

EBU DEVCON 2013

SOFTWARE ENGINEERING FOR MEDIA

MONDAY 18 NOVEMBER

09.30-10.00	Registration		
10.00-10.10	Welcome	Michael Barroco	EBU
SESSION 1: OPEN SOURCE			
10.10-10.20	Introduction to Open Source for Media	Mathias Coinchon	EBU
10.20-11.00	Open Source Community at scale: Apache <i>Organization and structure of the Apache Software Foundation, and how similar principles apply to in-house software projects.</i>	Bertrand Delacretaz	Adobe
11.00-11.10	Coffee break		
SESSION 2: DEVELOPMENT			
11.10-11.20	From elections to rocket launches: CasparCG — how a small software is changing live productions <i>How an in-house broadcast tool grew to become used globally, by everyone from SpaceX to NatGeo HD. Examples and features of CasparCG – the video and graphics play-out and recording software. EBUTech article: http://bit.ly/EBUTech_CasparCG</i>	Jonas Hummelstrand	SVT
11.25-12.20	Engineering culture; or, Living with Technical Debt <i>Engineering culture is incredibly important, and it's also incredibly different for different projects and organizations. I hope to share perspectives from two very different organizations -- Creative Commons and Eventbrite -- with the hope of helping attendees think about what's important for their own organizations and projects, and where they have technical debt lurking.</i>	Nathan Yergler	Eventbrite
12.20-13.00	Git + Github flow <i>During this hands-on session, you will learn how to use Git to enable fluent and agile team work on your projects.</i>	Niels Laukens	VRT
13.00-14.15	Lunch		
SESSION 3: DEPLOYMENT			
14.15-14.25	EBU.io - Reducing the gap between prototyping and shipping	Michael Barroco	EBU
14.25-15.10	DevOps, Deployment, and You <i>Making production systems with highly availability and resilience through a DevOps culture based on trust; and building systems that are easy to deploy and manage based on a repeatable, consistent process.</i>	Laura Thomson	Mozilla Firefox
15.10-15.50	Why automation? An introduction to Puppet <i>This talk will demonstrate why automation is needed and how it can empower you to do more with the team that you have. This will include the basics of how Puppet works and how you can get started improving your environment.</i>	Garrett Honeycutt	GH Solutions
15.50-16.00	Coffee break		

SESSION 4: DATA

16.00-16.10	CPA: Cross-Platform Authentication <i>Brief introduction to a new EBU project aiming to build an open single sign-on protocol for IP-connected media devices.</i>	Sean O'Halpin	BBC
16.10-16.30	The ViSTA-TV Platform - Real-Time IPTV-Statistics and Recommendations <i>In the EU FP7 project ViSTA-TV (http://vista-tv.eu) we combine IPTV viewing behavior with raw video and audio features but also program information enriched by information from the Web. We compute rich IPTV viewership statistics and accurate program recommendations in real time, targeting helping broadcasters, advertisers and last but not least the IPTV consumers.</i>	Thomas Scharrenbach	University of Zurich
16.30-17.10	Realtime Big Data using Storm <i>Demonstrating the application of Storm, a free and open source distributed real-time computation system, to real-world challenges, focusing on speed and reliability.</i>	Michael Vogiatzis	Social Artisan
17.10-17.45	Lightning talk Movie2Me Opus Upipe	Sascha Quillet Gian-Carlo Pascutto Christophe Massiot	BCE Mozilla Openheadend
19:00	Club House English Pub Rue Philippe-Plantamour 25 - Geneva http://www.theclubhouse.ch/		

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TUESDAY 19 NOVEMBER

WORKSHOPS

08.30-16.00 (Lunch from 12.30-14.00)

GETTING STARTED WITH CASPARCG - Jonas Hummelstrand, SVT - (Demonstration 40 minutes)

DEVELOPMENT TRACK

EFFECTIVE DJANGO

Nathan Yergler (Eventbrite)

Django is a popular, powerful web framework for Python. It has lots of "batteries" included, and makes it easy to get up and going. But with all its features, it's sometimes difficult to know where to begin, and all of the flexibility means you can write low quality code that still seems to work. Effective Django development means building applications that are testable, maintainable, and scalable -- not only in terms of traffic or load, but in terms of being able to add developers to projects. This workshop will introduce attendees to Django with an emphasis on best practices, testing, maintenance, and scalability.

The first half of the workshop will walk through building a simple application using Django. By building a simple application, attendees will learn about project layout, routing HTTP requests, mapping database tables to Python classes, and generating forms for editing data.

The second half of the workshop will cover intermediate topics, including authentication/authorization and middleware. We'll also discuss strategies for deployment and continuous integration.

ATTENDEE REQUIREMENTS

Instructions are available here:

<http://effectivedjango.com/tutorial/before.html>

DEPLOYMENT TRACK

PUPPET TUTORIAL: A BEGINNER'S GUIDE

Garrett Honeycutt (GH Solutions)

This tutorial would require that attendees arrive with a laptop and virtualization software (VMWare or VirtualBox) as we would actually be writing Puppet code. The attendee would leave with

- *An understanding of how Puppet works*
- *A working Puppet Master*
- *How to automate deploys in their infrastructure*
- *Best Practices*
- *How to implement common design patterns*
- *Use of Hiera to separate data from their code*

ATTENDEE REQUIREMENTS

- *Knowledge of Jr. Linux System Administrator helpful*
- *Images for VMWare and VirtualBox will be linked from the following site:*
<http://www.garretthoneycutt.com/index.php/EBUDevCon2013>