

IBC Accelerator Programme 2025

Where innovation has no limits



Google Cloud







IBC INCUBATOR: CHANGING THE GAME...AGAIN!

Champions:











Participants:















WHY NOW



PROBLEM STATEMENT

As the sheer volume of content expands, and audience interests become more fragmented, content providers need new ways to engage with audiences.

The competition for attention is steep, and so if providers are going to keep audiences engaged, they must leverage personalization.



- 7,000 hours broadcast
- 329 medaled events



- 380 games
- 760 hours broadcast



- 272 games
- 816+ hours broadcast

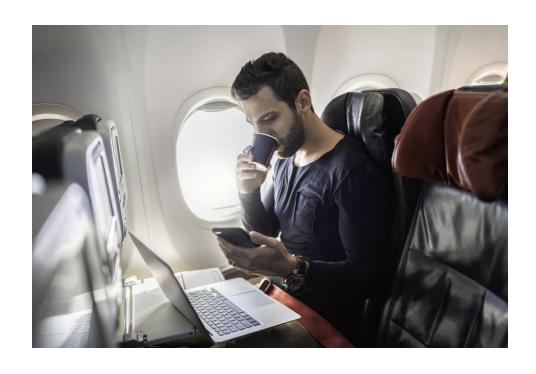


CHALLENGE OVERVIEW & OBJECTIVES

Deliver personalized highlight reels with overall sports data and statistics that have been tailored to each audience member based on information and nuances they have provided in an organic way.

- Heightened Personalization including: voice, localization, data shown, players, overlays and zooms/ camera angles.
- Latency to be reduced both in conversation and in media playout
- Polished interface





Creating this kind of personalization will be experienced wirelessly with low-latency and in real-time.

To accomplish this, we will look at different technological ways of enabling AI while leveraging LLM data and media components for personal devices, creating an in-and-out of venue experience.



INDUSTRY VISION

Personalization and instant interactivity is undoubtedly the next step in our media evolution.





Create an efficient and creative way to:

- Deliver personalized content that the audience wants
- Democratize accessibility and distribution of new sport content
- Create different revenue paths for content providers
- Put the fan experience first



FROM ACCELERATOR TO INCUBATOR

- 2023 (Fall/Winter) Accelerator -Ideation + Attachments
- 2024 (Winter) 2024 IBC Kickstart Day
- 2024 (Spring) Accelerator Team Formation
- 2024 (Summer) Accelerator –
 Solutioning
- 2024 (Fall) Accelerator Demo Introduced at IBC



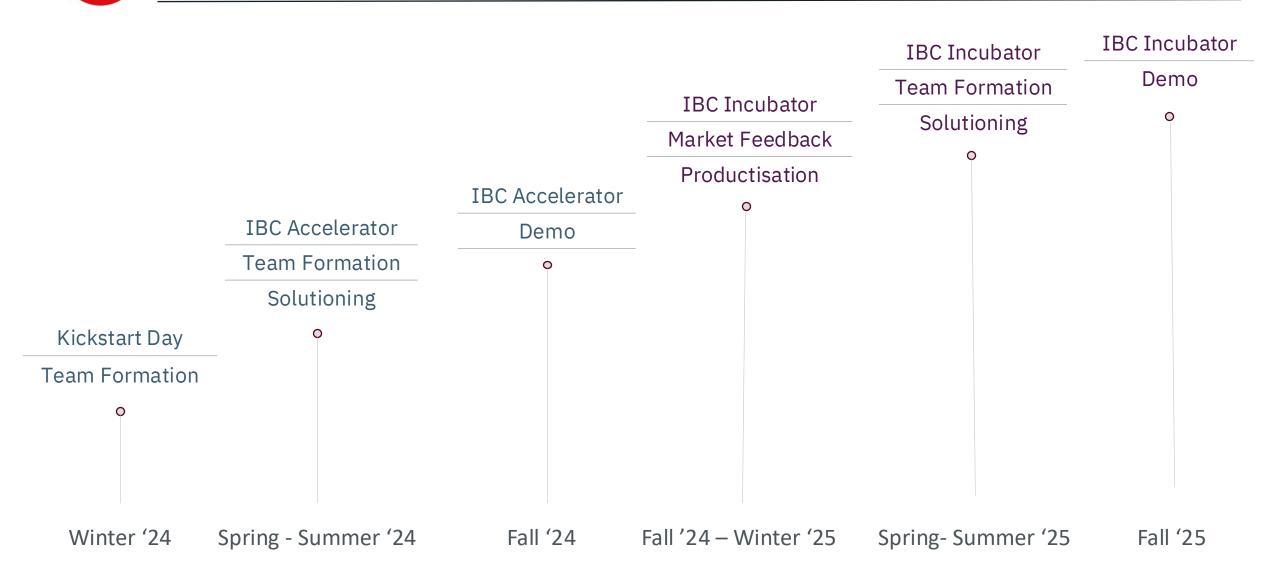


INCUBATOR



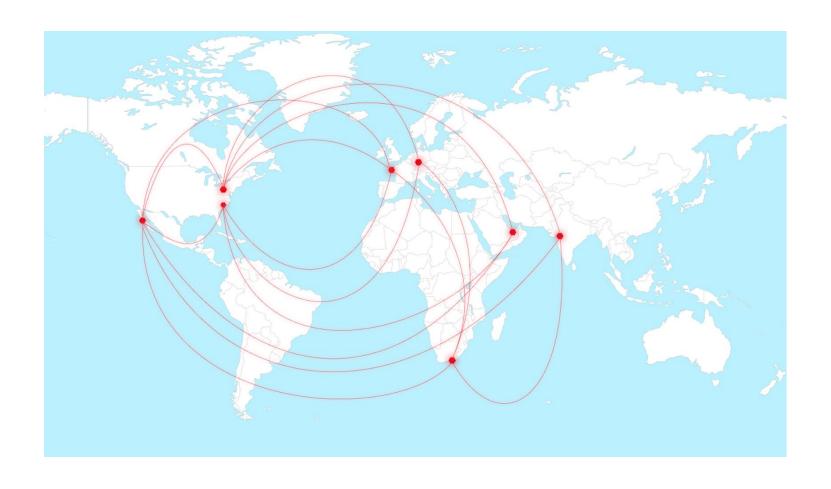
- 2024 (Fall/Winter) Continued Market/User Validation
 Testing by Xansr Media
- 2025 (Winter) 2025 IBC Kickstart
 Day
- 2025 (Spring) Incubator Team Formation
- 2025 (Summer) Incubator –
 Solutioning
- 2025 (Fall) Incubator Demo Introduced





