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Design and Implementation of Flexible Metadata Editing System for Digital Contents

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Abstract : Along with the development of network infrastructures, such as high-speed Internet and mobile environment, the explosion of multimedia data is expanding the range of multimedia services beyond voice and data services. Amid this flow, research is actively being done on the creation, management, and transmission of metadata on digital content to provide different services to users. This paper proposes a system for the insertion, storage, and retrieval of metadata about digital content. The metadata server with Binary XML was implemented for efficient storage space and retrieval speeds, and the transport data size required for metadata retrieval was simplified. With the proposed system, the metadata could be inserted into the moving objects in the video, and the unnecessary overlap could be minimized by improving the storage structure of the metadata. The proposed system can assemble metadata into one relevant topic, even if it is expressed in different media or in different forms. It is expected that the proposed system will handle complex network types of data.

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