



CONNECT

DECEMBER 14 - 17, 2020

[Day 2] Tuesday, December 15

All times Eastern

[GENERAL SESSIONS]

11:30 a.m. - 12:00 p.m. THE CONVERSATION: Inside the MLB 2020

The 2020 MLB season resulted in a unique playoff format, rule changes that might stick for next year, and new workflows designed to make productions safer and better. Leaders from MLB Network, rights holders, and teams discuss their efforts and the lasting impact on MLB production.

MODERATOR: Susan Stone, MLB Network, SVP, Operations and Engineering

PANELISTS:

- Daniel Blanchard**, MLB, Senior Director, Media Technology
- Jason Hedgcock**, MLB Network, Director, Remote Technical Operations
- Chris Pfeiffer**, MLB Network, Senior Coordinating Producer - Live Events
- Jacob Soto**, MLB Network, VP, Engineering and IT

12:00 - 12:15 p.m. Case Study: The Mint 400 Live Stream - Under the Hood of the Action-Packed Desert Race

presented by **LIVEU SPORTS**

The Mint 400 is the oldest and most prestigious off-road race in America. California-based production company Mad Media produced comprehensive live coverage of the entire 116-mile desert race using a LiveU Wireless At-Home Production workflow. Learn how the lean crew produced a multi-camera REMI production amidst challenging outdoor elements and a tight budget, which resulted in record-breaking viewership, engagement, and overall race exposure among a global audience.

PRESENTER: Dave Belding, LiveU, Sales Director, Sports

12:15 - 1:00 p.m. The Remote Production Services Town Hall

sponsored by **Canon**

Those involved in remote production services have had arguably the most challenging 10 months they have ever faced. Top executives from leading remote production service providers discuss the current state of the business, how it is impacting their operations and future builds, and what they need from key clients and partners to ensure the ecosystem weathers the storm.

MODERATOR: Ken Kerschbaumer, SVG, Executive Director, Editorial

PANELISTS:

- Mary Ellen Carlyle**, Dome Productions, SVP and GM
- Phil Garvin**, Mobile TV Group, Founder and CEO
- Pat Sullivan**, Game Creek Video, President and Founder
- Mike Werteen**, NEP Broadcast Services, President
- Scott West**, Program Productions, President and CEO

1:00 - 1:15 p.m. Case Study: Fiserv Forum - A Look at ST 2110 and Remote Production

presented by **Imagine COMMUNICATIONS**

When the Fiserv Forum production system went live in 2018, it was one of the first SMPTE ST 2110 uncompressed IP video systems on earth. Amidst the unpredictable circumstances of 2020, Fiserv was able to leverage IP and IT technologies to support remote production workflows and address rapidly changing needs. Hear how things are going today for the Milwaukee Bucks and the challenges they were able to overcome by moving to IP.

PRESENTERS:

- Ken Barski**, Milwaukee Bucks, Director of Broadcast Technology
- Cassidy Phillips**, Imagine Communications, VP, Networking Solutions

1:15 - 1:45 p.m. THE CONVERSATION: Inside the NFL 2020

The NFL is in the midst of its 2020 season but the league also was one of the first out of the chute in terms of remote workflows for the 2020 NFL Draft back in April. Join us to learn about those workflows, the current season of coverage, and a sneak peak at Super Bowl plans and how things might change for the big game.

MODERATOR: Jason Dachman, SVG, Chief Editor

PANELISTS:

- Onnie Bose**, NFL, VP, Broadcasting
- Bruce Goldfeder**, NFL Media, VP of Engineering
- Dave Shaw**, NFL Media, VP, Head of Media Operations

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[ROUNDTABLES]

2:00 – 3:15 p.m.

Betting/Predictive Gaming

As sports betting booms in several states across the U.S., sports-content creators — ranging from major national networks to leagues to digital-first media companies — are diving in with a wealth of new interactive experiences to drive engagement approaches ranging from free-to-play games to full-on gambling. Data and video are the heartbeat of it all. Take a deep dive into the developments in this exciting space from content and technology experts looking to deliver the next generation of live-sports-video engagement.

