



cityware
urban design & pervasive systems

City - ware

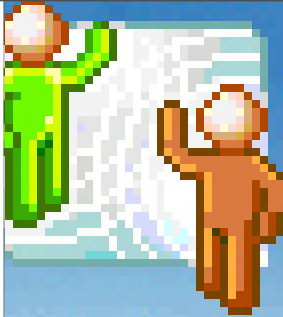
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Overview

- Technology, the city & people!
- How to think of city-ware
- Dark scenarios
- Interesting questions - interesting solutions


Nokia Sensor

- “See and be seen”
- Local peer-to-peer profile searching



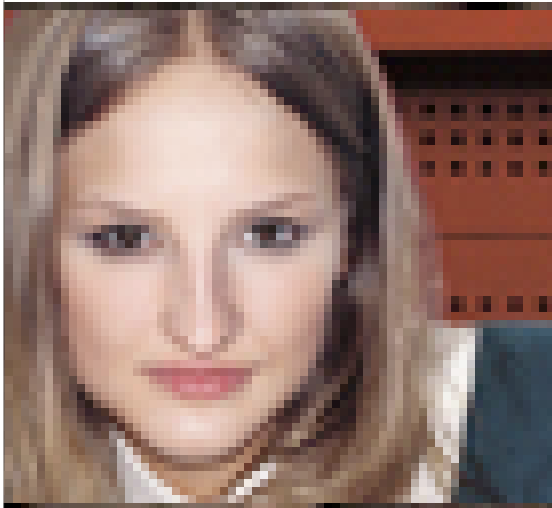
Scan

Found: 7 (3/7)



Santa Cat

My roommate helps Santa during Chirst

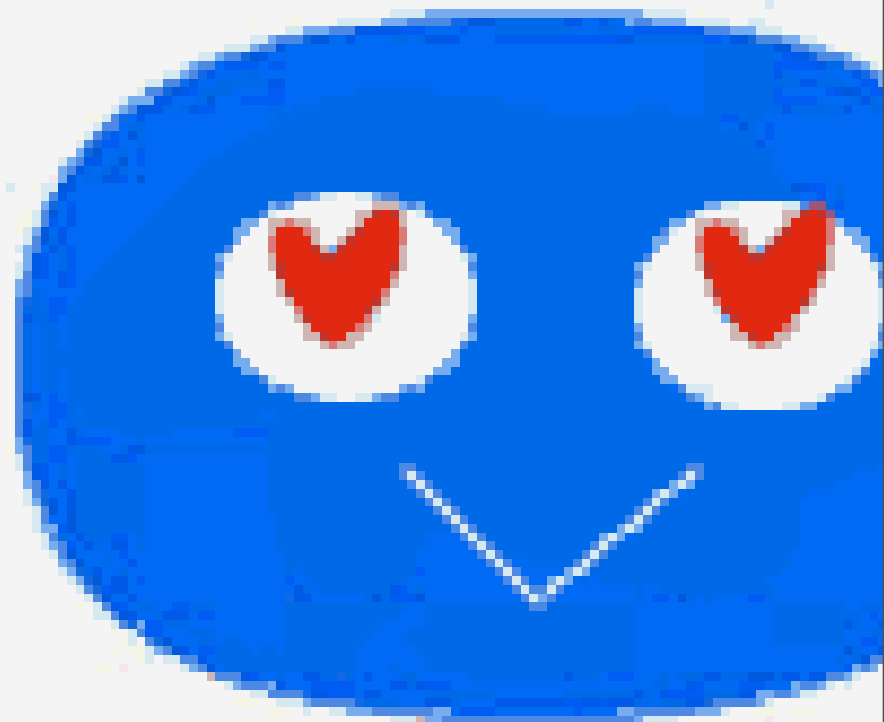


Tall blond

Hello world!
Send me Sen
messages...

otions

Clo



MOBILEDATINGSOFTWARE.COM
& www.bluedating.info

Bluedating

Find your soul-mate right next to
you!

