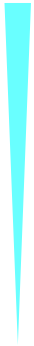


Languages Communicate symbolic experiences

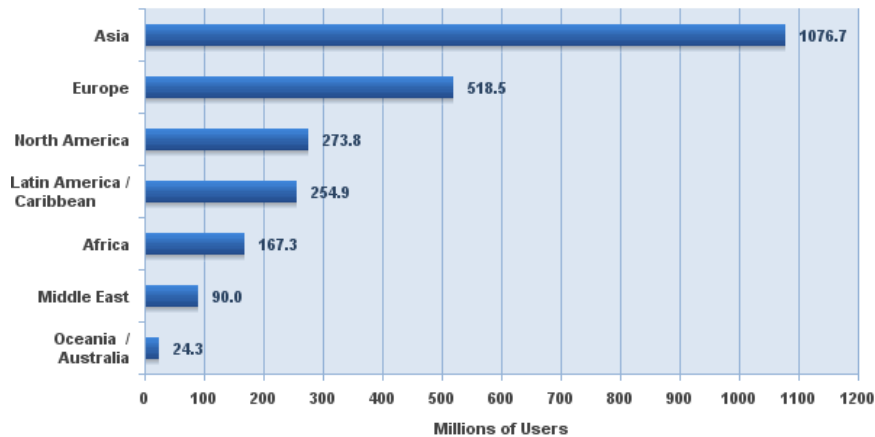
Print 1452 Mass distribution

Digital processing Machine enhancement and processing
Internet Interactive multimedia communication

-
-
-

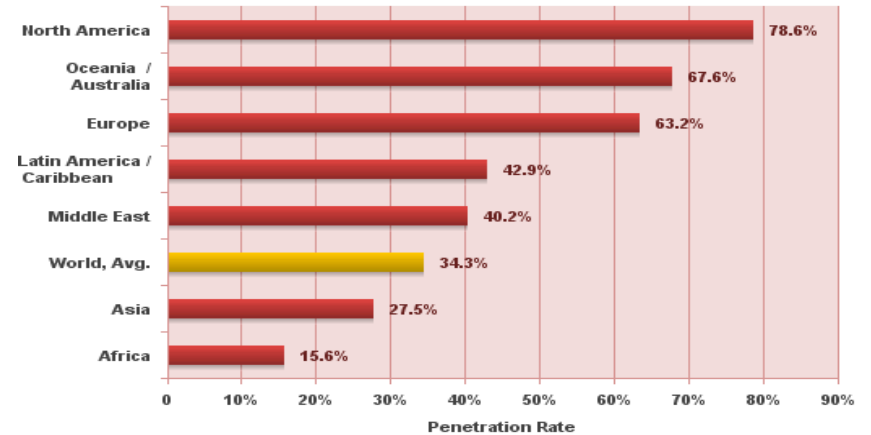


**Internet Users in the World
by Geographic Regions - 2012 Q2**



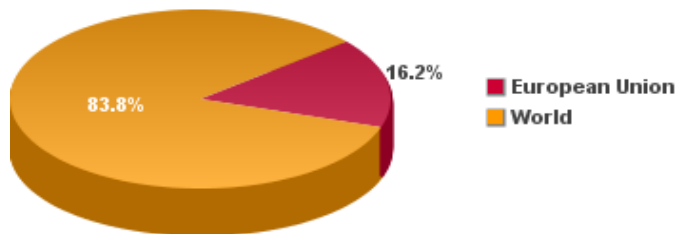
Source: Internet World Stats - www.internetworldstats.com/stats.htm
 2,405,518,376 Internet users estimated for June 30, 2012
 Copyright © 2012, Miniwatts Marketing Group

**World Internet Penetration Rates
by Geographic Regions - 2012 Q2**



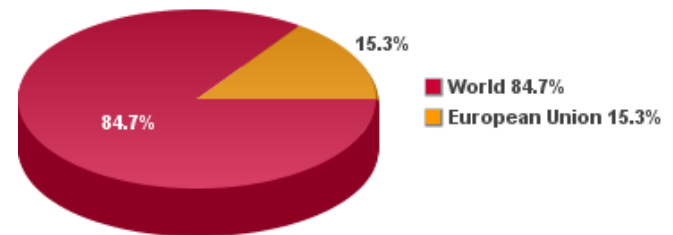
Source: Internet World Stats - www.internetworldstats.com/stats.htm
 Penetration Rates are based on a world population of 7,017,846,922
 and 2,405,518,376 estimated Internet users on June 30, 2012.
 Copyright © 2012, Miniwatts Marketing Group

European Union Internet Users March 31, 2011



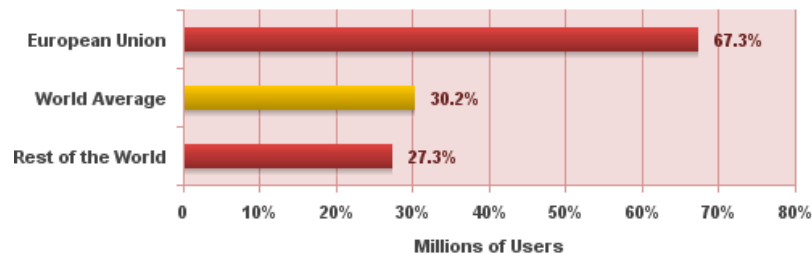
Source: Internet World Stats - www.internetworldstats.com
 338,420,555 estimated EU Internet Users for 2011 Q1
 Copyright © 2011, Miniwatts Marketing Group

European Union Internet Users June 30, 2012

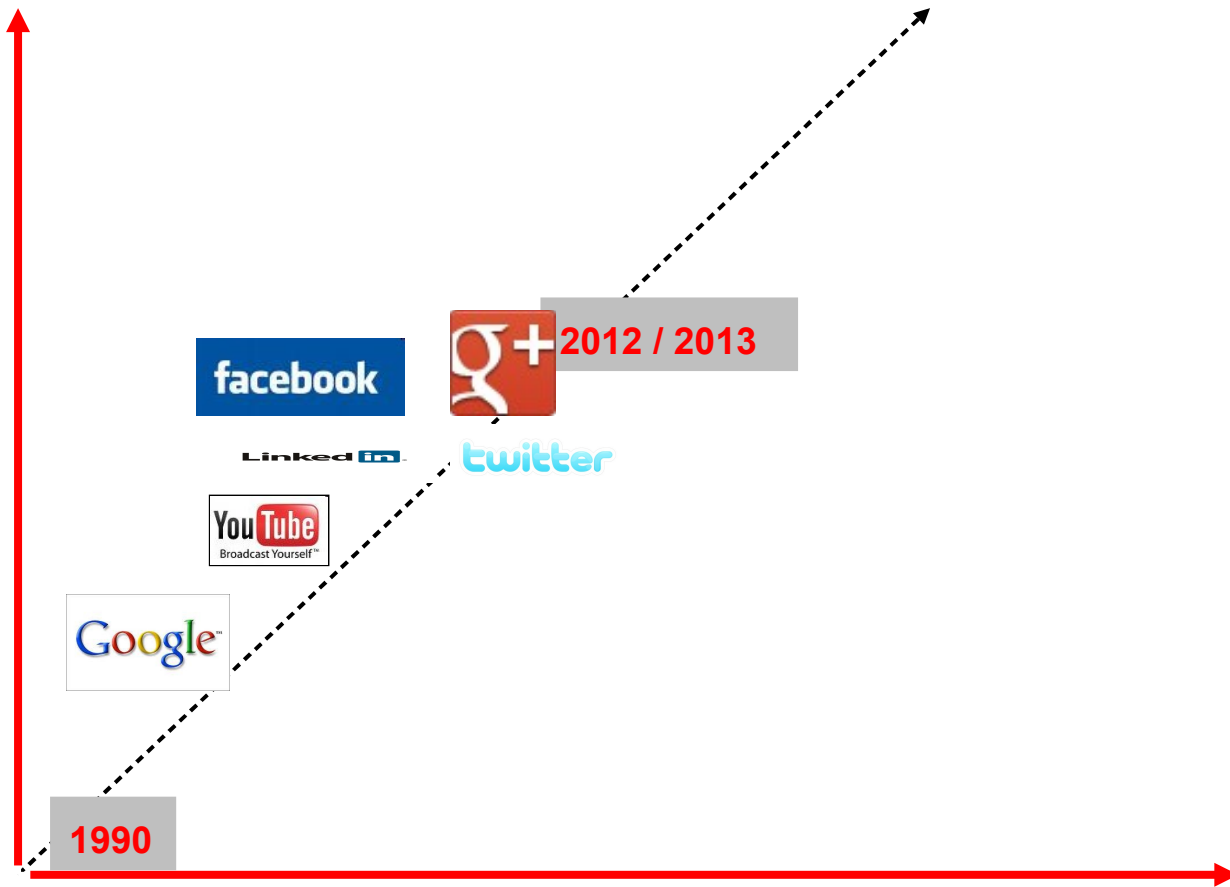


Source: Internet World Stats - www.internetworldstats.com
 368,021,986 Internet Users in the EU on 2012 Q2
 Copyright © 2012, Miniwatts Marketing Group