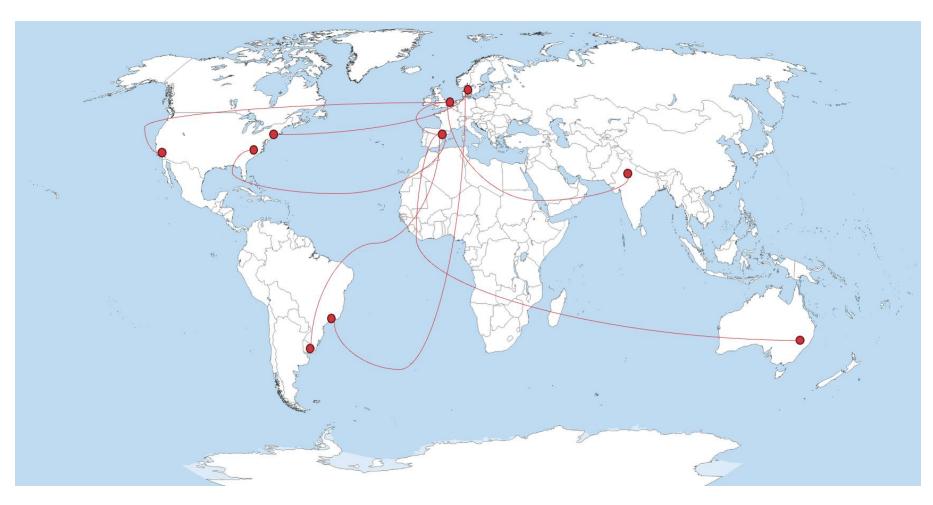


GLOBAL TEAM: FROM ACCELERATOR





GLOBAL TEAM: TO INCUBATOR





INTERFACE & FUNCTIONALITY: FROM ACCELERATOR

#IBCAccelerators2025

FEATURES:

- Different voices available
- ChatGPT-like interface (audio/text)
- Personalised Highlight clips based on user conversation
- Audio descriptive commentary of live match and highlights



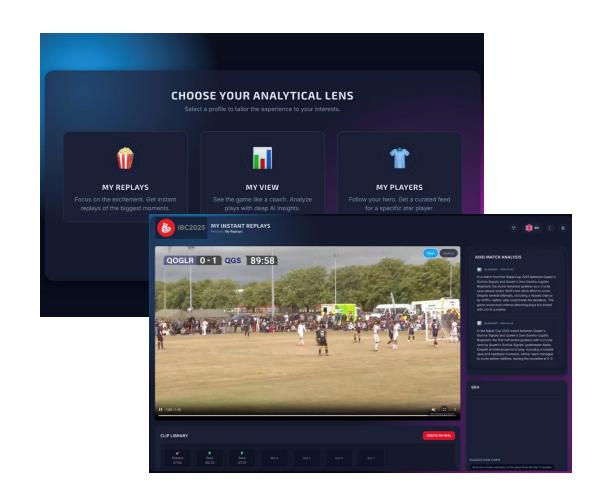


INTERFACE & FUNCTIONALITY: TO INCUBATOR

#IBCAccelerators2025

FEATURES:

- Diversity Multilingual-First Approach
- Multi Persona Different lens experiences (Fan, Coach, Scout)
- More flexibility in providing user preference autonomy
- Proactive Content Creation Live Match Analysis, Commentary, Q&A (Live Version of Aiko)





CONTENT: FROM ACCELERATOR

- Two different options:
 - World Freestyle
 Football Association
 - SuperSport Schools





CONTENT: TO INCUBATOR

BFBS (British Forces Broadcasting Services)

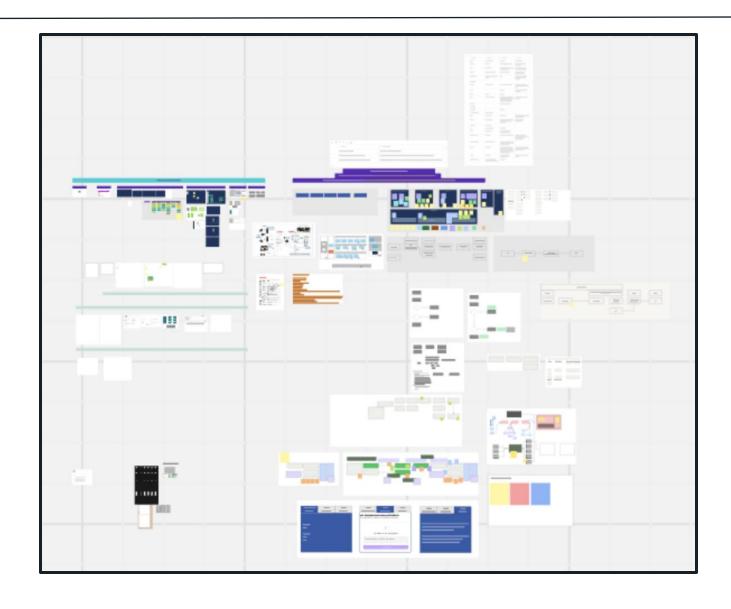
- Interested since Kickstart Day
- Had professional broadcast setup already
- Rights were less of an issue, and addressable
- Had the ability to produce additional content





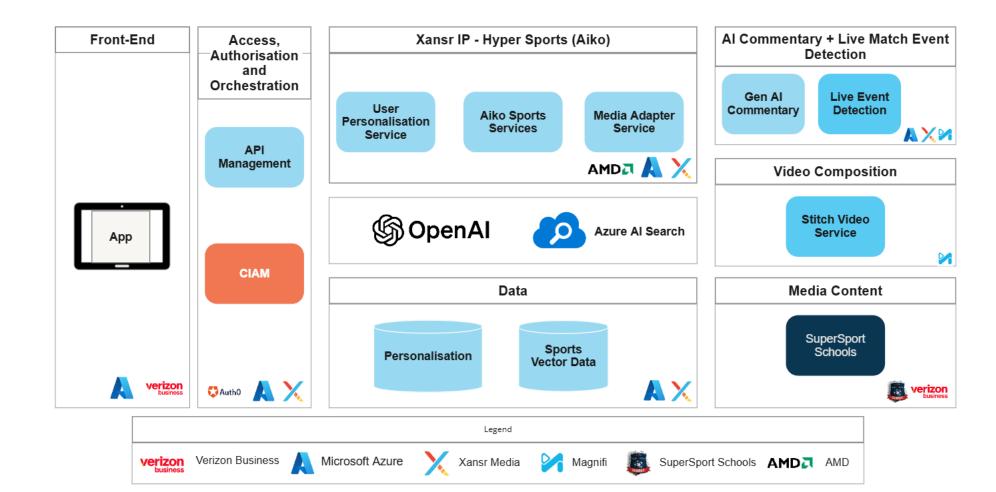


IDEATION: ACCELERATOR TO INCUBATOR #IBCAccelerators2025





ARCHITECTURE: FROM ACCELERATOR



The Institution of Engineering and Technology

Chyron.