Bluetella

- Peer to peer file sharing
- File forwarding over clients





Jabberwocky

Meet familiar strangers
“Urban atmospheres” project



Telelogs

Listen to familiar strangers' audio blogs

ContextPhone

- Context aware
- Instant messenger
- Communicates over network / bluetooth



Presence info for Kari Laa...

Current location: Kumpula, HKI
for the last 0

Current Profile: Meeting
 Speaker off
 Vibrator on

People close-by:

1  1 friend(s)

+  6 other persons

Last phone use: 0:02 ago



Close

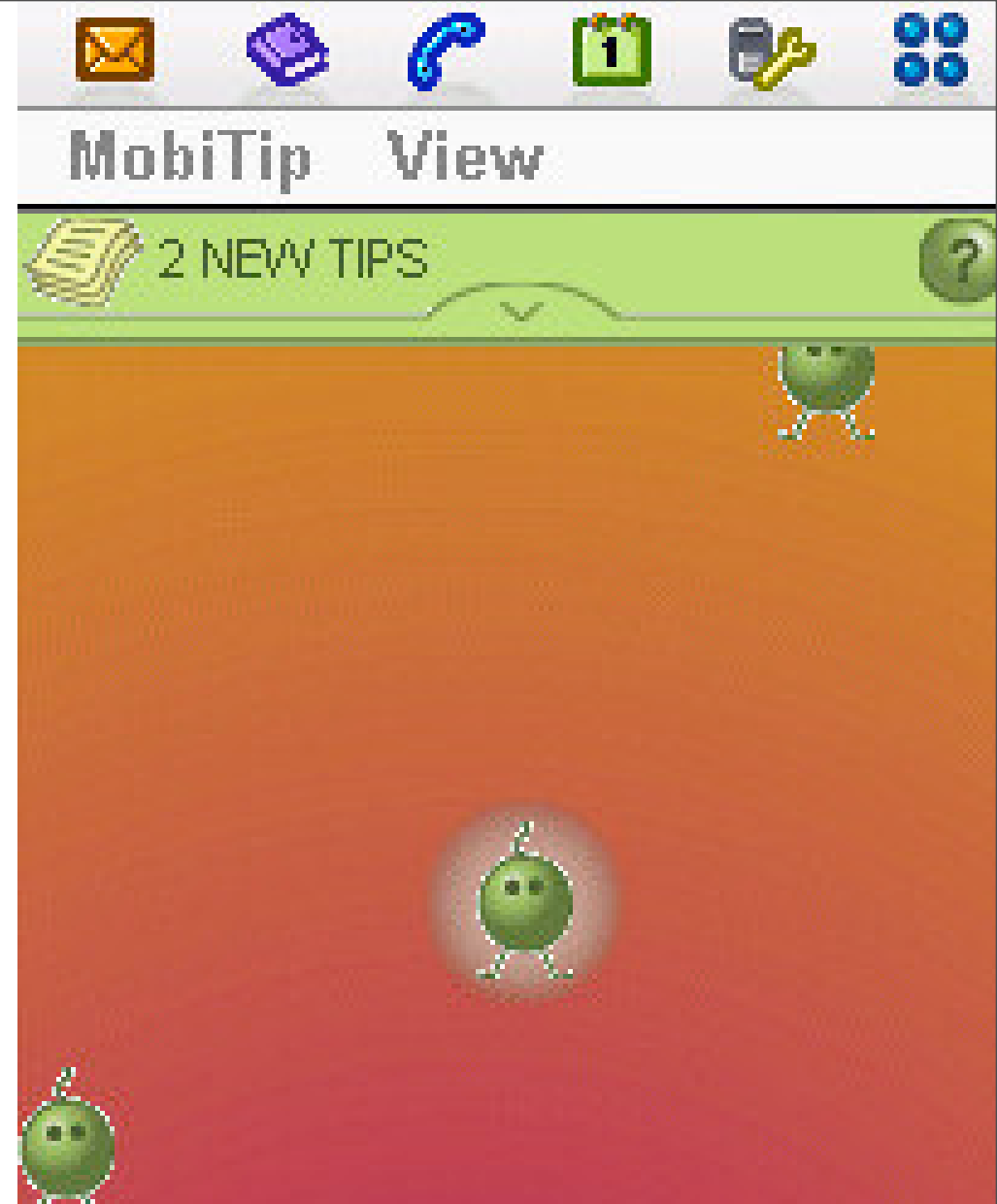
decoy



rainer mandl 2004

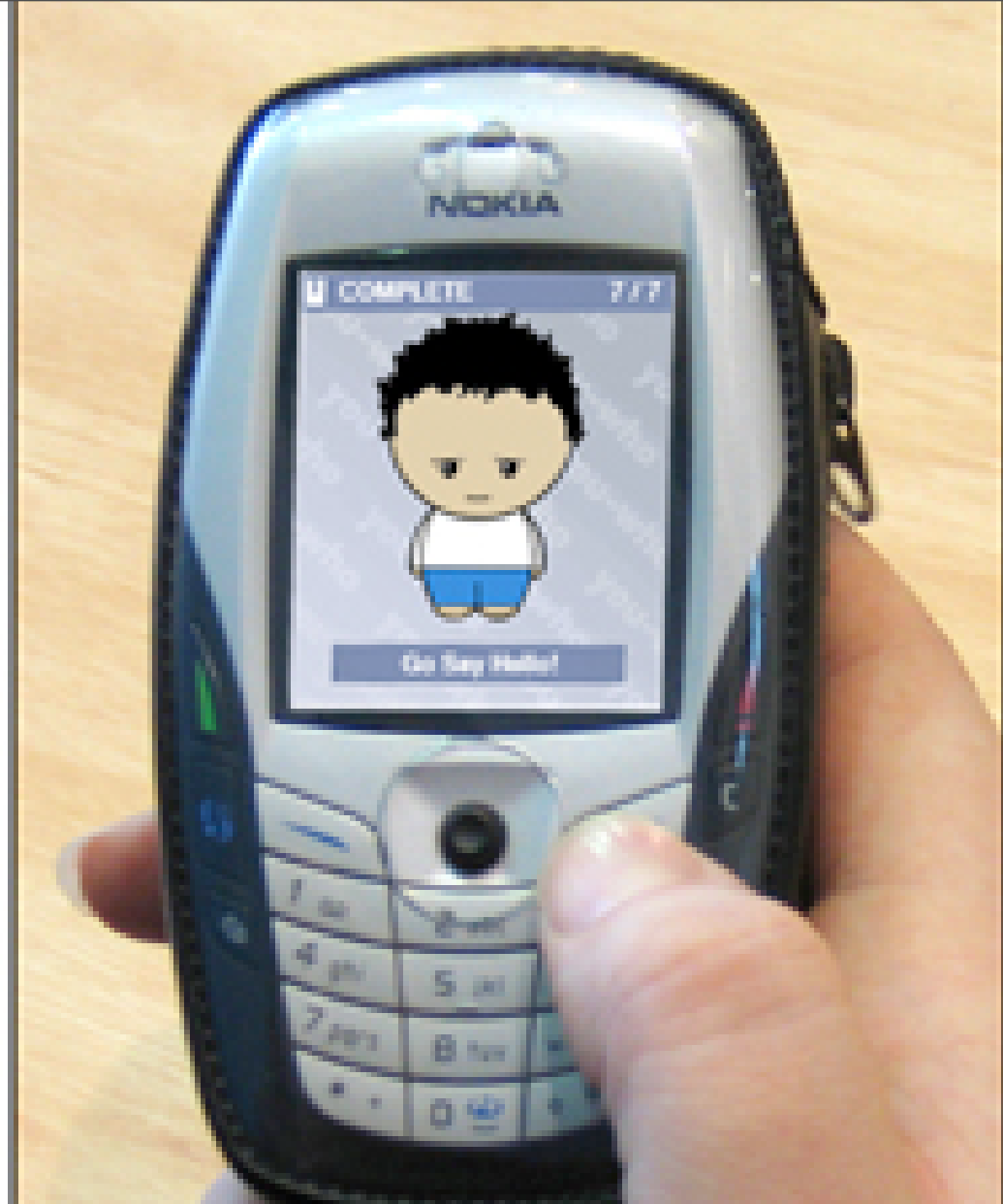
Decoy

An invisible poster, graffiti or a direction sign which gets alive by the mobile in the pocket