European Union - Internet Penetration March 31, 2011



Source: Internet World Stats - www.internetworldstats.com
 2,095,006,005 World Internet Users estimated for 2011 Q1
 Copyright © 2011, Miniwatts Marketing Group





Ask Us

All Social statistics

Facebook statistics

Twitter statistics

YouTube statistics

Google+ statistics

LinkedIn statistics

Free Tools

Fake Follower Check

Resources

Regional Reports

Industry Reports

Resource Center

Events

Agencies

Blog

Facebook Twitter YouTube Google+

Fastest Growing Pages

Despegar.com +2 450 796

Coca-Cola +1 891 257

PlayStation +1 282 972

Ben & Jerry's +1 133 695

Windows +1 128 028

Day Week Month

Fastest Decreasing Pages

Nissan -512 082

Hurley Brasil -283 120

Fiat -99 486

Ben & Jerry's -55 771

Lancia -38 412

TOP 100 Facebook Brands

#	Page	PTA	Fans	ER	Score
1.	Coca-Cola	892 375	60 660 823	0.005%	27%
2.	Disney	807 473	42 735 716	0.293%	72%
3.	Red Bull	567 561	36 649 755	0.050%	58%
4.	Converse	257 286	35 525 292	Find in Analytics PRO	
5.	Starbucks	463 918	33 927 954	Find in Analytics PRO	

All Social statistics

Facebook statistics

Twitter statistics

YouTube statistics

Google+ statistics

LinkedIn statistics

Free Tools

Fake Follower Check

Resources

Regional Reports

Industry Reports

Resource Center

Events

Agencies

Facebook Twitter YouTube Google+

Fastest Growing Profiles

BlackBerry +225 983

The Academy +185 726

Starbucks... +183 627

NASA +166 089

PlayStation +147 878

Day Week Month

Fastest Decreasing Profiles

Robert Holzberg -421 511

GOLD BAR... -347 003

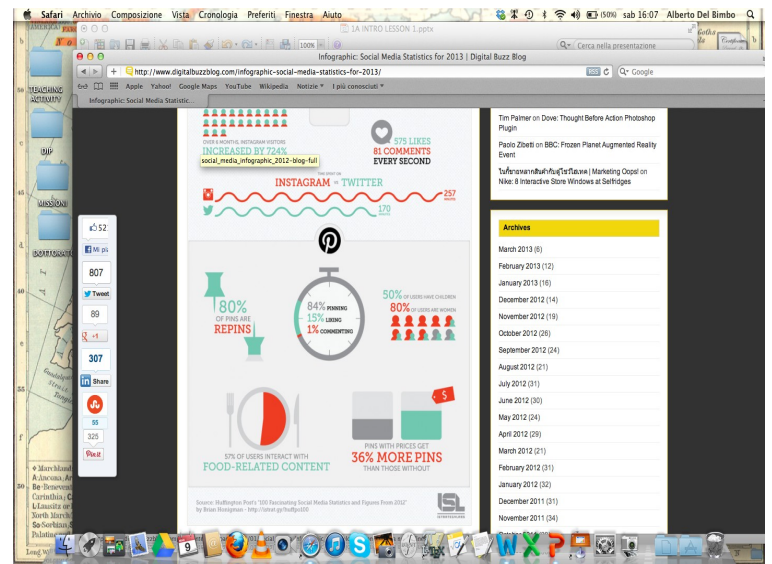
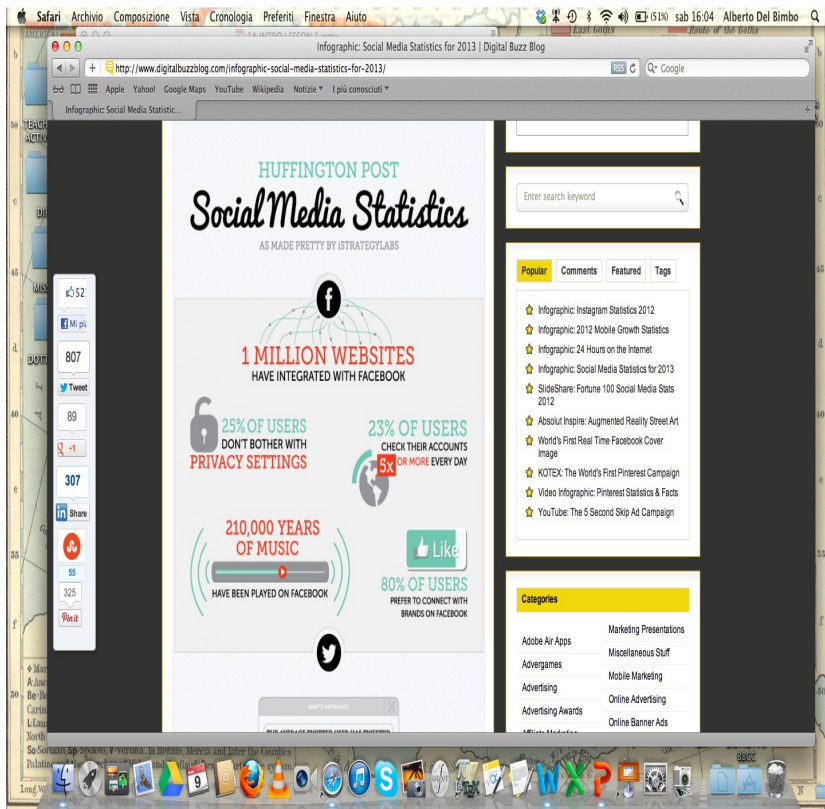
Viper Online... -200 141

