
**Information technology — Multimedia
framework (MPEG-21) —**

**Part 19:
Media Value Chain Ontology**

**AMENDMENT 1: Extensions on time-
segments and multi-track audio**

*Technologies de l'information — Cadre multimédia (MPEG-21) —
Partie 19: Ontologie de chaîne de valeur de média
AMENDEMENT 1: Titre manque*





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Introduction

Add the following text after the last paragraph:

This document consists of eight Clauses and three Annexes. This technology is described in the following sections of this document:

Model:	The model is described in Clause 6, by way of a narrative description of the Value Chain, its main elements and relations.
Representation:	The MVCO has been formalized as a normative OWL Ontology, the description of which is given in Clause 7. The description consists of listing the classes, the object properties, the datatype properties, and the class individuals. Classes are described by giving the name, an English definition, the class hierarchy, and the restrictions imposed on the class. Annex B contains the normative OWL (XML/RDF) comprising the entire semantics of the elements in the model.
Ontology Use:	An informative section is provided with non-normative descriptions of use, extensions and an API (Annex A).
Extension:	An extension of the MVCO defining additional concepts for the description of the value chain of composite IP Entities in the audio domain is described in Clause 8. Annex C contains the corresponding normative OWL (XML/RDF).

Scope

Replace the text with the following:

This document describes MPEG-21 Media Value Chain Ontology (MVCO). The MVCO can be used to capture knowledge about media value chains and to represent it in a computer readable way, as well as concepts in the domain and the relationships between those concepts.

Clause 3

Replace 3.1.1 to 3.1.61 with:

3.1.1

action

process of performing functions

3.1.2

adaptation

IP Entity that is a Work derived from another Work or Adaptation

3.1.3

AdaptationInstance

IP Entity which is an example of an Identified Adaptation Manifestation

EXAMPLE A file.

3.1.4

AdaptationInstanceCopy

IP Entity that is a copy of an AdaptationInstance

3.1.5

AdaptationManifestation

IP Entity which is an expression of an Adaptation

Note 1 to entry: IP Entity can be an object or an event.

3.1.6

AdaptationManifestationCopy

IP Entity that is a copy of an AdaptationManifestation

3.1.7

adaptor

user who produces an Adaptation and its AdaptationManifestations

3.1.8

anonymous

user whose identity is unknown

3.1.9

broadcast

action that delivers Content to a Device in a point-to-multipoint modality

3.1.10

collective

set of two or more Users

3.1.11

content

set of one or more Content Elements

EXAMPLE A Digital Item.

3.1.12

content element

type of data

Note 1 to entry: Content elements can be Resources, metadata, nested Contents, licenses, IPMP data, IPMP tools and Use Data.

3.1.13

ContentHandler

user who is appointed to act on content on behalf of another User and within the scope and responsibility of that second User's rights

3.1.14

copy

mechanical reproduction of analogue or digital representation of a given IP Entity

Note 1 to entry: In the case of a digital Copy the result is of virtually identical quality while in the case of an analogue Copy the result can vary considerably in quality.

3.1.15

CopyrightException

permission to invoke a right under exceptional circumstance

EXAMPLE When a particular Fact is true.

3.1.16

CreateWork

action of creating a Work without any previous IP Entity

3.1.17

creator

author

user who generates a Work and makes its Manifestations

3.1.18

distribute, verb

action of selling, renting or lending

3.1.19

distributor

user who distributes a Product

3.1.20

device

combination of hardware and/or software that allows a User to execute functions over Content and/or IP Entities

3.1.21

download, verb

action of transferring a file or program from a central computer to a smaller computer or to a computer at a remote location

3.1.22

EndUser

user in a Value Chain who ultimately consumes Content

3.1.23

EndUser Action

action performed by an EndUser

3.1.24

fact

positive proposition

3.1.25

identify

function of assigning a unique signifier that establishes the identity of entities, Devices, Content and Content Elements

3.1.26

instance

IP Entity which is an example of an Identified Manifestation

Note 1 to entry: IP Entity can be an object or an event.

EXAMPLE A file.

3.1.27

instantiator

user who produces an Instance

3.1.28

Intellectual Property

IP

any identifiable product of the mind attributable to any person(s) or legal entitie(s) that can be represented or communicated physically and protectable by copyright or similar laws

3.1.29

interval

temporal entity defined by a start and end point

3.1.30

IP entity

type of IP represented by Content: Work, Adaptation, Manifestation, Instance, Product

3.1.31

MakeAdaptation

action of making an Adaptation

3.1.32

MakeAdaptationManifestationCopy

action of making an AdaptationManifestationCopy

3.1.33