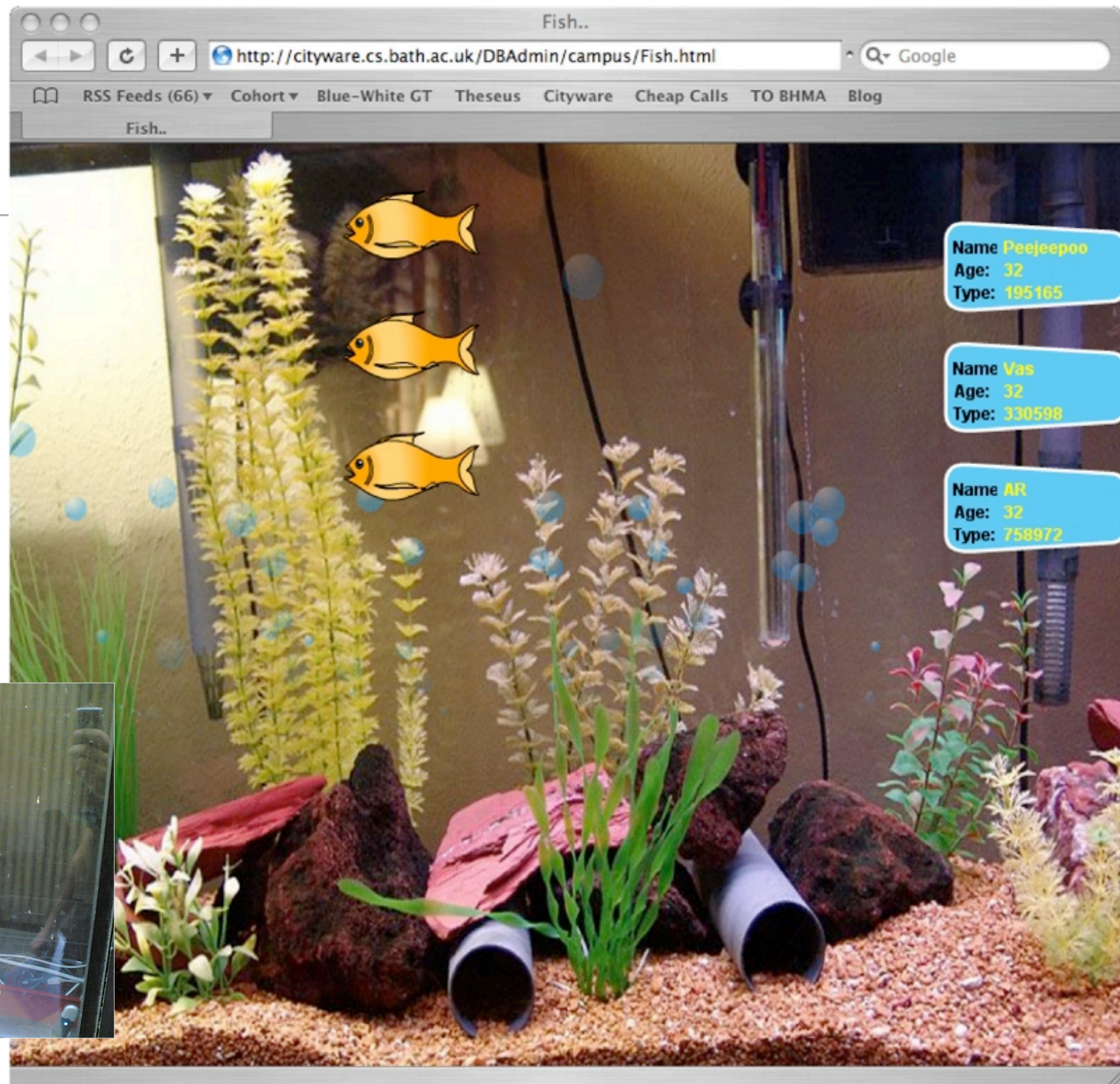
MobiTip

Location-based tips about
restaurants, shops, etc.



