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

Part 19:
Media Value Chain Ontology

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

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Technologies de l'information — Cadre multimédia (MPEG-21) —

Partie 19: Ontologie de chaîne de valeur de média

ISO/IEC 21000-19:2010/Amd 1:2018

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This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

A list of all parts in the ISO/IEC 21000 series can be found on the ISO website.

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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

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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.

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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

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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

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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

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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

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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

MakeAdaptationInstanceCopy

action of making an AdaptationInstanceCopy

3.1.34

MakeAdaptationInstance

action of making an Instance from an AdaptationManifestation

3.1.35

MakeAdaptationManifestation

action of making an AdaptationManifestation

3.1.36

MakeCopy

action of making a copy

3.1.37

MakeInstance

action of making an Instance from a Manifestation

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3.1.38

MakeManifestation

action of making a Manifestation

3.1.39

MakeWorkInstanceCopy

action of making a WorkInstanceCopy

3.1.40

MakeWorkManifestationCopy

action of making a WorkManifestationCopy

3.1.41

MakeWorkInstance

action of making an Instance from a WorkManifestation

3.1.42

MakeWorkManifestation

action of making a Manifestation of a Work

3.1.43

manifestation

IP Entity which is an expression of a Work

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

3.1.44

permission

authorisation from one Rights owner to one or more Users to perform one or more Actions on a given IP Entity

3.1.45

private copy

action of storing Content and hold it private for non commercial purposes

3.1.46

produce, verb

action of making Products

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3.1.47

producer

user that makes Products

3.1.48

product

IP Entity that adds value to IP Entities by including them with an appropriate licence for publishing

3.1.49

public communication

action of publicly displaying/performing

EXAMPLE Live performance, radio, television, internet streaming, multicast of Instances and Manifestations, and download.

3.1.50

render

action of converting a Resource to a human-perceivable form

3.1.51

represent

express information in a form that can be processed by a digital or analogue Device

3.1.52

resource

Data that can be processed by a Device

Note 1 to entry: This is only applicable to data whose Representation is not specified by ISO/IEC 21000.

EXAMPLE An MP3 file or an executable code.

3.1.53

reuse, verb

action of using an IP Entity for the creation of another IP Entity

3.1.54

right

ability of performing one or more functions over IP Entities as a consequence of ownership or Permissions

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3.1.55

role

defined set of Actions and corresponding conditions attributed to and required of a User

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3.1.56

segment

<audio> specified slice of an IP Entity

3.1.57

synchronize, verb

action of concurrently performing/displaying two or more distinct IP Entities each for a different human sense

EXAMPLE Text and audio or video and song.

3.1.58

TimeLine

linear and coherent piece of time in relation to time-based IP Entities

Note 1 to entry: TimeLine can be either abstract (such as the one behind a score) or concrete (such as a signal timeline).