A Service-Oriented Architecture for Multimedia Content Management

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ABSTRACT

Creating and handling content is one of the most important aspects in today's web world. Most of it is represented by multimedia content and managing it in an optimal way has become a key factor for the success of many software products and services. This paper presents some specific requirements of the industry along with an architectural model that can help fulfilling them. The solution is aimed for many of the use cases that small and medium software businesses have to handle and takes also into consideration the cost impact for them. We compare it to other existing solutions and show the advantages of using it.