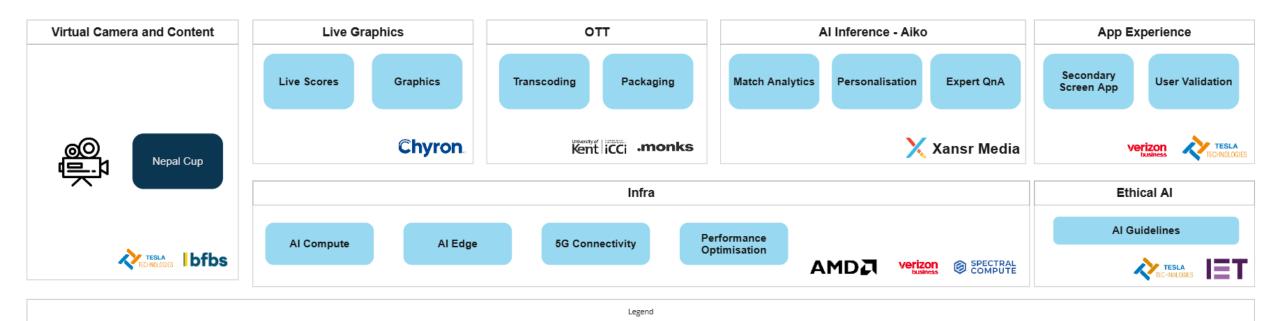


verizon

ARCHITECTURE: TO INCUBATOR

bfbs

Xansr Media



Kent icci

.monks



AI COMPUTE LANDSCAPE: ACCELERATOR TO INCUBATOR

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Accelerator	
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Single LLM - Azure Open Al

Cloud

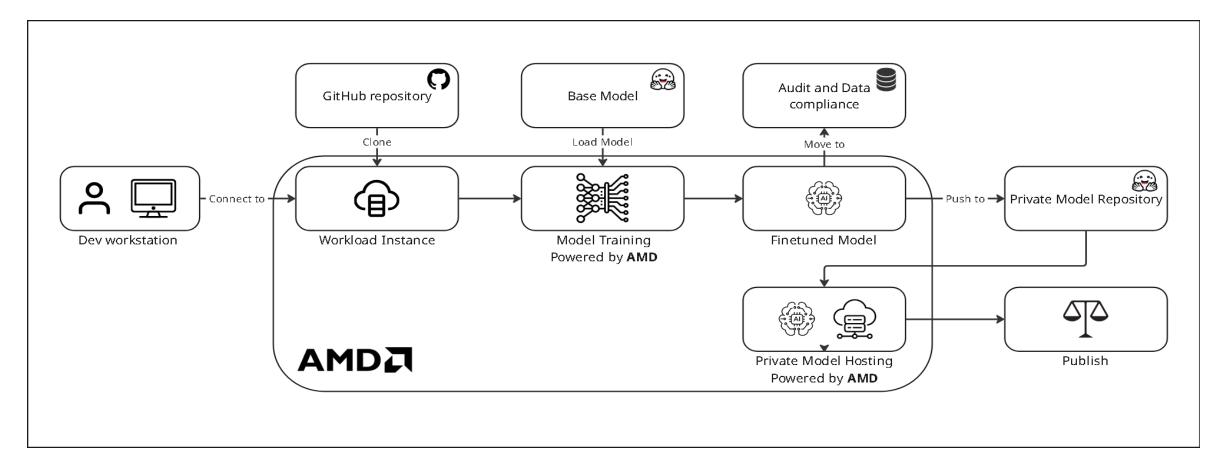
Incubator
Agentic
Cloud + AMD Edge
3x Cost Reduction

Heading Towards
Agentic
AMD Edge + Cloud
20x Cost Reduction



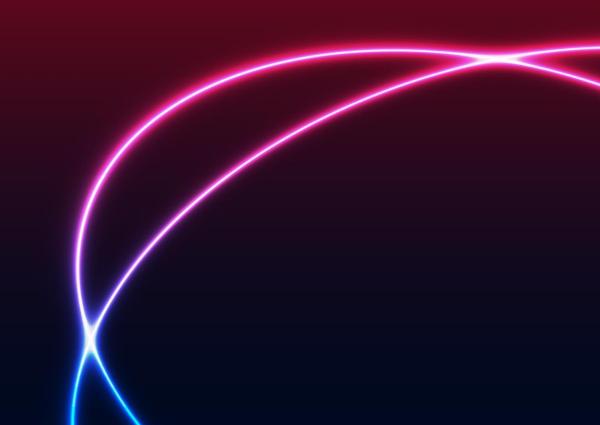
AI COMPUTE LANDSCAPE: ACCELERATOR TO INCUBATOR

#IBCAccelerators2025

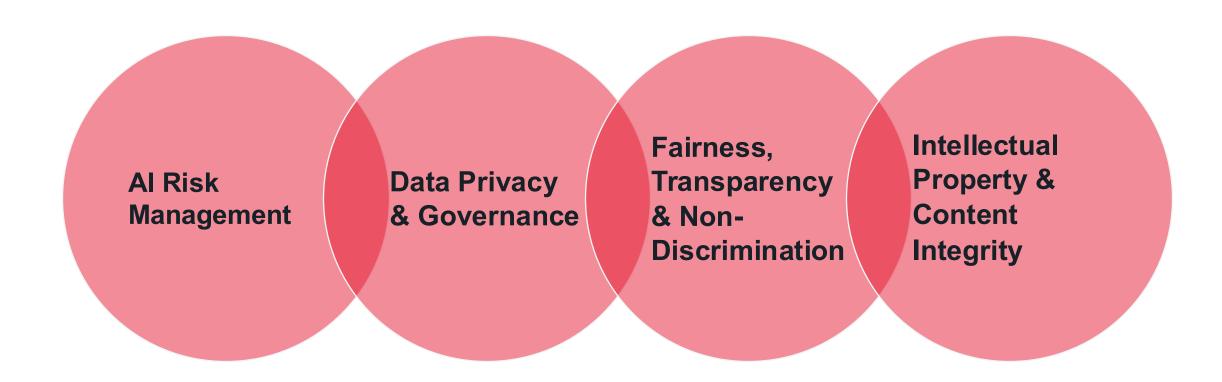




ETHICS & PRIVACY



ETHICS – FOUR PILLARS





Ethics – Four Core Pillars (Framed by Tesla Technologies)

- Al Risk Management: A Hybrid Framework will combine the EU's regulatory, risk-based classification with the U.S. NIST's (National Institute of Standards and Technology) process-oriented approach (Govern, Map, Measure, Manage). This will be documented in a Unified Risk Management Log (URML).
- Data Privacy & Governance: The project will implement a "Global Standard" for fan data, based on the most stringent requirements of both the GDPR and US state-level laws like CCPA (California Consumer Privacy Act)/CPRA (California Privacy Rights Act). This includes a mandatory Data Protection Impact Assessment (DPIA) for personalization features.
- Fairness, Transparency & Non-Discrimination: A proactive strategy will combat algorithmic
 bias throughout the AI system's lifecycle, from data collection to post-deployment monitoring.
 The project will also adhere to the EU AI Act's mandatory transparency obligations, such as
 clearly labeling AI-generated content and disclosing when a user is interacting with the virtual
 companion.
- Intellectual Property & Content Integrity: Policies will ensure the project has the legal rights to use content for training and define the ownership and licensing of Al-generated content.

