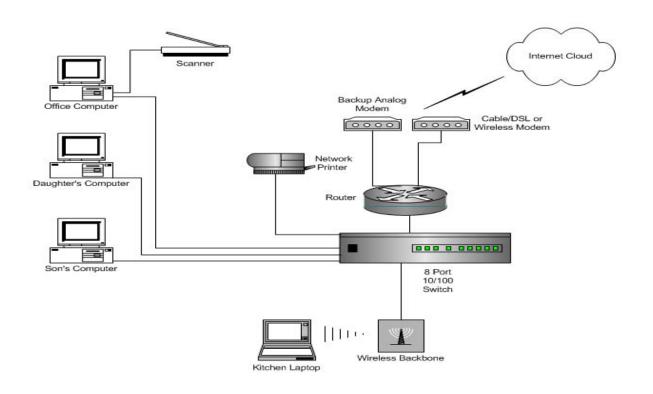
Evolution of A/V/Data Solutions





Yesterday's Basic Home Network

circa 2002





The Digital Media "Big Bang"



Music



(F.8)



Personal Computers



Physical Media



Digital Satellite/Cable TV

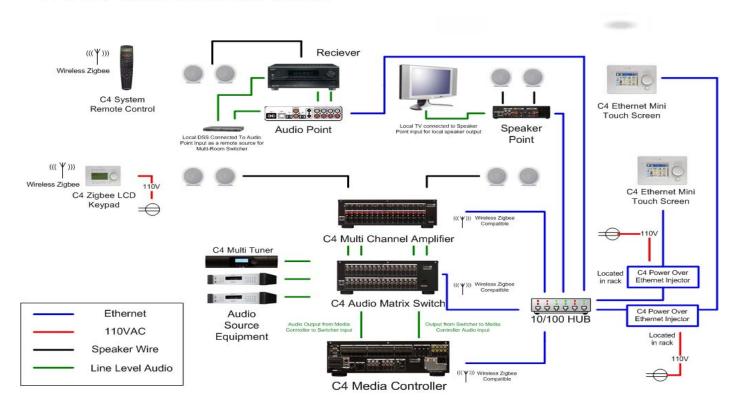


Internet Movie Services



IP-Wired Audio Network

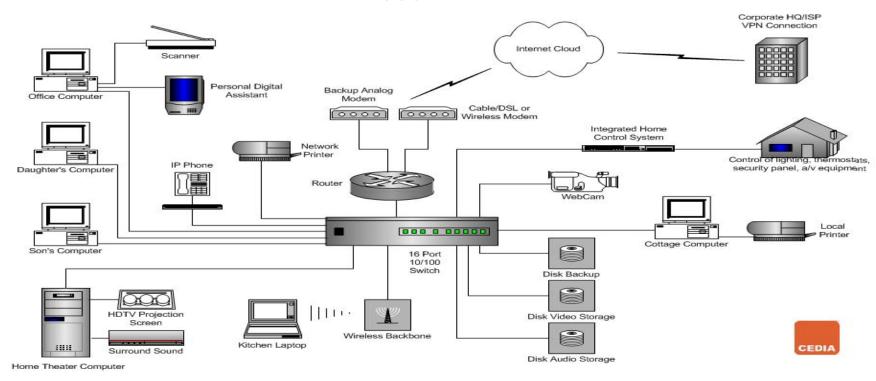
Wired Distributed Audio





Today's Integrated IP-Based Home Network

circa 2008





Entry Level A/V Receivers (<\$350)













Mid-level Network Media Servers (\$1K - \$5K)









High-End Media Servers (> \$5K)









Control Devices

- Universal handheld button-based or touchscreen remote controls
- In-wall button or touch-screen controls
- On-screen displays controllable by a handheld remote
- Personal Digital Assistants/Web-enabled phones



Computer or PDA/iPhone User Interface







In-Wall Touch-screen User Interface

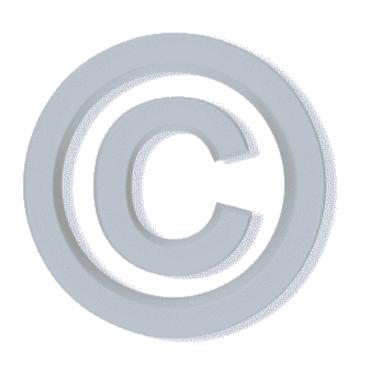


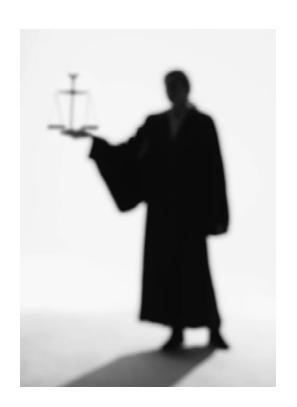






Copyright







Key Concepts

- There are multiple audio and video formats being used today. Devices must be capable of decoding the ones being used.
- Digital Rights Management and Copyright issues will become major issues as more and more people are using digital content.