Dial4PPI.com -155 569

PSI... -56 647

TOP 100 Twitter Brands

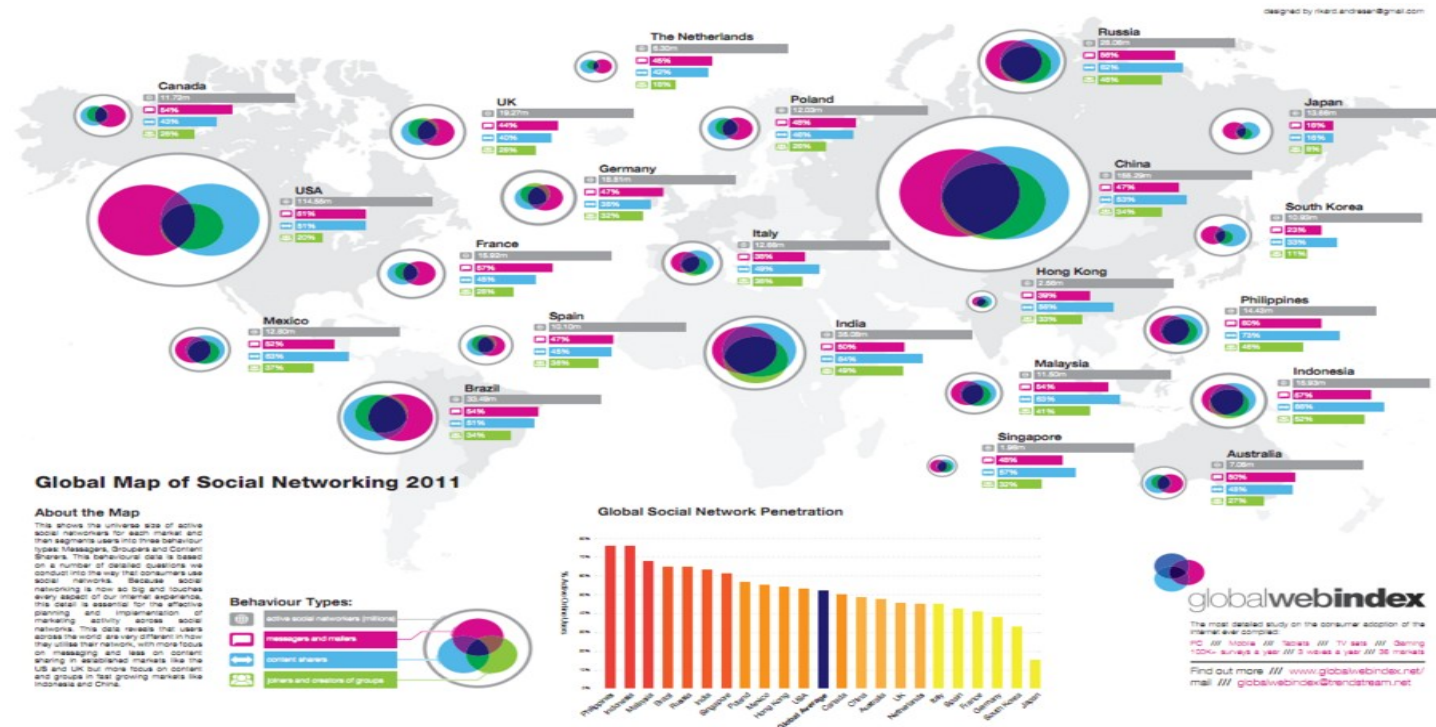
#	Profile	Following	Followers
1.	Samsung Mobile US (@SamsungMobileUS)	18 483	4 266 617
2.	iTunes Music (@iTunesMusic)	11	3 731 132
3.	NASA (@NASA)	193	3 681 809
4.	Claro Ronaldo (@ClaroRonaldo)	628	3 579 162



Message and mail

Content sharing

Creation of groups



Users (millions)
messaging & mailing
content sharing
creating groups

Italy
12.66
38%

49%
36%

France
15.92
57%

45%
28%

UK
19.27
44%

40%
28%

US
114.55
51%

51%
20%

China
155.29
47%

53%
34%

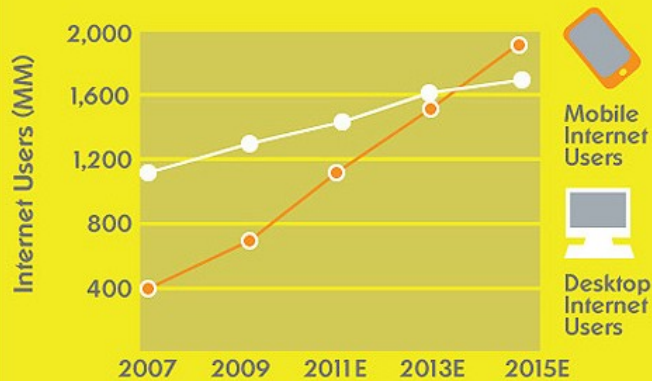
India
35.08
50%

64%
49%

-
-
-
- China India

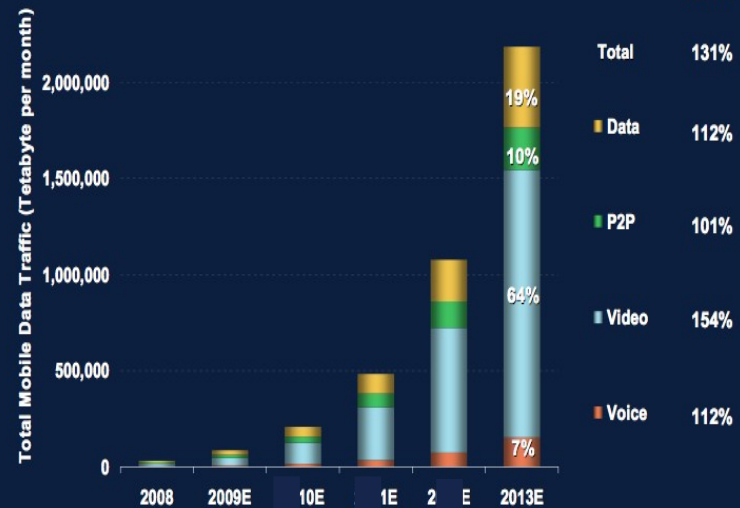
By 2014, mobile internet should take over desktop internet usage

Global Mobile vs. Desktop Internet User Projection, 2007 - 2015E



Global Mobile Data Traffic, by Type
2008 - 2013E

2008-2013E
CAGR





- Mobile devices account for 8.49% of global website hits.

PC's
75%

25%
MOBILES

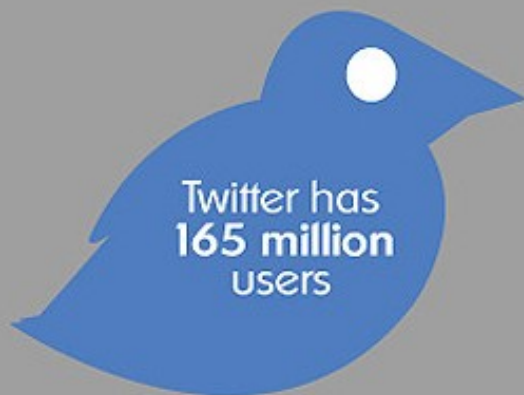
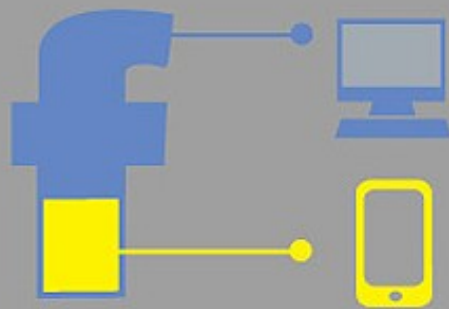


Over 300,000 apps have been developed in the past 3 years. Apps have been downloaded 10.9 billion times.

300,000

📱 What is the state of social & mobile marketing?

Over 1/3
of Facebook's
600 million+
user base uses
**Facebook
Mobile**



Twitter has
165 million
users

50% of them use
Twitter Mobile





FAN10 YOUR TAKE ON SPORTS

How Fan10 Works Join Now Login

Home Sports Teams Fun & Games Meet People Feed Deals

BEST OF THE WEB
React to the best sports news from around the Web. Submit > Hotlinks > Articles

1 MLB | 10 hrs ago **SCOOPED BY**
Thanks for the Memories: Philadelphia Phillies Release Second Baseman Luis Castillo
Go to source: (www.phillybust.com) **1** Last Comment: http://www.sasovogue.com

1 NFL | 11 hrs ago **SCOOPED BY**
Chad Pennington tears his ACL playing basketball
Go to source: (profootballzone.com) **REACT NOW**

1 MLB | 11 hrs ago **SCOOPED BY**
It's opening day and Albert Pujols has already set another MLB record
Go to source: (rumorsanddrants.com) **REACT NOW**

2 NFL | 10 hrs ago **SCOOPED BY**
PETA Doesn't Want To See Michael Vick On The Madden 2012 Cover
Go to source: (balljunkie.com) **6** Last Comment: good one peta, I think just...