- •Guiding Philosophy: Create a globally recognized standard of "Trustworthy AI" by integrating the EU's rights-based approach (e.g., GDPR, EU AI Act) with the US's innovation-focused, risk-management framework (e.g., NIST AI RMF, CCPA).
- •Strategic Imperative: The framework is a practical necessity, not an abstract concept, because the project's reliance on deep personalization and user interaction introduces significant legal, financial, and reputational risks related to fan data and algorithmic bias.
- •Unified Framework as a Solution: A single, overarching framework is essential to protect shared interests, as the fragmented global landscape of Al governance increases governance costs and creates the risk of inconsistent compliance, which can compromise the final product's legal and commercial viability.
- •Framework in Action: The framework provides specific guidelines for each project component, such as conducting bias audits on the highlight reel algorithm, implementing safeguards against harmful information from the virtual companion, and ensuring transparent data usage through a user-facing privacy dashboard.

Due to the nature of this project, we looked at different ways to maintain privacy for players.

We considered many options, and realized while not all would be appropriate for this use case, it opens up other possibilities









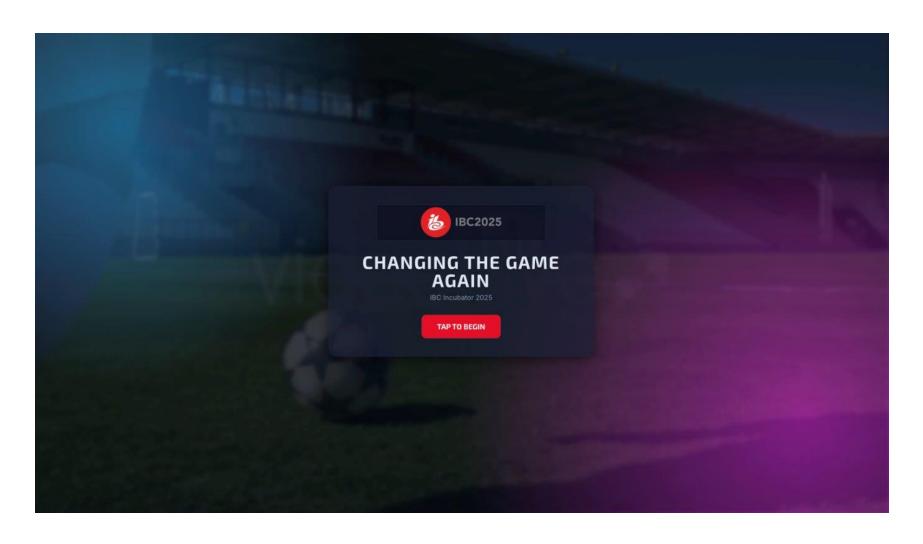


DEMO





DEMO: LAUNCH APP



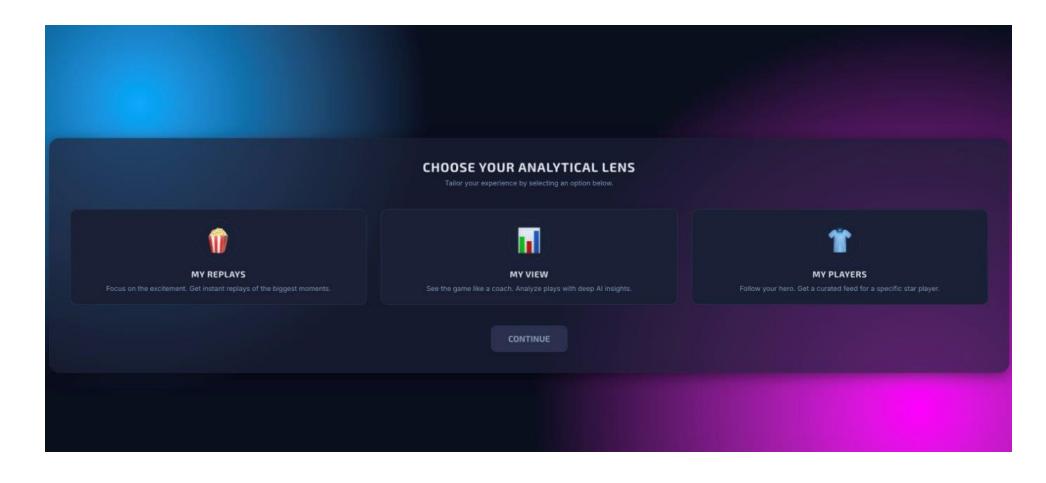


DEMO: WELCOME



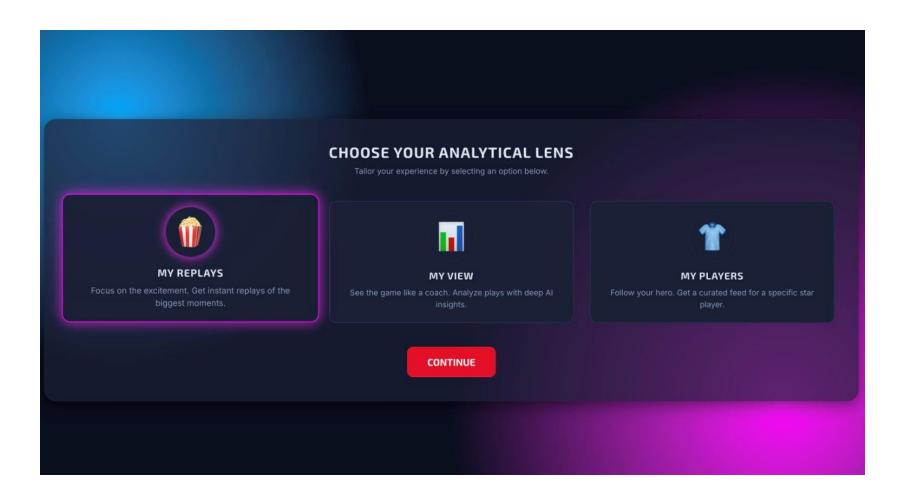


DEMO: YOUR ANALYTICAL LENS





DEMO: CHOOSE YOUR ANALYTICAL LENS





DEMO: MY INSTANT REPLAY VIEW



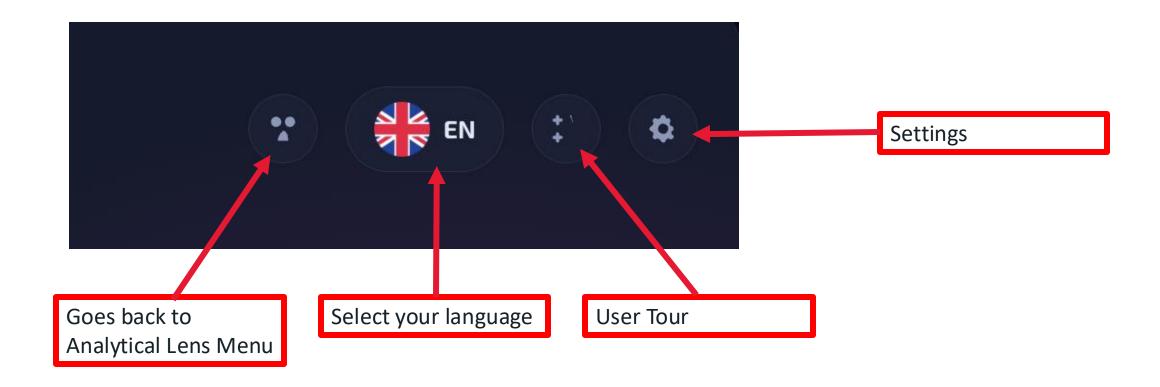
DEMO: MY INSTANT REPLAY VIEW – NAVIGATION MENU



Navigation Menu

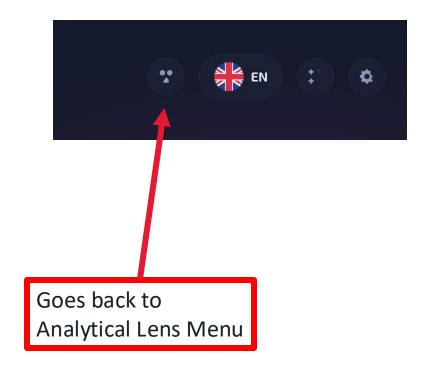


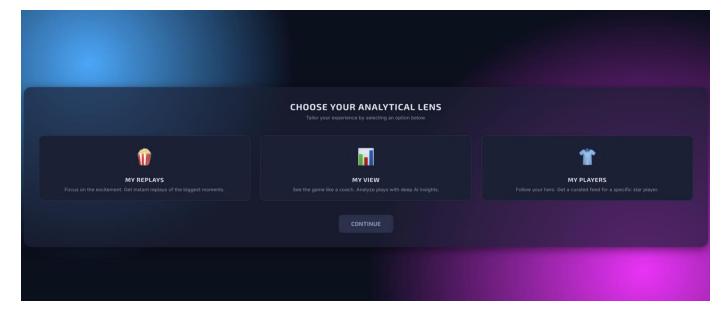
DEMO: NAVIGATION MENU





DEMO: NAVIGATION MENU – CHOOSE YOUR ANALYTICAL LENS

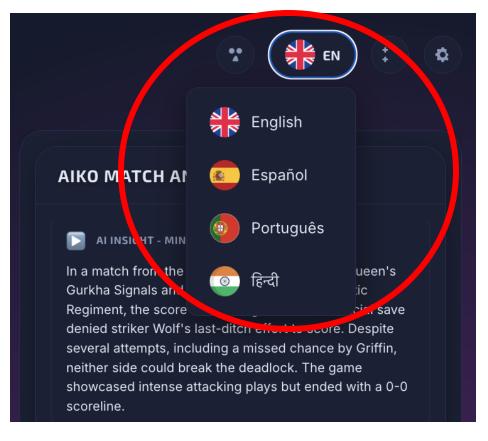






DEMO: NAVIGATION MENU – SELECT YOUR LANGUAGE

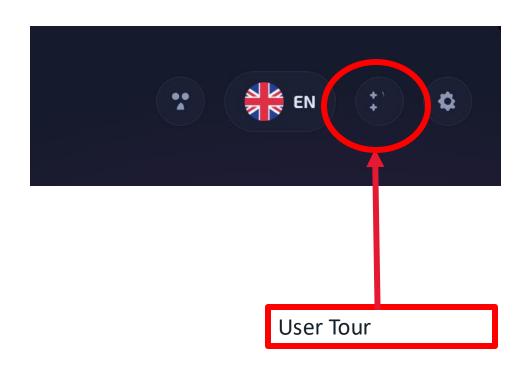


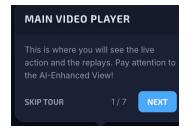


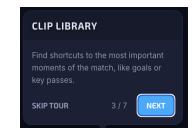


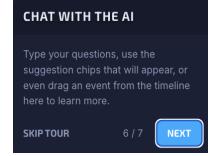
DEMO: NAVIGATION MENU – USER TOUR

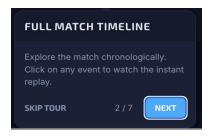
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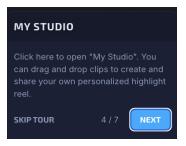


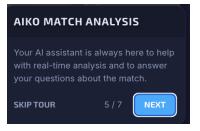












Click the gear icon to access settings, where you can enable high-contrast mode or change the text size.

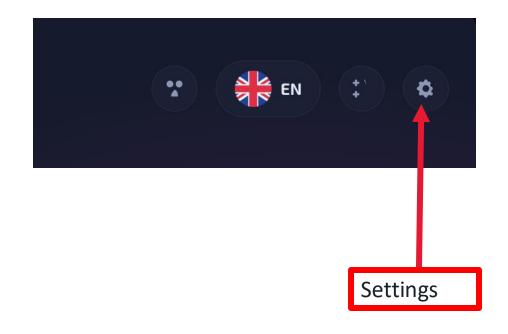
SKIPTOUR

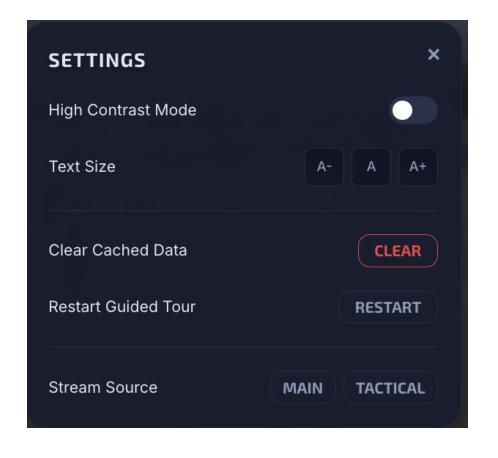
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FINISH



