Multimedia is more than large scale content analysis; the problem space is large.

- What about applications for rehabilitation, care for the elderly, monitoring for health, telepresence?

- What should we do to diversify the space of papers that analyze transport media and create new applications?
In a recent study, Duncan Watts showed influential links on Twitter came only from about 10,000 accounts.

In what ways will 1 to 1 or small secretarial constraint or simplify authoring in a manner "acceptable" to the community?

-Ayman

Some people are always more deserving of attention than others.
Other Questions

MBone, VIC, VAV, RTP, RTCP, ST-II, were the right technologies for real-time interactive/distributed conferencing applications. Why aren't they part of Skype and other current conferencing?

Neither MBone nor IP Multicast have/will make it, even with IPv6. Service providers refuse to put the needed functionality in their routers. It was obvious soon after the MBone effort; that it will not become a mass-technology.

RTCP is used quite a bit in many commercial applications, with or without RTP.
Are we supposed not to be ahead of products and worldwide hype? So that our ideas get picked up?

Sometimes our ideas get Betamax'ed.

If we're always ahead of products, then we're the goose that lays the golden eggs, and we should move from public to private sector to get much higher salary.
I think about it a lot. I think it has made our minds constantly strive for stimulation kind of like a audio-visual sensory addiction. I don’t have any thoughts or conclusions though, as to why this is bad. I think it might even make us smarter. More brain stimulation = better.
I agree with Ramesh provoking remark.

Are we as a Community worried about what the user is interested in or what can lead to a paper?

VINCENT ORIA

Just look at what behaviours are rewarded. Is "Joe User" on our tenure committees?
Do we only have influence on the real world if we coin the name that makes a thing famous?

Can you image HTTP streaming without RLM ACM MM 97 (see also LYNX)
+ lively Progress Streaming, ACM MM 2001?
Q1: Nowadays, the multimedia industry is booming and represents a successful and important market. What do you think were the game-changing contributions over the last 20 years? 
prosperous markets?
WHAT DO WE, THIS
COMMUNITY, MEAN BY
MULTIMEDIA TODAY?

multiple sources of data? maybe.
There is a clear ACM definition that indeed mentions these
multiple sources of data. However, I have the impression it currently
still is heavily image-biased...
Audience Question

What is "multimedia" now compared to what it was 20 years ago?

→ Are distributions of some media components different?
→ How should this distribution of components change in next 20 years?

See 1st Q on the opposing row by the MSRA guy.
Q2: What were the missed opportunities that we as a research community did not see coming?
Q3: What results were you surprised to see get over-weighted attention, resources, and mind-share from academic and industrial community?
The 20th anniversary is a great time to be reflective about failures and successes and what can we take forward as a recommendation? For example, regarding industry relevance, what do you see industry role to help this community be relevant? What do you need from YouTube?

Paul Watson, Google/Youtube

Open APIs so we can develop new ideas.

Maybe bring back the experimental comment search? :)  

Raynor Vliegendhart, Delft University of Technology
Q3

What were results were you surprised to see get overwhelmingly attention resources and mind share from academic and industrial communities?
What results do you think would gain attention but did not gain any from the academic or industry
Q4: (at the end)

What can we learn from the various past insights we gained?

What do you see to come in your area in the future?
Other Questions:

There were numerous important synchronisation results early 90s. Why do we still have problems with synchronisation of multithread?
Audience Question:

What is the biggest disappointment you had about a research topic that did not lead anywhere?

A good idea left untested. Kind of a regret.
Some young researchers have brilliant ideas, but lack the ability to present them well. A lot of interesting ideas go undiscovered.

I STRONGLY agree with this idea. There exists 'true topic session' in ACM MM, however, it is still quite hard to 'publish' my own idea in major conferences. (ACM MM, ICME, ISMIR, ...) Most of the accepted papers just improve performance, compared with previously published, and hard to 'convince' idea to 'seniors' in most conference. — Bayxy Jinn Hau,

Apply some "arts" into your presentation. "Hook" your audience. If you can't convey your idea in an interesting way, chances are your audience gonna "snoozing" through your presentation. Perhaps ask some artists or entertainment media folks for advice?
Is multimedia or social media able to mitigate this problem in any way?
Other Questions:

When Berkeley Multimedia Seminar was established, the setup and management of multimedia recording was extensive. A lot of research went into simplifying of multimedia.
recordings in seminars, lectures. Despite the results, automation is still eluding the community.