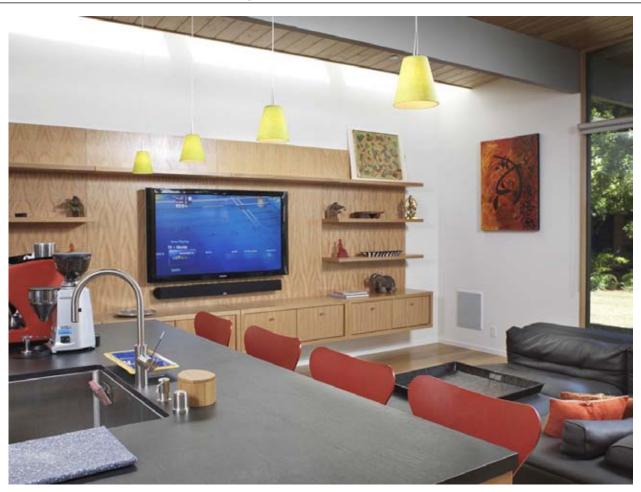


Microsoft Ultimate Installation Winner





Family Room TV





Touchscreen Computer in the Kitchen





TV in the Master Bathroom





Thermostat Farm and Wall Keypads





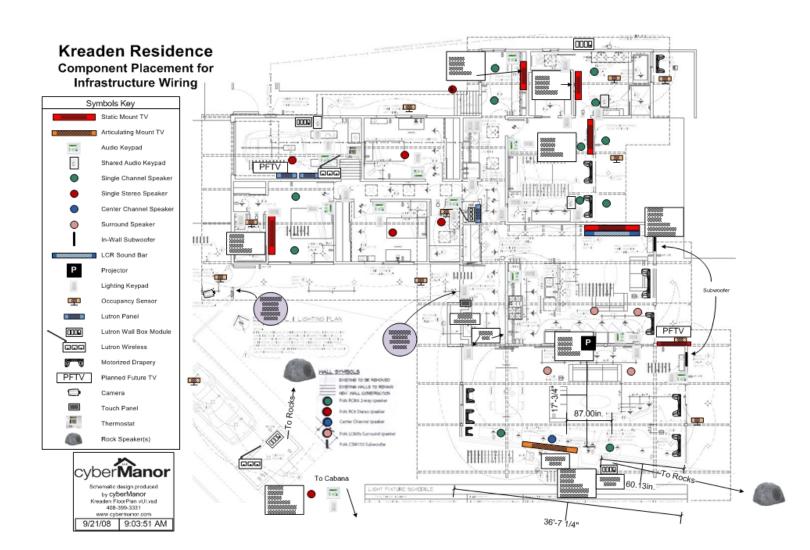


Equipment Rack – Front and Rear



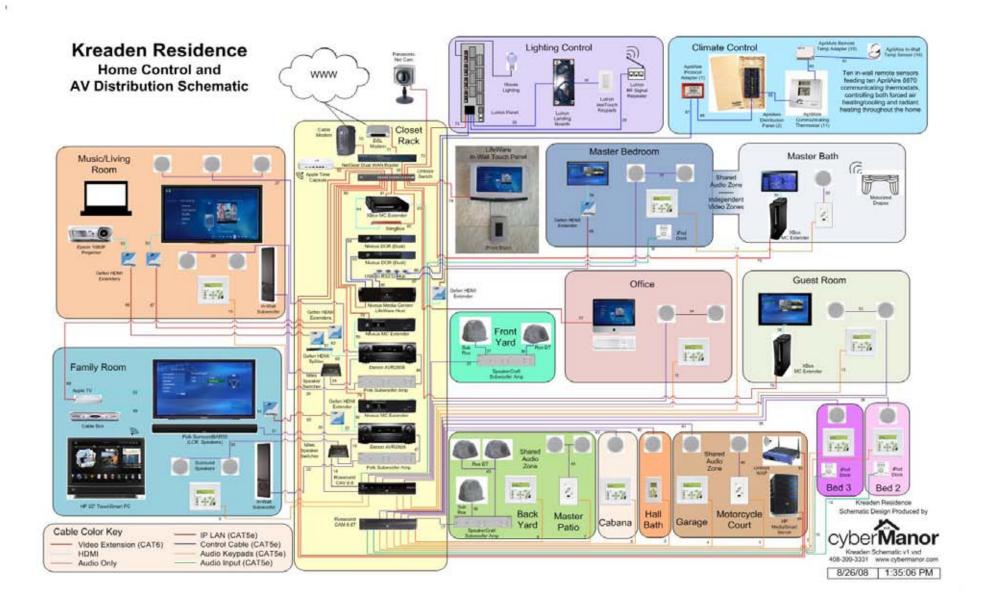






Kreaden Low Voltage Floorplan





Key Concepts

- A true electronic home will allow all electronic devices in the user's environment to communicate seamlessly.
- Digital audio/video solutions allow one device to serve content to many zones in the home.
- Home electronic entertainment is a growing market.
- The switch is the central concept in any electronic home.



Questions and Answers



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