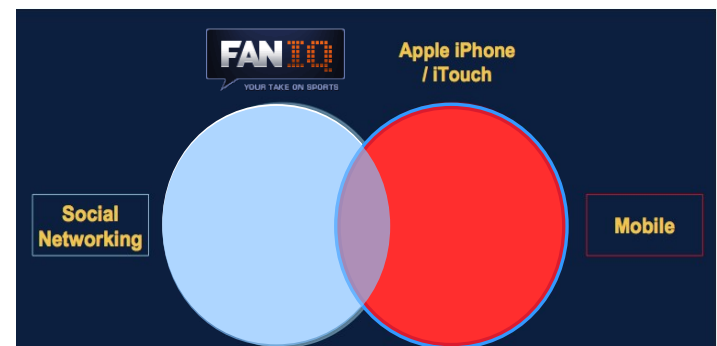
1 NBA | 10 hrs ago **SCOOPED BY**
Dominique Wilkins attacked by fan
Go to source: (www.msn.com) **5** Last Comment: http://www.sasovogue.com

FUN & GAMES 12,798,192+ Games Played
24/7 competition

PLAY NEVER-ENDING TRIVIA > more
The first ever WNBA game was played between which two teams?
 New York v. LA
Seattle v. Portland
Utah v. Houston
Detroit v. Chicago

PREDICT THE SCORE > more
Earn Points! Predict 33 games today
NBA NHL NCAABB Soccer

TAKE A QUIZ > more
 NBA: Coach of the Year: RED AUERBACH TROPHY S1
TAKE IT



Paypal expects to see \$7 billion in mobile payment volume in 2012.

WHAT DO CONSUMERS USE THEIR MOBILE PHONES FOR?

Japanese consumers are still more advanced in mobile behavior, using web, apps, email and more. US and Europeans text and play games more. The most popular mobile web destinations are news, weather reports, social networking, search information, and maps.



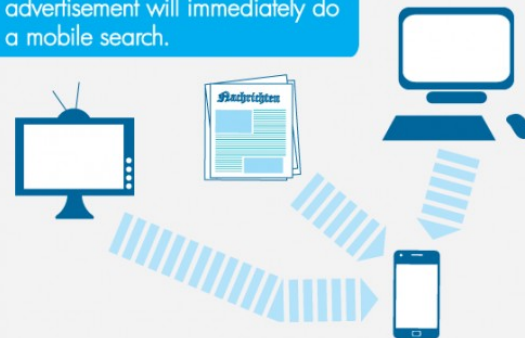
US consumers prefer mobile browsers for banking, travel, shopping, local info, news, video, sports and blogs. US mobile users prefer apps for games, social media, maps, and music.

US consumers prefer mobile browsers for banking, travel, shopping, local info, news, video, sports and blogs. US mobile users prefer apps for games, social media, maps, and music.



Mobile searches have quadrupled in the last year. For many items, 1 in 7 searches is now sent from a mobile device.

71% of smartphone users that see a captivating TV, press, or mobile advertisement will immediately do a mobile search.







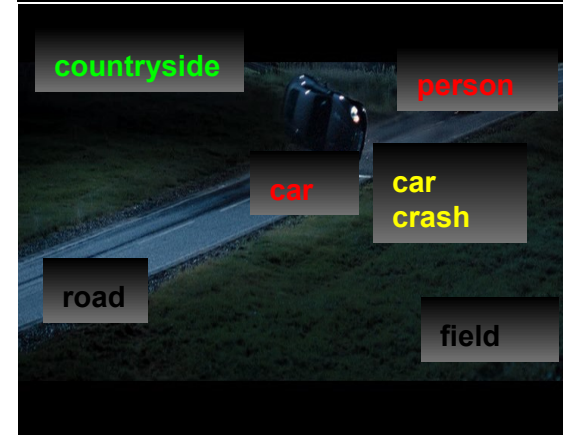
Objects:
cars, glasses,
people, etc...

Actions:
drinking, running, door
exit, car enter, etc...

constraints

Scene categories:
indoor, outdoor, street
scene, etc...

Geometry:
Street, wall, field, stair,
etc...



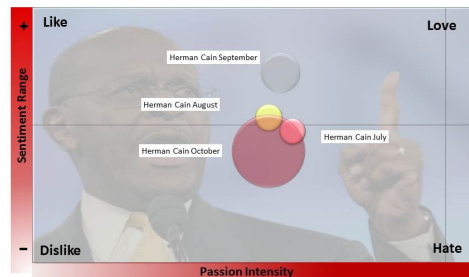
•

Snoek et al, TRECVID 04-11

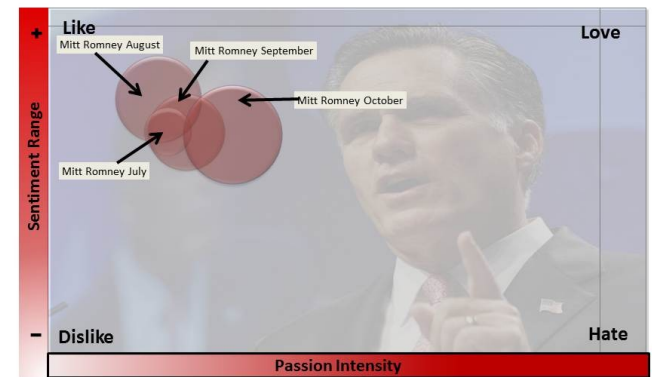


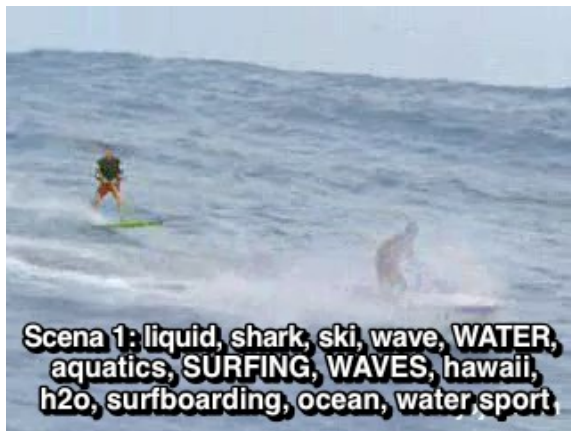
Are we making progress?

Herman Cain Brand Passion – 7/1/11 thru 10/27/11



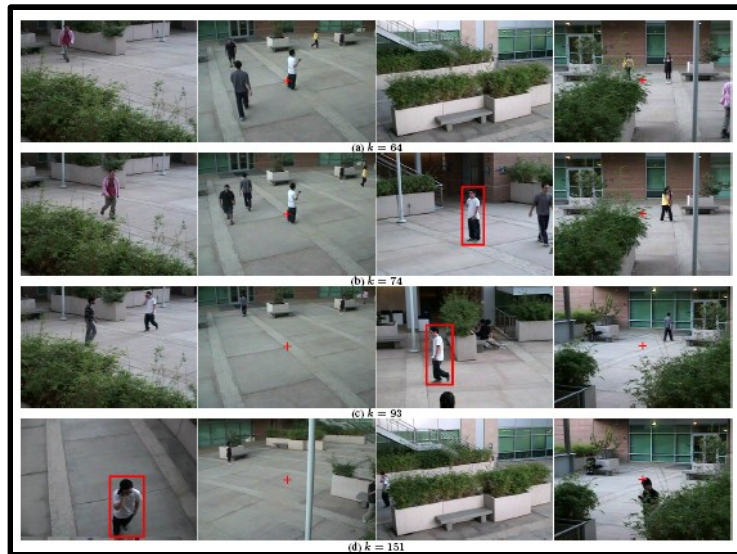
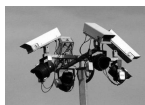
Mitt Romney Brand Passion – 7/1/11 thru 10/27/11





