

Annex B: Future of Media Call for Proposals – Examples of selected projects

S/N	Category	Company	Project Description	Contact
1	FutureTV	Above Technology	TangoFX is a social TV platform to enable media exchange, interaction and collaboration among communities. The TangoFX platform aims to bring the concept of “collaborative community viewing” experience back to the distributed internet. The platform enables social media communities to collaborate and create their own custom TV networks and view in “Virtual Living Rooms” (VLR), regardless of the display (set top box, mobile phone, PC, interactive kiosk, etc).	andrew.liew@above-inc.com
2	FutureTV	SyQic Capital	SyQic is the owner and operator of the Broadband TV / Content platform branded as YOONIC. YOONIC is licensed as a complete entertainment, information and services platform or purely as just a technology solution. The platform is capable of delivering rich media content particularly video where the internet broadband infrastructure is not optimally set up to deliver video content.	Jamal Hassim, CEO jamal@SyQic.com

3	FutureMobile	Ufinity	<p>[Mobile Analytics] The project aims to develop a common data collection framework across multiple disparate mobile platforms with high-level user tools for fine-grained data analysis and report generation on the web resulting in highly tuned next generation mobile applications based on quality feedback.</p> <p>Research areas include:</p> <ul style="list-style-type: none"> (i) Intelligent Queueing of Data for Unobstrusive Analytics; (ii) Common Data Collection Framework; (iii) Next Generation Reporting. <p>Ufinity's key target market is China.</p>	<p>Tan Kuan Yew, Chairman tankuan@ufinity.com</p> <p>Low Chin Chau cclow@ufinity.com</p>
4	FutureGames	Red Hare Studios	<p>Developing Dynasty, a Flash-based online game with social networking elements. Based on the bestselling Civilisation games combined with a new bloodline concept.</p>	<p>Koh Wee Lit wlkoh@redharedharegames.com</p>
5	FutureGames	Immersive Play	<p>Developing GhostFriends, a Facebook game where players collect and train ghosts to complete quests and fight against each other. Plans are in place to include animated story content and other franchising activities, which is not often seen in Facebook games.</p>	<p>Lee Seng Beo sengbeo@immersiveplay.sg</p>

6	FutureBooks	Dentsu	To develop a digital magazine store "MagaStore" which digitizes magazine content, making them available to iPhones, Windows Mobile, BlackBerry and Android.	Aki Amaya aki.amaya@dentsuasia.com
7	FutureWorlds	Portege	8Fun is an intuitive ergonomic device which a user could wear, hold or attach to their body while playing games. This device is currently deployed in hospitals for rehabilitation of patients with neurological deficits. Such games are customised and usage of the device provides general exercise effect to counteract patients' movement or cognitive deficits.	Bin Wang, General Manager and Co-Founder bin.portege@gmail.com
8	FutureWorlds	ST Electronics – Centre for Interactive Media	A comprehensive, interactive, mobile and modular augmented virtual reality system to improve disability and functional outcomes after stroke.	Fiona Loke lokewl@stee.stengg.com