DEMO: NAVIGATION MENU – SETTINGS







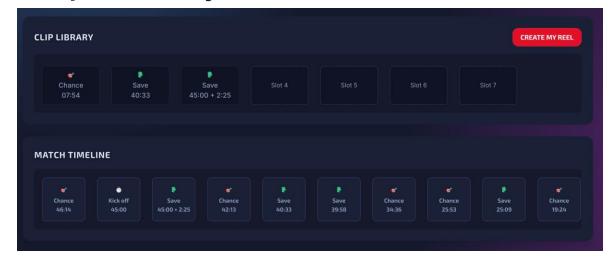
DEMO: MY INSTANT REPLAY VIEW – LIVE



DEMO: MY INSTANT REPLAY VIEW – LIVE CLIP LIBRARY & MATCH TIMELINE



Clip Library & Match Timeline

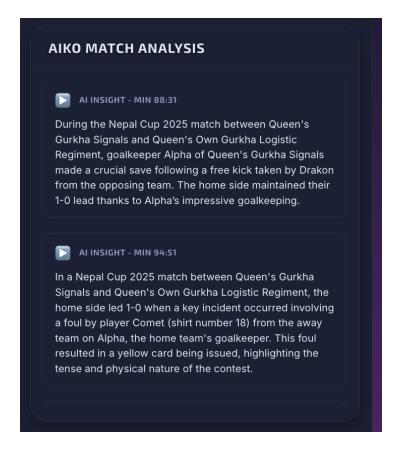




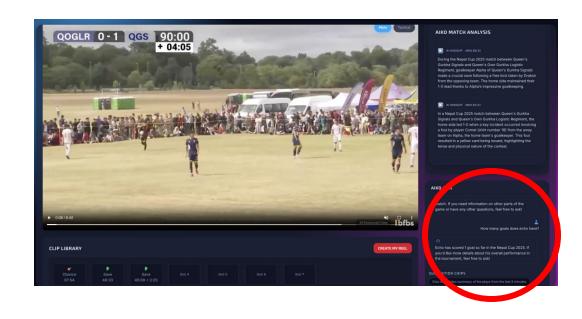
DEMO: MY INSTANT REPLAY VIEW – LIVE AIKO MATCH ANALYSIS