Why?
Q3: What results, do you think, would gain attention, but did not get any from the academia/industry community?
Should we (the academic community) focus more on advertising our work better to the industry and protecting ideas more aggressively in order to make a bigger impact on the industry?

Yes

But how?

No. Good ideas will be implemented.
As distinguished researchers in multimedia, we heard a lot on the pitfalls of academia. What advice do you have on fixing it? What have you done on your own to solve it?
There is the notion that meta
data leads to organizational
problems, not academic ones.

What do you think?

Especially for the more retrieval-oriented among us, this category of
organizational problems implicitly causes academic problems. At least,
oisy metadata risks shakier ground truths if we just treat them "as is."
Which new topics in multimedia did we lose in the last 20 years? Did that go on to become separate communities?

Do they do things better than we?

Yes. (HCI / PDUI community)
Q2

What were the missed opportunities that we as a research community did not see coming?

Using social media for community discussion, apparently. This paper doesn't even have a like button.
8. We should not be biased on Big data.
- Big data is important for understanding global sentiments/events. Key issue is how to use it to uncover the truth.
- Small and Local data are for personal.
- Both have their roles, and we should be open to both. - Chua Teck Seng
Does the panel believe that this research community is equipped and willing to take use of multimedia forward?

Content is only valuable to people, but people don't seem to be considered enough.
We discuss too much about apply, but we should focus on fundamental topics. What are the fundamental topics that we should focus on to bring us forward?

I cannot read your question. Neither do I.

Let me try interpret your question:

We discuss too much about apply, but we should focus on fundamental topics. What are the fundamental topics that we should focus on to bring us forward?

That's the best my brain can interpret in a minute. So please PRINT your words instead. My biological OCR failed apparently.
Multimedia is still not the main stream in many companies. This might be because we don't have clear business model for multimedia. And we didn't see many killer apps or products.

Do you have any comments?

— Tao Mei
Microsoft Research Asia

Yes, see
From: Yong Rui, MSR Asia

- A lot of good progress in the past 20 years
- But if we want to do even better, we need to think about how to position our community
  -> Are we more on the "basic" "pure" research?
     If so, let's define our theoretical foundations
  -> Are we more on the "applied" research?
     If so, let's make sure we will create the next YouTube & Facebook.

I think "Multimedia" is a somewhat old term. It refers, according to my understanding, to the first applications on computers that combined images - audio - video. When the web came along all this became the norm. It's no longer multimedia, it's standard media. So I think the multimedia community needs a "rebranding" and a "redefinition" of its vision and goals.

Nicholas Katrakis
Osaka University
NKATRAKIS@GMAIL.
Ramesh

You said you were not allowed to talk about one of your current start-up. How do you expect somebody to publish at MIT and then do a start-up?

- Prabha, UID

This is common practice. Can't talk about exact focus, but can talk about intellectual area and challenges.

- Ramesh
Very important income for broadcasting corporation including content providers. However, I have one opposite question: do you think people will depend on TV broadcasting like past? I don't think so and people will run out from adv. more and more. — By eong-jun Ham.
What can we learn from the various past insights?

What do you see to come in your area in the future?
On slow progress & reproducibility

The reason for slow progress could be repeated efforts on solving same problem. This happens because most of the works involve lot of parameters & difficult to re-produce the results by a third party. Even if it's possible, it takes lot of effort which is a waste of time.

Should reproducibility be responsibility of the authors? Should authors be forced to upload their code?
It seems that this multimedia conference has a strong focus on still-image and video indexing. What about the others modality of multimedia, such as audio (speech and music)?

Speech has huge conferences, e.g. ICASSP. Commercial (poor) music has its industry conferences too, (Audio Eng. Soc.) Classical music has its conferences and concert series (IRCAM, ICMI).

But so does Image Processing and Computer Vision.

MM should focus on MULT!

I think most audio (including music) guys have moved to other conferences such as ICASSP and ISMIR. However, still most research has been steered from ACM MM and some multimedia-friendly orig. One another reason seems that the traditional perspective common sense, which is audio is 1 dim and seems that the research is over. However, as you know, audio and music have lots of topics! — Byeong-jun Ham.

Music is not just audio! (also see ML/RM workshop on Friday)

— but let's continue the discussion below 😊