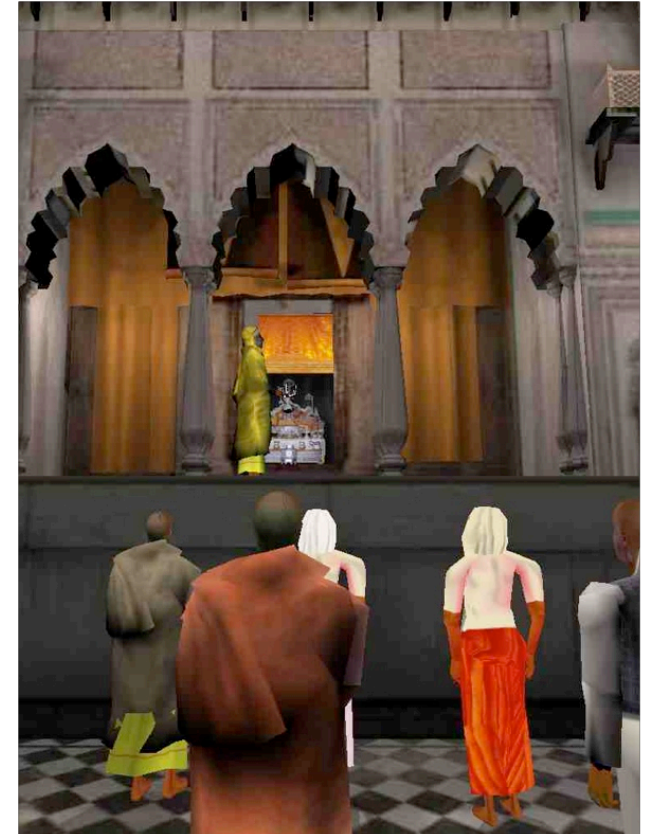
You-Who

Question-and-answer game to
meet strangers

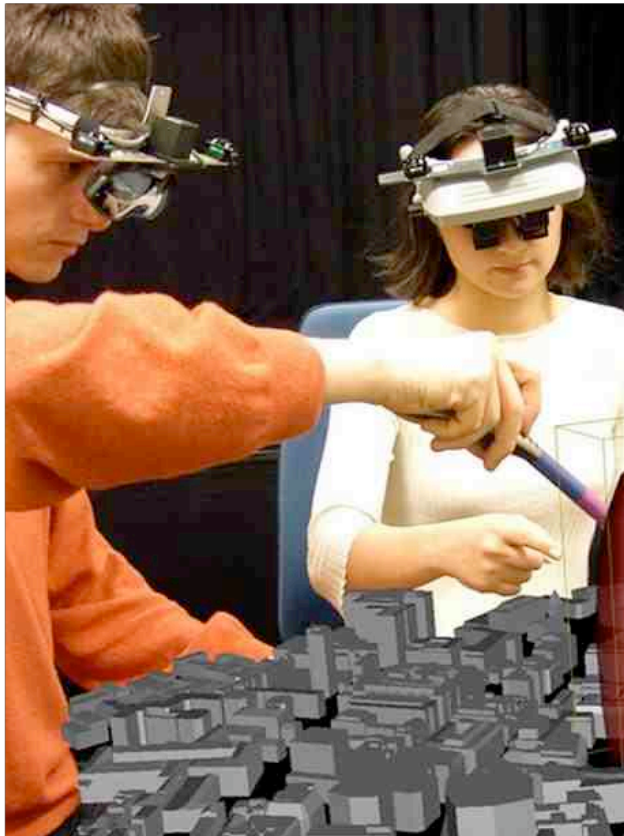




How to think about city-ware



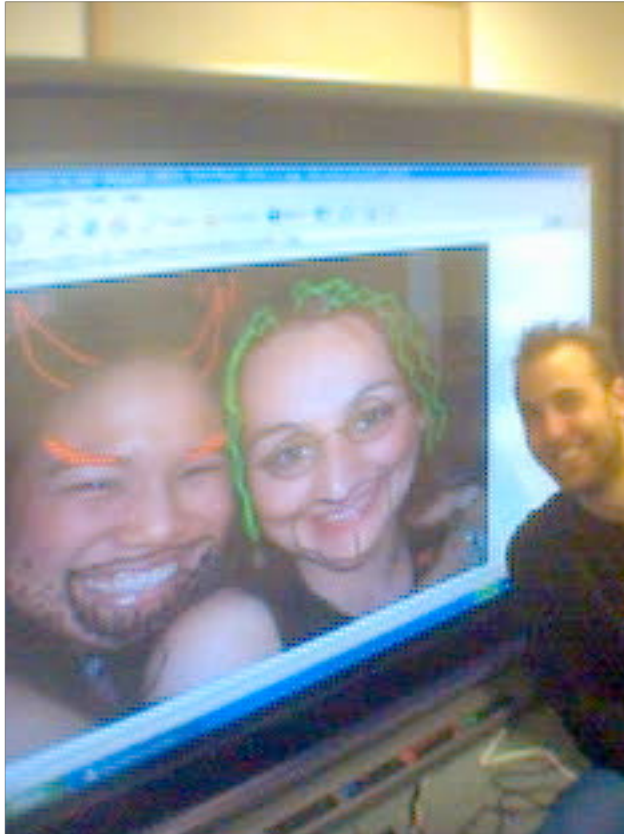
Virtual reality?



Augmented reality?



Wearable computing?



Pervasive computing?



Pervasive computing

Location

Technology

Information

Private Space



Private Interaction Space



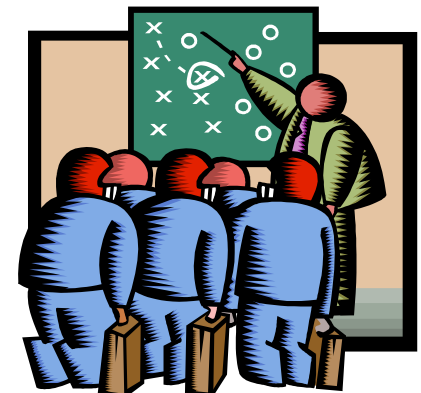
Social Space



Public Space



Public Interaction Space



Dark scenarios

Interesting problems
Interesting solutions

Who is using this device/service?

Extending TCP/IP protocol with biometric information gathered where physical interaction naturally takes place.

