WELCOME TO A SHCMOOZE NATION

Geeks don't normally get to play the role of national hero, but Instagram, X, and the others social medias will not soon forget the trip he made to World earlier this year. The any creator of the social-networking site was mobbed by reporters, photographers and autograph seekers. In the United States or Europe, SCHMOOZE name would probably draw a blank stare.

SHCMOOZE NATION will be a way for us to communicate with the public in an interactive way. We will be a means that we will use to bring about changes and improvements in people's lives. We will have original products for sale as well as other forms of commerce within the platform. We'll have a social and educational project with a cultural appeal with the "production" and "distribution" of audiovisual content in computer graphics animation. This audiovisual content will be partly generated from an interaction by the WEB and SOCIAL NETWORKS where users will take part in a contest involving current and globally important themes, suggested and provided by a manager who will work interactively with the project's scriptwriters and cartoonists.

In this selection there will be rewards for the participation of users. This contest will generate scripts and storyboards for the production of music and animated video clips by a virtual band. In addition to these short films, exclusive content will be produced and shown with the aim of generating an audience among these users, in addition to a vast production of educational content also created by texts suggested by users.

This mix that leads to the interface between literature and cinema will generate a product with a hybrid aesthetic that transitions between literary and cinematic languages. Narratives linked to television and cinema coexist with literature in the imagination of the public that consumes culture.

Animations provide a set of imaginary references that we are free to use to guide our actions. They require our attention without punishing us if we give up. While distraction can cost the life of a worker, they offer the possibility of letting our attention play without risk. The imagination, severely governed by professional needs, is, on the contrary, invited to develop fully. When watching a short film produced within the pedagogical proposal of this project, these students will not have their heads empty and will be taken over by imagination. The needs of action replaced by the pleasure of entertainment.

The Internet has consolidated IP networks as a cheap and versatile data transport infrastructure, a fact that justifies the growing interest in it as a transport infrastructure for other services, such as telephony and TV. This convergence of services is based on the maturation of data transmission network technologies, which has increased the speed of residential connections, making the use of multimedia applications, including real-time, increasingly viable. This demand for convergent services led to the digitalization of TV and, later, the possibility of transmission over IP networks, known as IPTV.

Following the global trend of distributing multimedia content over private access networks, we have developed security mechanisms for distributing and controlling the consumption of digital media in our own system, with an unequivocal description of the rights that users will have over the content, as well as the use of technologies for transmitting the content in an extremely secure manner. This system is based on policies

for using MPEG-21 rights expression language to reinforce the rights of authorship and distribution of content during its handling. Securing digital content, with guarantees of data integrity and security, remains a challenge for current networks.