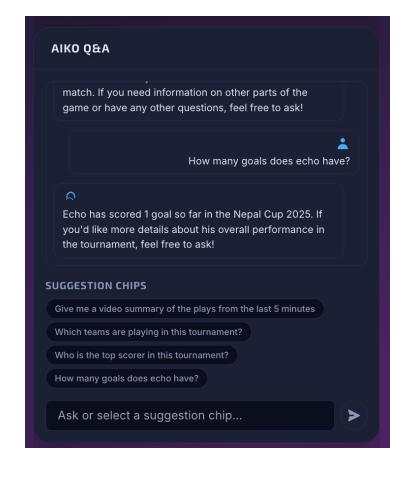
Aiko Match Analysis



DEMO: MY INSTANT REPLAY VIEW – LIVE AIKO Q&A

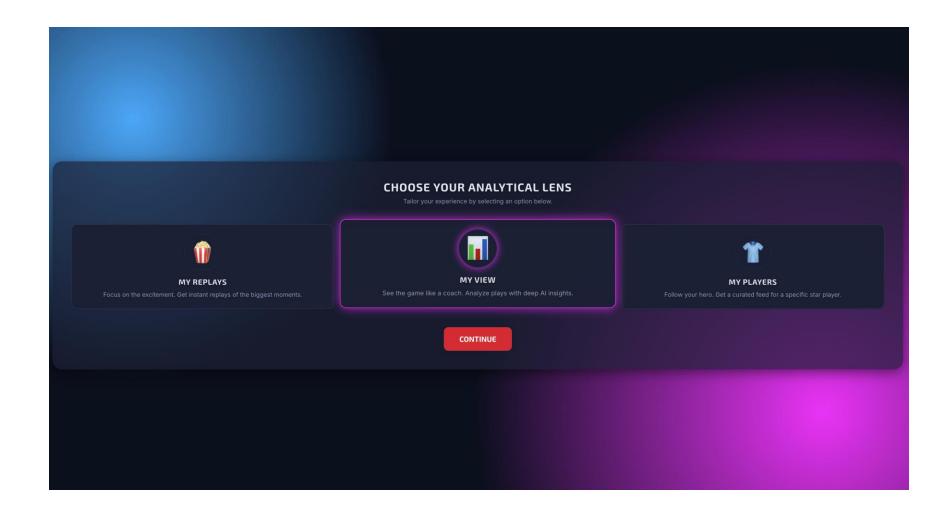


Aiko Q&A



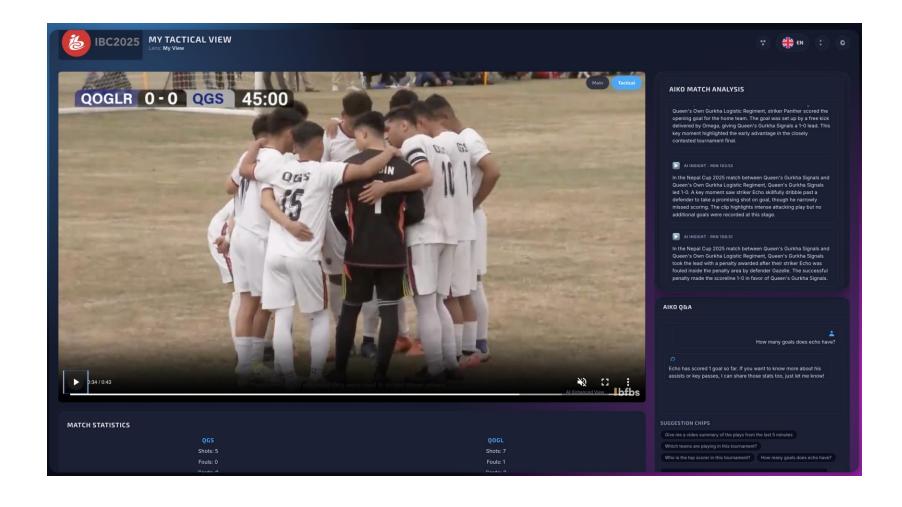


DEMO: MENU - MY TACTICAL VIEW



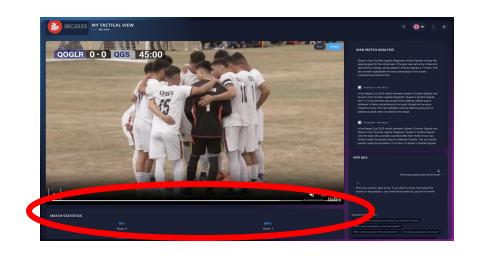


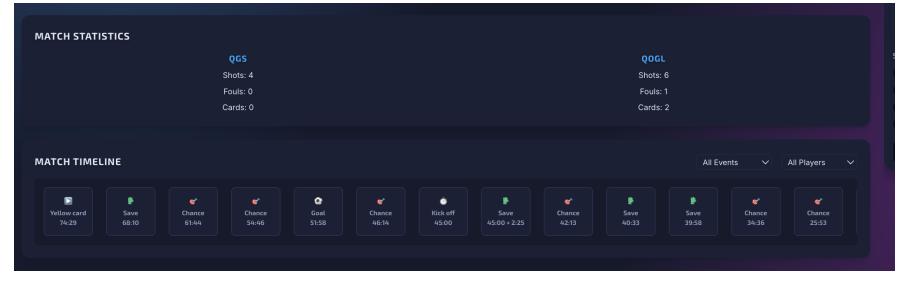
DEMO: MY TACTICAL VIEW





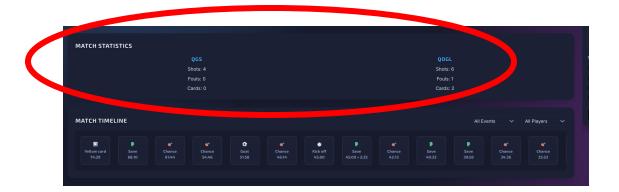
DEMO: MY TACTICAL VIEW – MATCH STATISTICS & TIMELINE







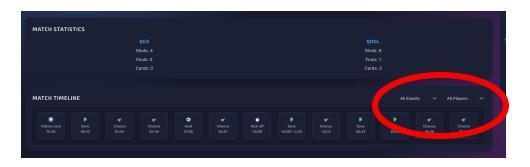
DEMO: MY TACTICAL VIEW – MATCH STATISTICS