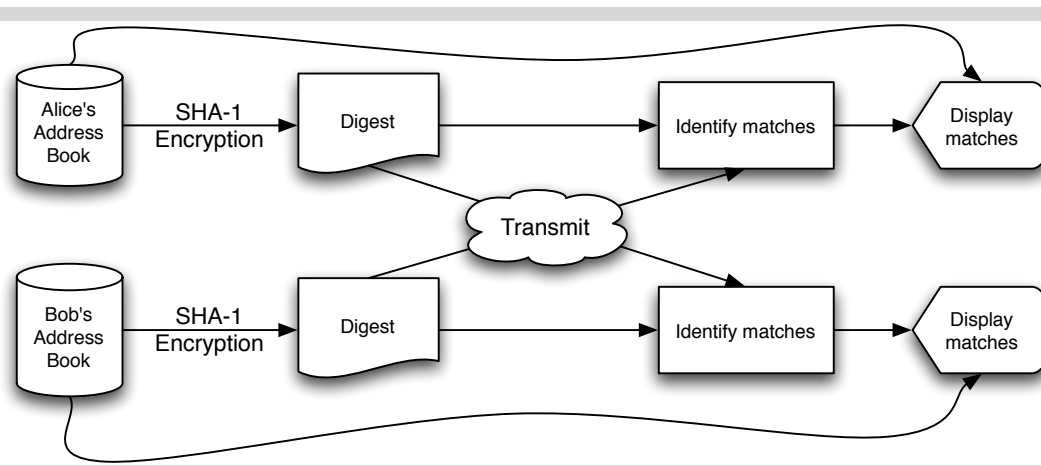
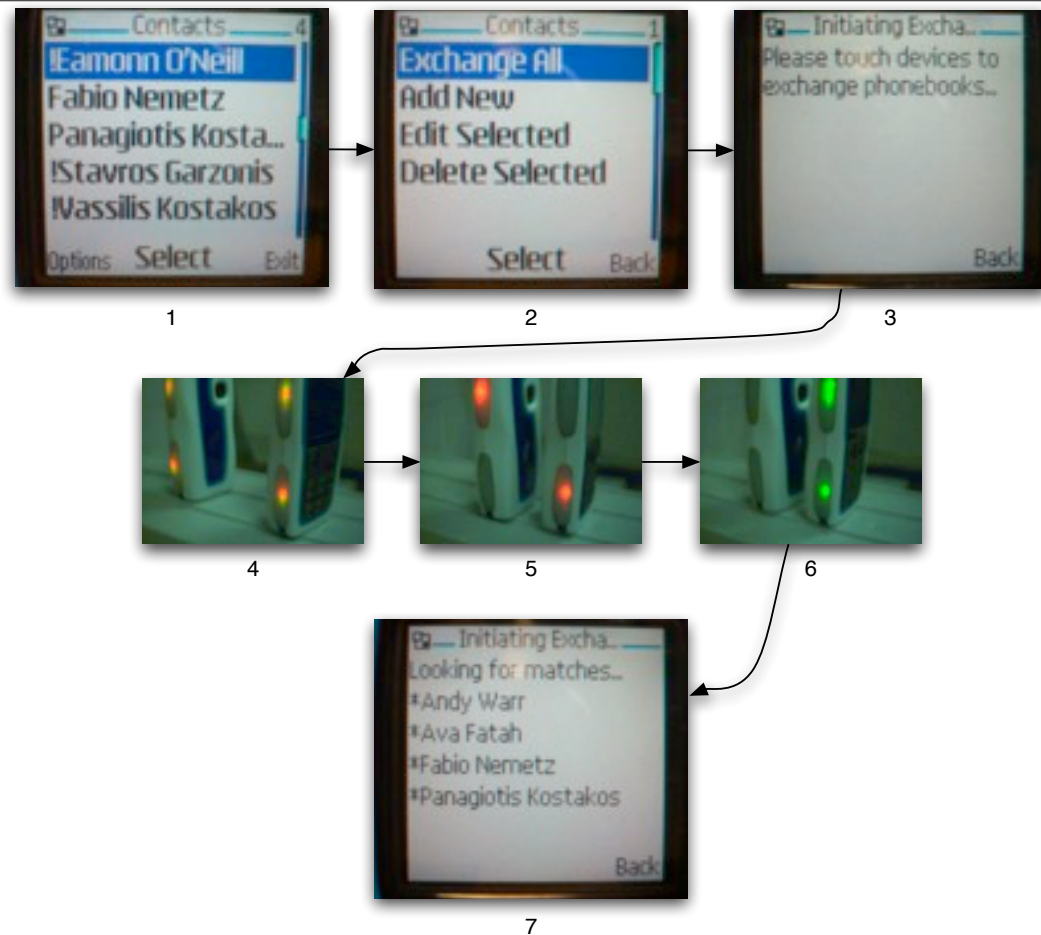
Presented at UkUbinet, Cambridge, 2003



Who am I interacting with?

Private matching algorithm for ad-hoc peer to peer communication.