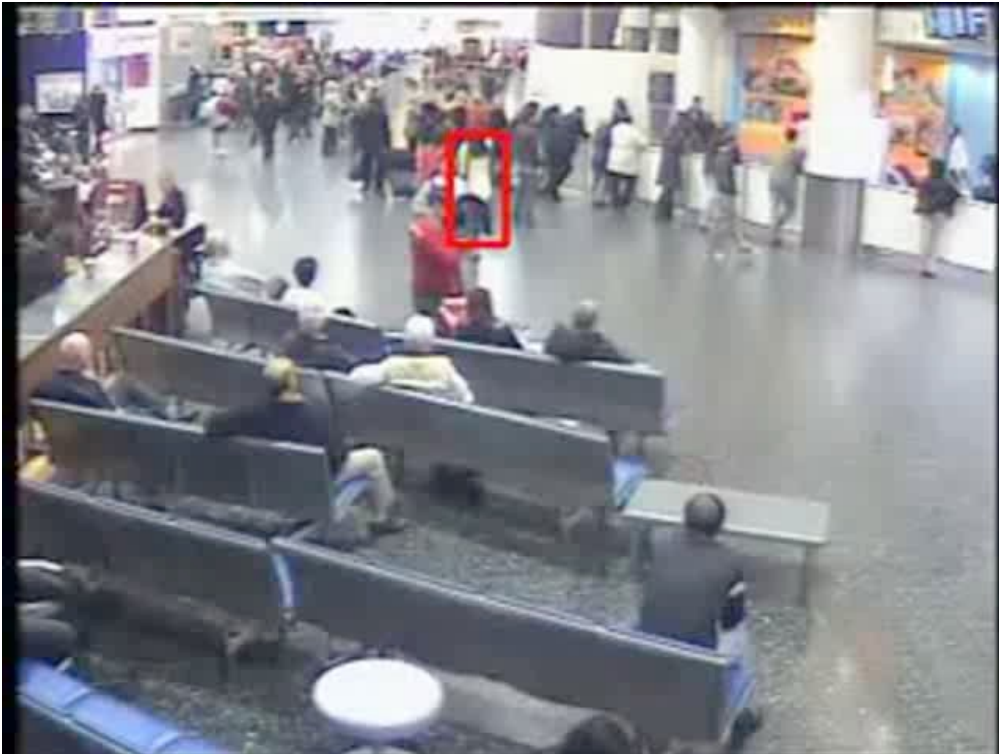
•

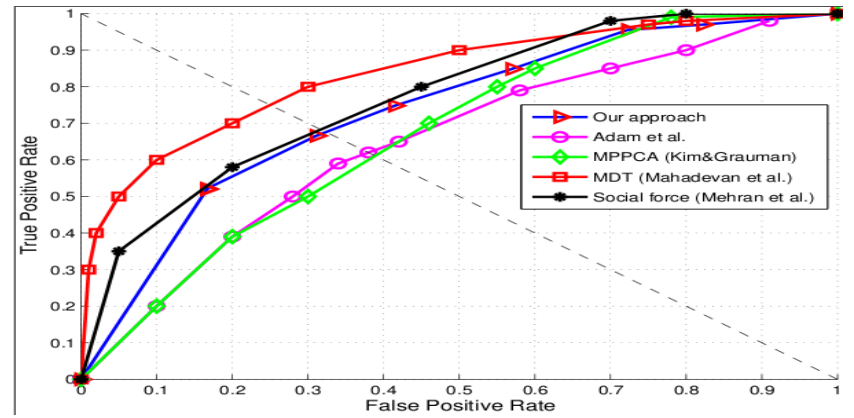
•



•







•

•

•

•

•

•

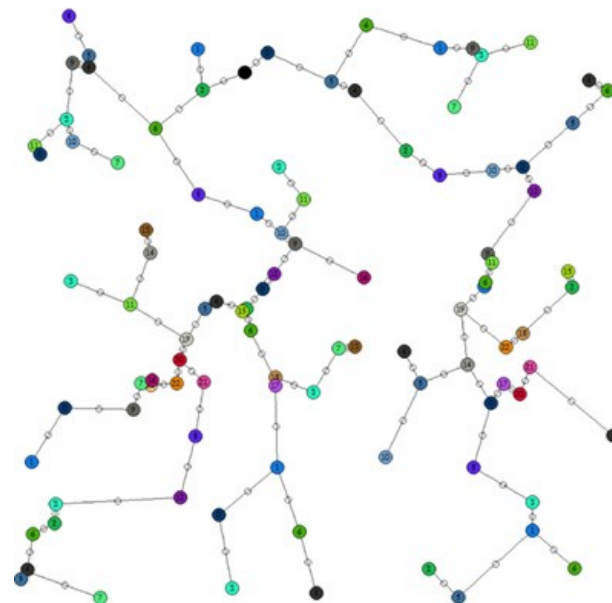
•

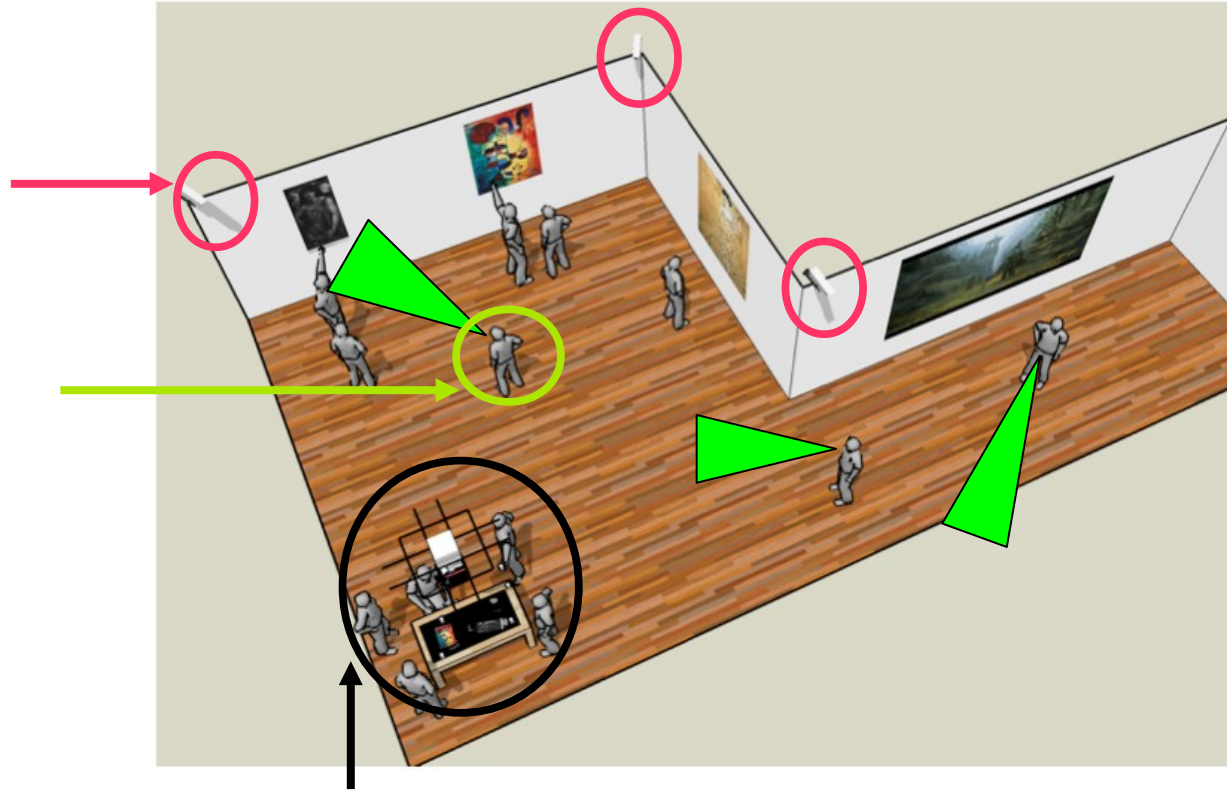
•

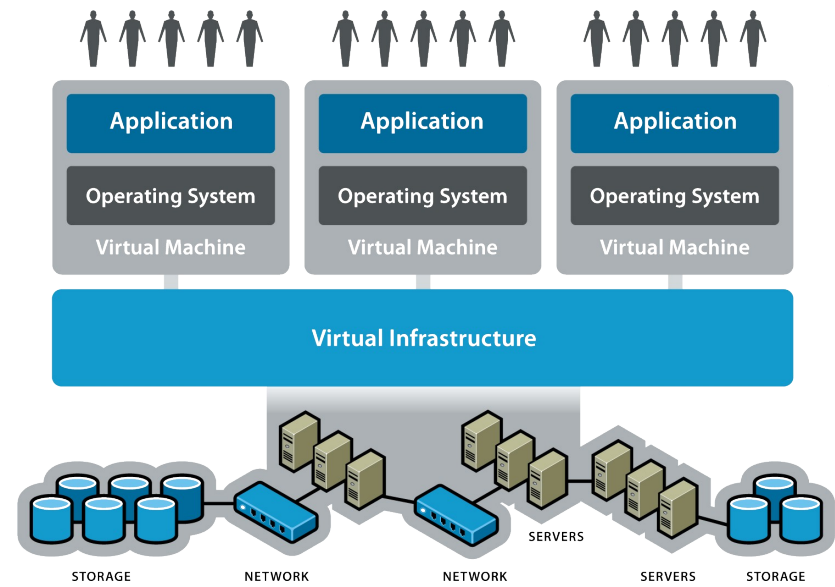
•

•

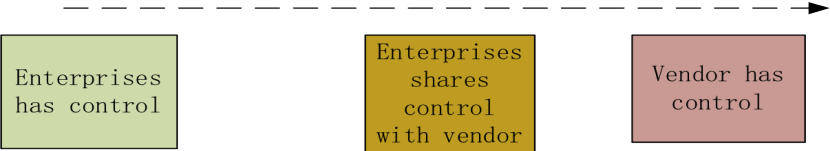
•



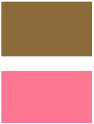




On Premise	On Premise (hosted)	IaaS	PaaS	SaaS
App	App	App	App	App
VM	VM	VM	services	services
Server	Server	Server	Server	Server
Storage	Storage	Storage	Storage	Storage
Network	Network	Network	Network	Network