Venue Production and Technology

sponsored by  Microsoft

Without fans in the stands, in-venue professionals had to devise other ways to put their control rooms to use. From videoboard elements to producing fabricated crowd noise, crews had to get creative with their planning and execution. In this roundtable, directors and managers of in-game presentation discuss how content strategies and production philosophies have shifted since the return of live sports, what lessons can be learned from NFL franchises with in-stadium fans, and how remote/cloud-based technologies played a vital role while crew members were working from home.

3:30 – 4:45 p.m.

OTT and Streaming

sponsored by  

The consumption of live sports through streaming channels climbed yet again in 2020, and the mechanisms used to deliver live video to smartphones, connected TVs, and more continue to evolve and mature. How will personalization, discovery, interactivity, and fan-engagement technologies help sports leagues, networks, and digital-native media companies engage with, monetize, and ultimately grow and retain a subscriber pool? Get first-hand perspectives and insights from some of the smartest minds in digital sports production on where OTT and streaming platforms are headed after an unpredictable year.

Automated Production Tools

sponsored by 

The evolution of automated production tools continues to accelerate, and they are playing a bigger part in more and more productions. Join us to discuss the latest automated production tools, their use cases, and how AI and machine learning are taking them to the next level.

[TECH TOURS]

1:15 – 1:45 p.m. Infrastructure A

Encoders/Decoders; Routers/Networking/Signal Transport; Test and Measurement/Conversion Gear

EVS, IMAGINE COMMUNICATIONS, LAWO, NEVION, RIEDEL

2:00 – 2:30 p.m. Infrastructure B

Encoders/Decoders; Routers/Networking/Signal Transport; Test and Measurement/Conversion Gear

ADDER TECHNOLOGY, IHSE USA, MARKERTEK, VITEC

2:45 – 3:15 p.m. OTT/Streaming/Social Media

OTT/Streaming; Social Media Publishing Tools; Data Provider

AWS, LIMELIGHT NETWORKS, THE SWITCH, ZIXI

3:30 – 4:00 p.m. Audio

Consoles/Mixers; Intercom Systems; Microphones; Sound Systems

CALREC DIGICO, CLEAR-COM, JOSEPH ELECTRONICS, SHURE, TELOS ALLIANCE

4:15 – 4:45 p.m. Production Services

Automated Production; Crewing; Logistics; Mobile Trucks; Equipment Rentals/Reseller; Power Services; Production Services

GRAVITY MEDIA, MEDIAPRO, NEP, PROGRAM PRODUCTIONS, THE SWITCH

4:45 – 5:15 p.m. Content Management A

AI/ML; Content Security; MAM/Orchestration Systems; Storage/Archive Technology; Cloud Services

GOOGLE, LUMEN TECHNOLOGIES, MICROSOFT, SEAGATE POWERED BY TAPE ARK

5:15 – 5:45 p.m. Acquisition

Cameras/Lenses; Camera Support

CANON, FUJIFILM, GRASS VALLEY, SONY

5:45 – 6:15 p.m. Transmission Services

Contribution Services (Fiber/Satellite/IP); Hi-Speed File Transfer; RF/Wireless

AT&T, EUROVISION, IBM ASPERA, LIVEU

6:15 – 6:45 p.m. Production Tools A

Production Switchers; Replay; Graphics

BLACKMAGIC DESIGN, GRASS VALLEY, PANASONIC, ROSS VIDEO, VIZRT GROUP

6:45 – 7:15 p.m. Production Tools B

Production Switchers; Replay; Graphics

EVERTZ, EVS, NELCO MEDIA, TVU NETWORKS

7:15 – 7:45 p.m. Content Management B

AI/ML; Content Security; MAM/Orchestration Systems; Storage/Archive Technology; Cloud Services

EDITSHARE, SIGNIANT, TEDIAL, TELESTREAM, VERITONE