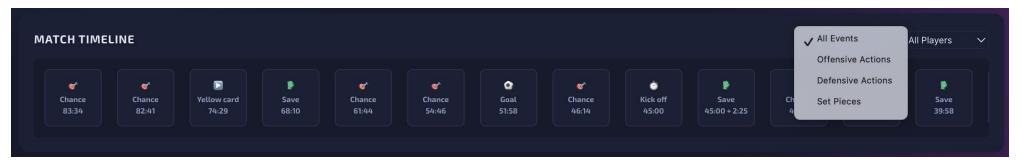




DEMO: MY TACTICAL VIEW - MATCH TIMELINE#IBCAccelerators2025



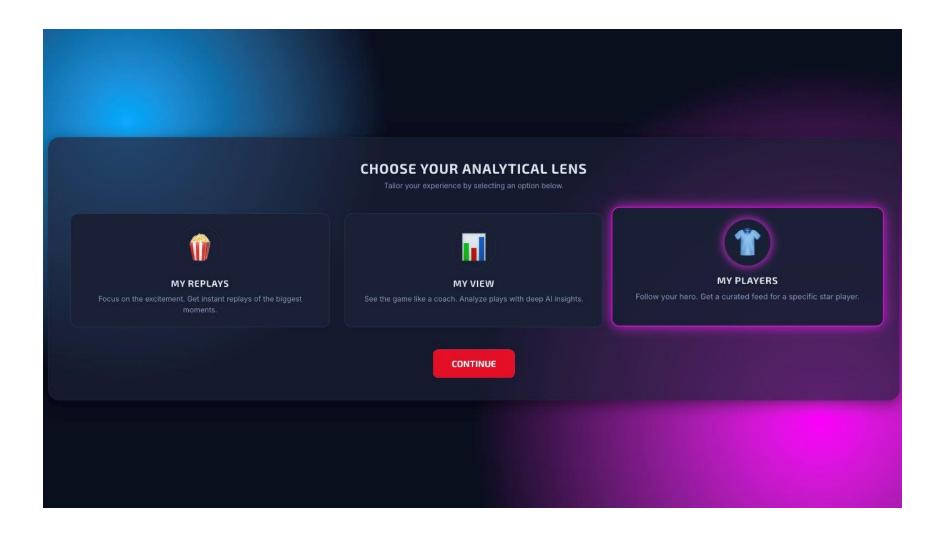
Events & Players Filters





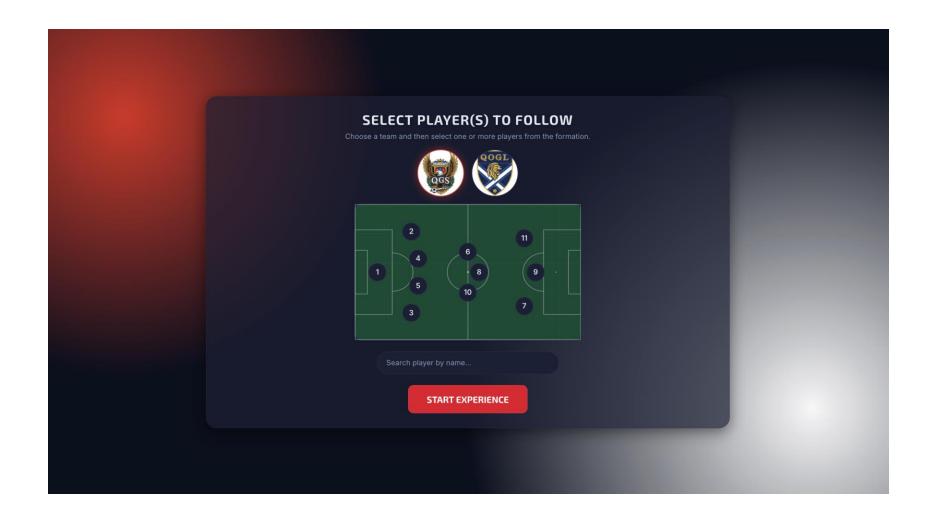


DEMO: MENU – MY PLAYERS



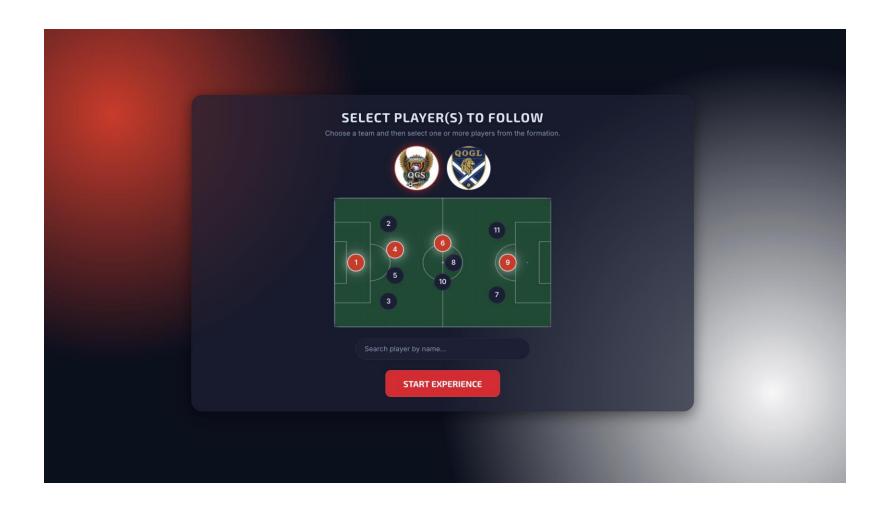


DEMO: MY PLAYERS – SELECT PLAYER(S) TO FOLLOW



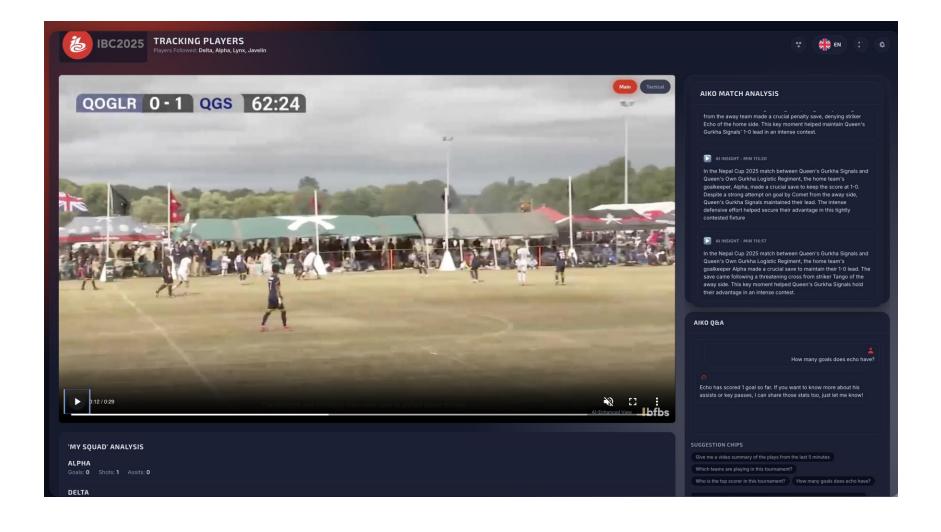


DEMO: MY PLAYERS – SELECT PLAYERS





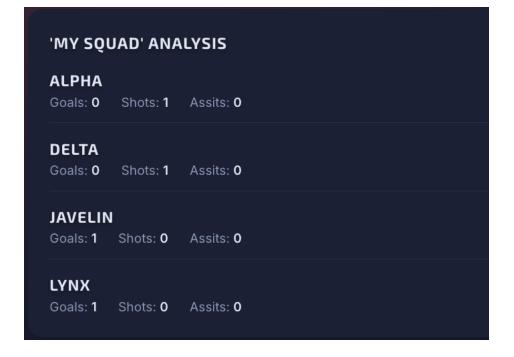
DEMO: MY PLAYERS





DEMO: MY PLAYERS – MY SQUAD ANALYSIS







FINAL THOUGHTS



Data Al Friendly Data is King

 Agility with UI, Dev Design and Features implementation (e.g. multilingual first approach, layout, etc.)

Gen Al alone isn't the silver bullet. Gen Al +
 Conventional ML Techniques + Data is

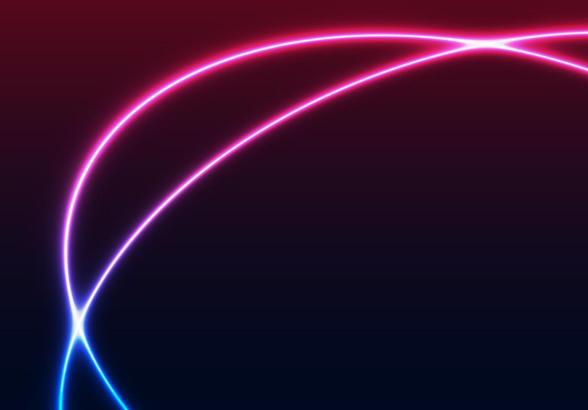
More Sports – Tennis, Basketball, Pickleball, WFFA

 Privacy Protocols for minor sport leagues -Personalized view of child without revealing identities of other team members

Content Agnostic – News, Series, Training videos



TEAM





IBC INCUBATOR: CHANGING THE GAME...AGAIN!

Champions:











Participants:

















AMD



John Canning, Director Developer Relations -Creators



Andy Parma, Segment Director, MNC Workstation CPU



Scott Poole, Sr. Al Market Development Manager



Ignacio Garcia-Carrillo, Account Executive



TEAM: BFBS (British Forces Broadcasting Services)

bfbs



Ben Chapman, CEO



Sara Burls, Senior Director Livestreaming



Scott Richmond, Broadcast Technician



TEAM: Channel 4





Steve Belford, Enterprise Innovation Architect



TEAM: The Institution of Engineering and Technology

The Institution of Engineering and Technology



Russell Trafford-Jones, Chair



TEAM: University of Kent | Institute of Cultural and Creative Industries

University of Institute of Cultural and Creative Industries Kent ICCi



William Draffin, Director of Digital and Future Technology



TEAM: Verizon Business

verizon business



ErinRose
Widner,
Head of
Emerging
& Creative
Technologies



Brandon Black, Distinguished Engineer



Casey Clary, Distinguished Engineer



Chris Whalley, Principal Engineer



Evan Pesses, GM Media & Technology



Scott
Connolly,
Head of
Media
Technology



TEAM: Chyron

Chyron.



Carol Bettencourt, VP Marketing



Kristy Weir, Product Manager



Noel Wiggins, Content Developer



Hayes Stamper, Sr. Product Marketing Manager

.monks



Lewis Smithingham, EVP Strategic Industries, MEGS



Willian Sanches, Broadcast Engineering Technician



Sean Delahunt, Director of Strategic Industries



Wes Hovanec, Director of Engineering, MEGS



TEAM: Spectral Compute

SPECTRAL COMPUTE



Michael Søndergaard, CEO



Finlay Hudson, Computer Vision Engineer



Giulio Malitesta, Growth Lead



Ruben van Dongen, Business Development Manager



TEAM: Tesla Technologies





Esteban Vázquez, CEO



Silvia Mancebo,



Antonio Varela, CTO



TEAM: Xansr Media



Xansr Media



Vebz Panchal, **Board Director**



Aman Rawat, Full Stack Dev



Sanyam Narang, Full Stack Dev



Akshay Hooda, Al Engineer

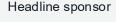


Suraj Bhatt, Full Stack Dev

2025 Accelerator Programme Champions & Participants































































































































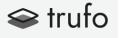




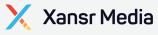




















THANK YOU!