-
-
-
-
-
-



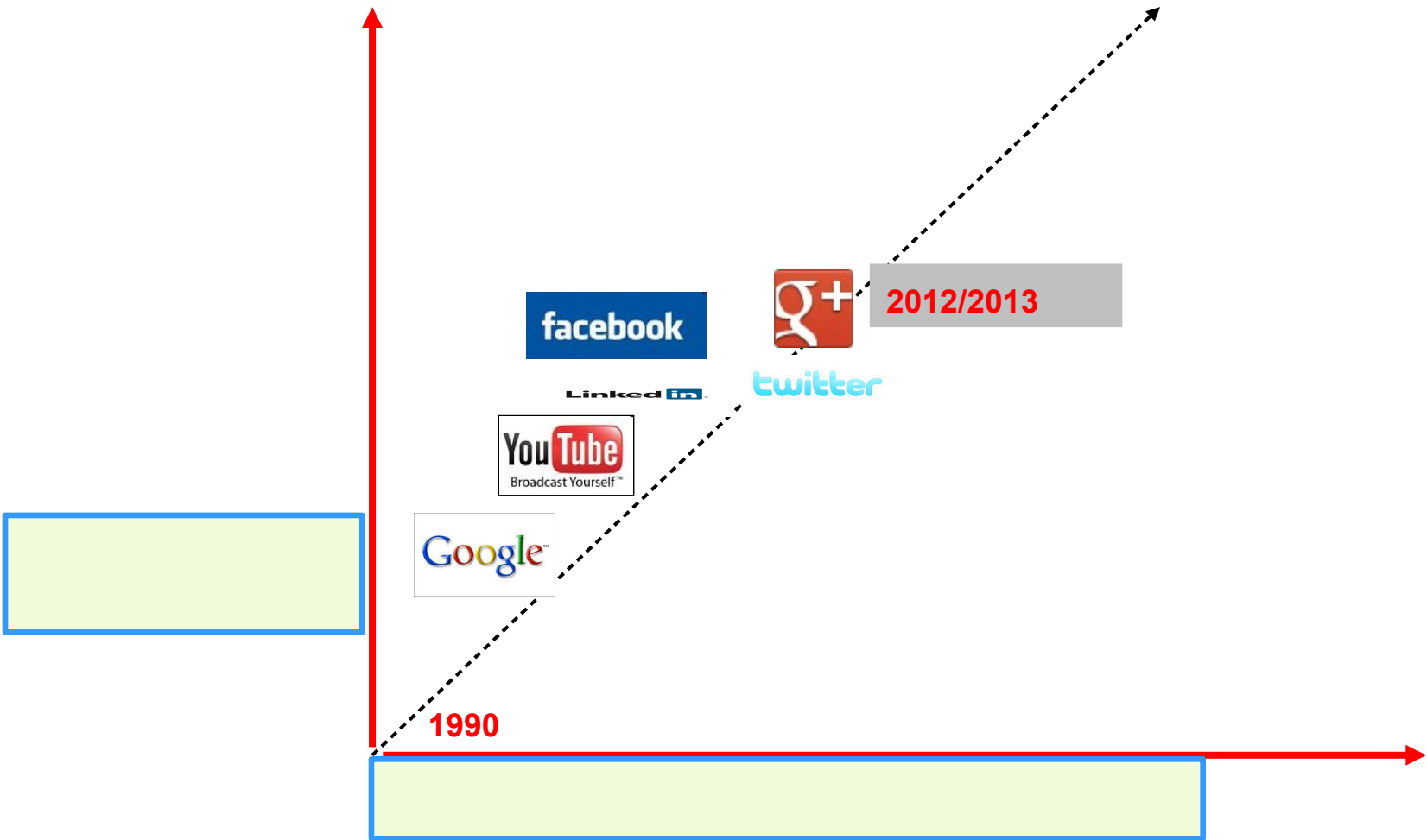
•

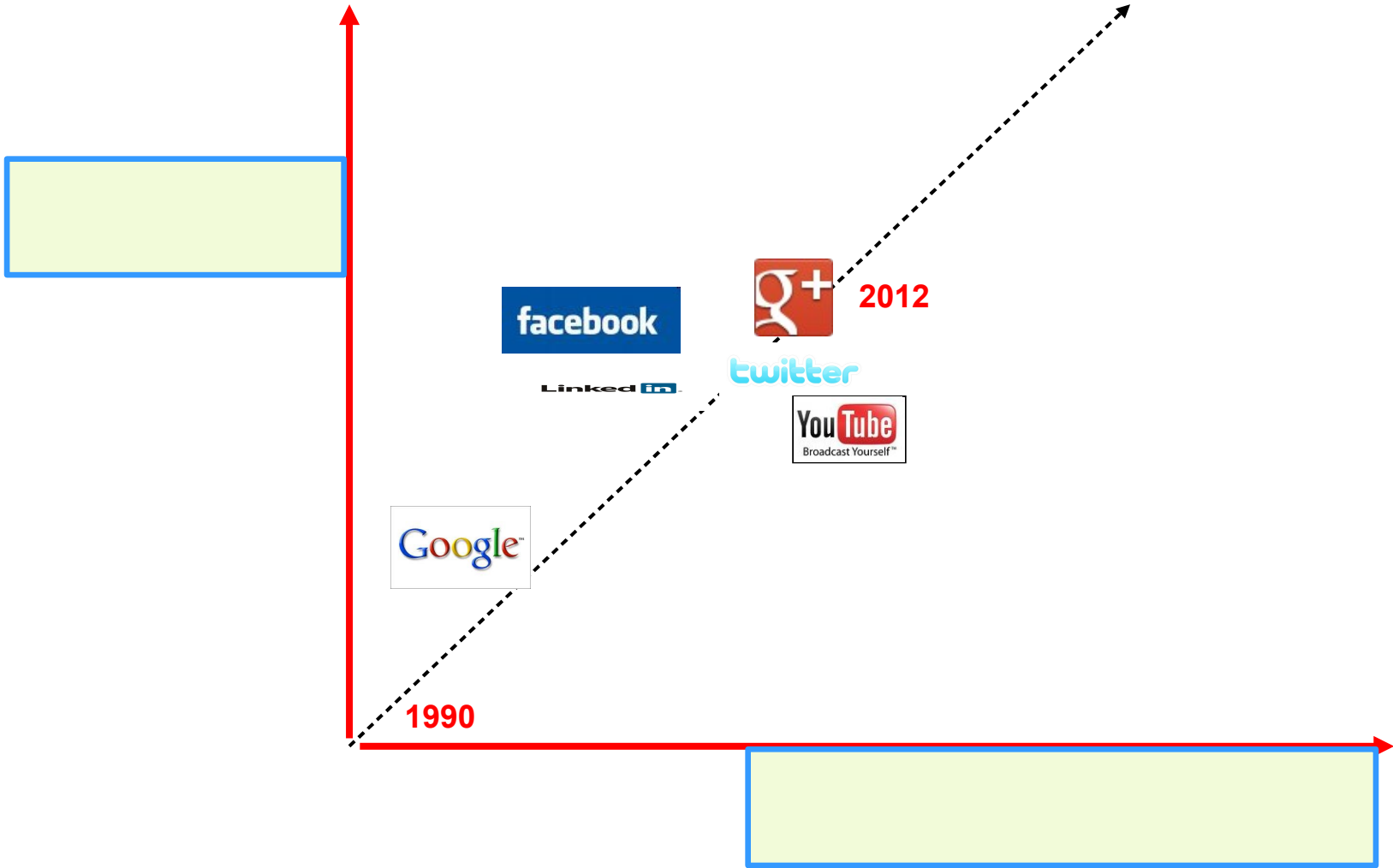
•

•









•

•

•

•

•

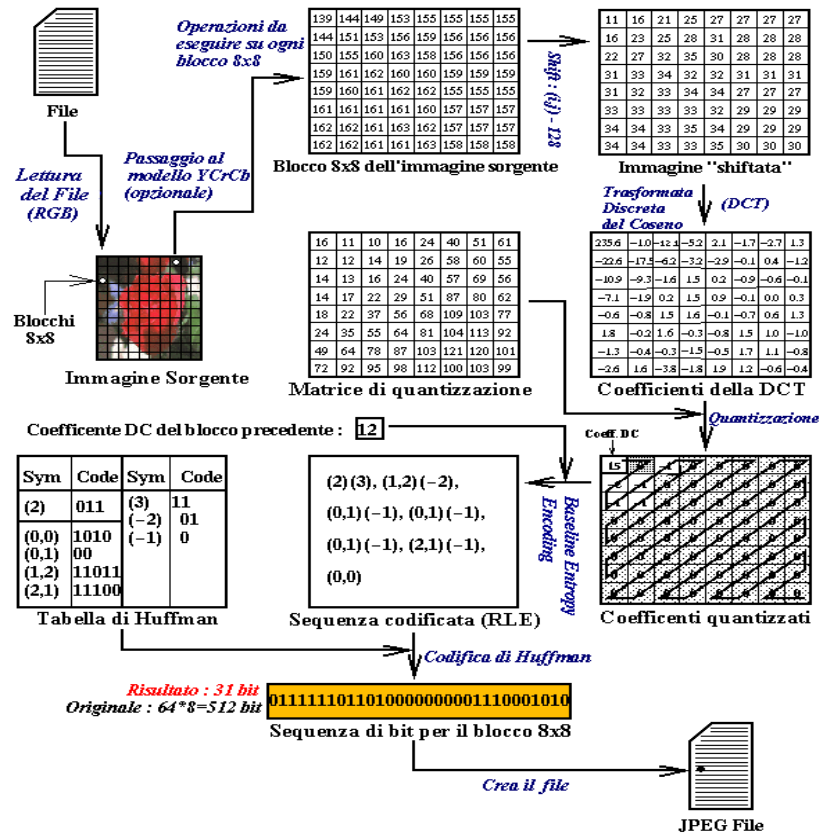
•

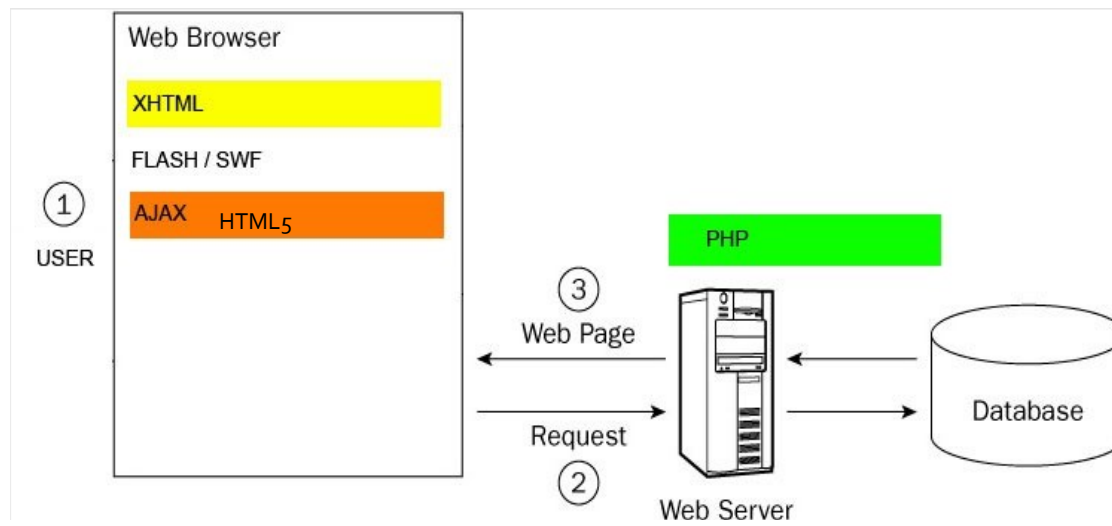
•

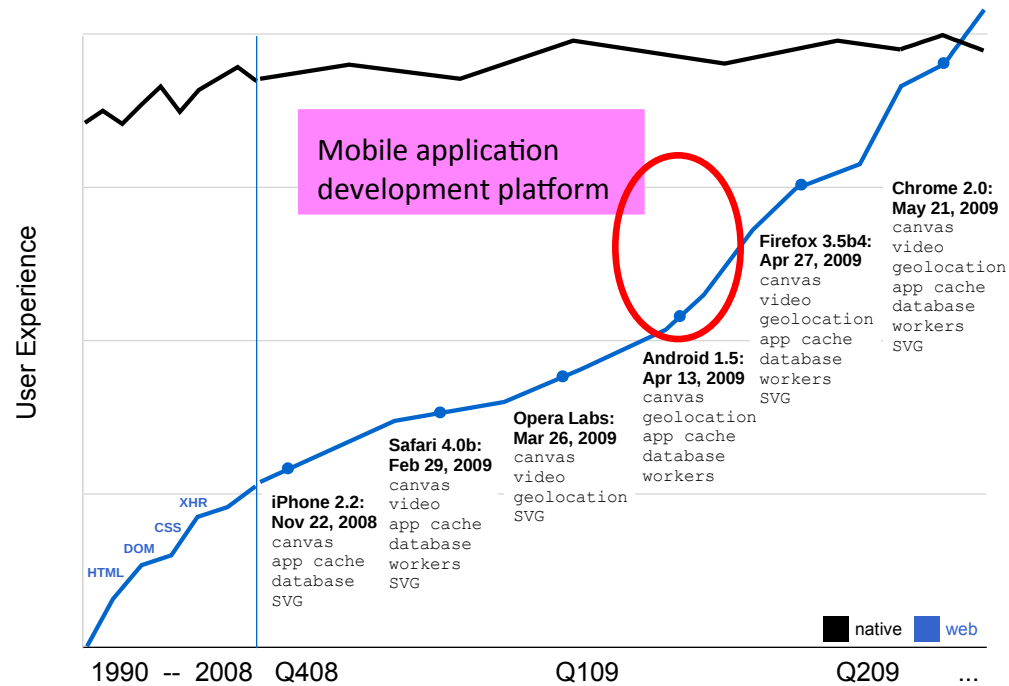
•

•

•







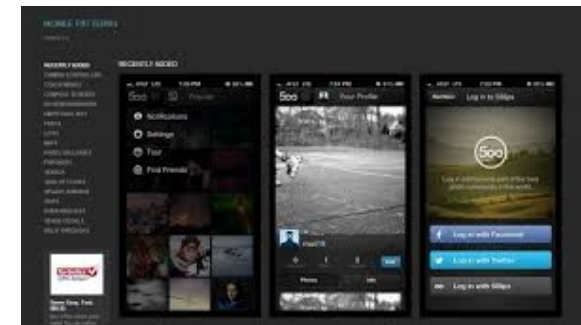
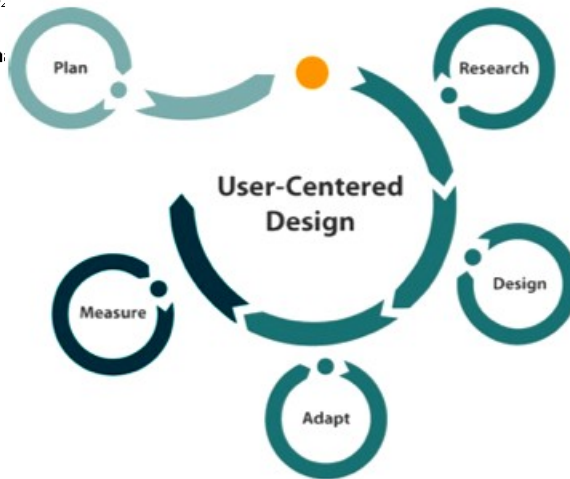


Leading the Web to Its Full Potential...

[Activities](#) | [Technical Reports](#) | [Site Index](#) | [New Visitors](#) | [About W3C](#) | [Join W3C](#)

The World Wide Web Consortium (W3C) develops [interoperable technologies](#) (specifications, guidelines, software, and tools) to lead the Web to its full potential. W3C is a forum for information, commerce, communication, and collective understanding. On this page, you'll find [W3C news](#), links to [W3C technologies](#) and ways to [get involved](#). New visitors can find help in [Finding Your Way at W3C](#). We encourage you to learn [more about W3C](#).

W3C A to Z	News	Search
<ul style="list-style-type: none">AccessibilityAmayaAnnoteaCC/PPCSSCSS ValidatorDevice IndependenceDOMHTMLHTML TidyHTML ValidatorHTTPInternationalization	<p>► Early Bird Registration: W3C Track at WWW2003</p> <p>1 April 2003. The W3C Track has been announced for the Twelfth International World Wide Web Conference (WWW2003) in Budapest, Hungary. On 21-23 May, W3C presents three days of presentations on the Web, future Web browsers, W3C architectural principles, the XML family, Web services, the Semantic Web, new devices, and horizontal essentials. WWW2 (News archive)</p> <p>► W3C Sem.</p>	<p>Google</p> <p>Search W3C <input type="text"/> <input type="button" value="Go"/></p> <p>Search W3C Mailing Lists</p> <p>Contact Us</p>



•

•

•

•

•

•

•

Media Integration and Communication Center | Centre of excellence, University of Florence

<http://www.micc.unifi.it/>

Media Integration and Communication Center
Centre of excellence, University of Florence

HOME CONTACTS

Director: the MICC center is headed by prof. **Alberto Del Bimbo**, Professor of Computer Engineering at the Faculty of Engineering, University of Firenze.

The Media Integration and Communication Center (MICC) was established by the **Italian Ministry for Education, University and Research** at the University of Florence in 2001 as a Center of Excellence in the area of new media.

The MICC works as an interdisciplinary center for advanced research in the fields of processing, interpretation, transmission of images and video, multimedia technologies, telecommunications and for the studies concerning the evolution of legal regulations kept up with the innovations of technology and the Internet.

The center cooperates with national and international universities, research institutions, companies and high-level education, like the **Master in Multimedia Content Design** of the University of Florence.

It organizes also events and conferences of international importance like **ACM Multimedia 2010** and, lately, **ECCV 2012**.

Article About MICC
Corriere Fiorentino published a newspaper article about MICC on 15 January 2013
[read more](#)

InTime Social Network
A novel framework for video recommendations and sharing, user profiling and interest discovery by ViM Lab.
[read more](#)

WPS 2012 Upcoming
Roberto Caldelli of the Communication and Image Lab will be the workshop Publicity Chair.
[read more](#)

Advanced Communication: the unit focuses on several active research lines: wireless terrestrial and satellite systems, aeronautical radio communications, tracking systems, mesh networks, sensor networks and security.

Image and Communication: the research unit carries out scientific research on multimedia forensics and security, digital watermarking, image processing for cultural heritage and health, applications for mobile and digital TV.

Media and Law: the research carried out by the unit covers the subject of the publicistic profiles of digital rights management systems and the institutional and legal problems connected to them.

Software Engineering: the unit maintains these main research lines: methods of quantitative evaluation of systems, predictive models for wireless sensor networks and engineering methods for the semantic web.

Telecommunications: the research activities of this unit are related to satellite communication systems and cognitive and non-linear adaptive processing techniques applied to radar processing.

Visual Media Processing: the research unit maintains several active lines of scientific research essentially based on techniques of pattern recognition and image analysis, video content and 3D models.

Master universitario in Multimedia Content Design dell'Università degli Studi di Firenze


<http://www.mmm.unifi.it/>

Master universitario in Multimedia Content Design

HOME Master Multimedia Programma Ammissione Showcase Alumni Contatti Blog

master in MULTIMEDIA CONTENT DESIGN


In primo piano
Dai Master MM al web marketing di Yves Saint Laurent a Parigi
01/03/2013 | Interviste, Primo piano



Intervista con **Laura De Felice**, diplomata al Master MM 2012/13 e da qualche mese Web Marketing Assistant presso la sede parigina di Yves Saint Laurent.

contattaci


Il blog del Master MM
Uno stage alla RAI tra post-produzione video e Festival di San Remo
18/02/2013 | Interviste



Appena diplomatosi all'ultima edizione del Master, **Luca Capparelli** si lancia nel mondo della post-produzione video dopo uno stage presso la RAI, in cui ha avuto la possibilità di lavorare persino per l'ultima edizione del festival della canzone italiana.

contattaci

Andy Warhol vive dentro Google
22/01/2013 | News, progetti



Due studenti dell'edizione 2011/12 del Master MM rendono omaggio al grande artista americano in un'installazione interattiva.

Il Master MM in breve

Tutto quello che serve sapere sulla nuova edizione del Master in una sola pagina

Contatta il direttore
Per avere informazioni sulla prossima edizione del Master

Contatta lo staff
Per proporre una collaborazione o un progetto

Placement lavorativo
Dati ufficiali relativi al placement lavorativo degli studenti del Master

Social

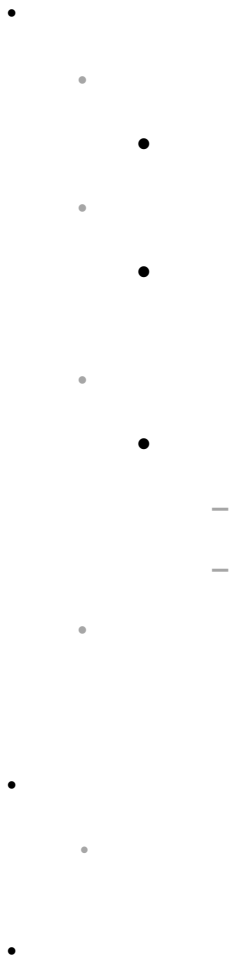
Trovaci su Facebook

Master in Multimedia Content Design
[Mi piace](#)

Master in Multimedia Content Design piace a 726 persone.

Scoop i temi del Master

2D 3D Action script Adobe After Effects Adobe Flash Adobe Illustrator Adobe Photoshop Adobe Premiere Alumni architettura dell'informazione audio digitale Combustion computer graphics Comunicazione CSS digital marketing installazioni interattive interaction design Interactive Media Internet Interviste iPhone linguaggio di



•

•

•

•