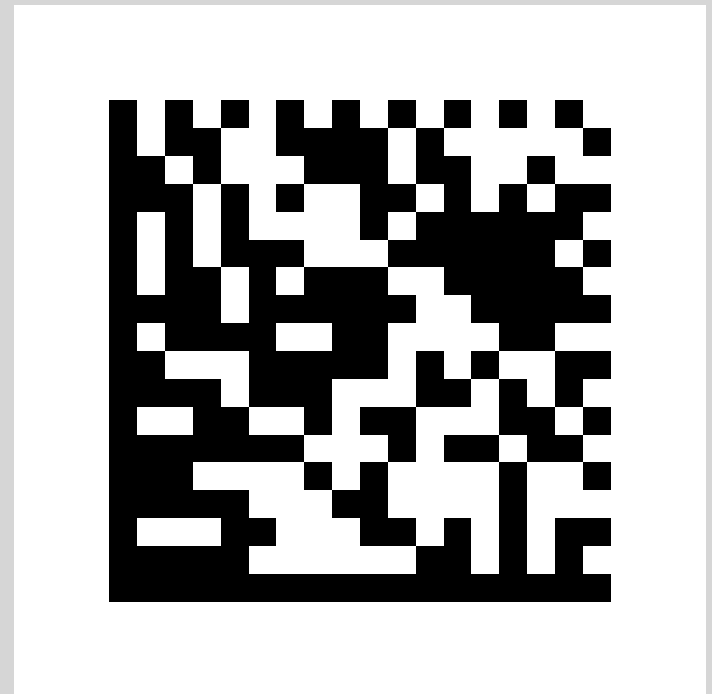
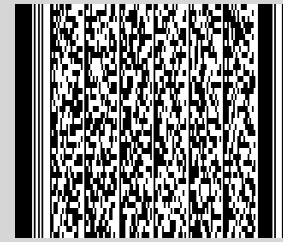
Presented at LoCA, IBM Dublin, 2006



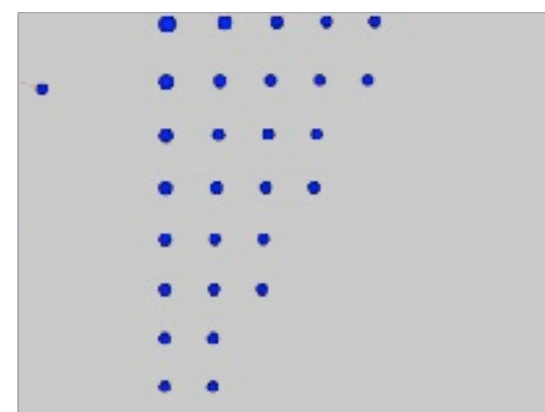
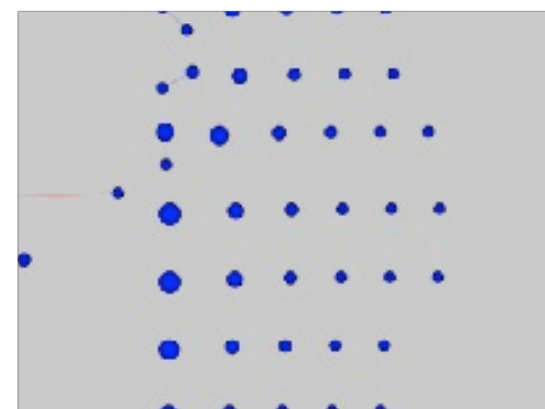
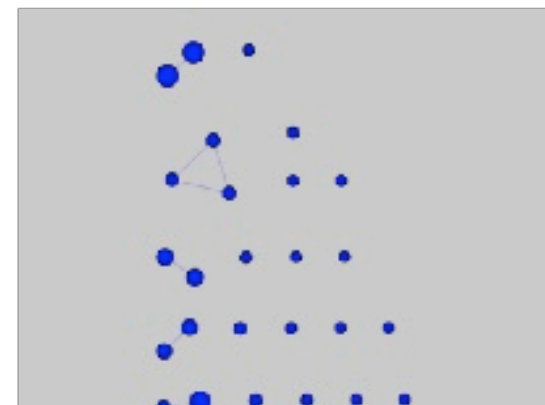
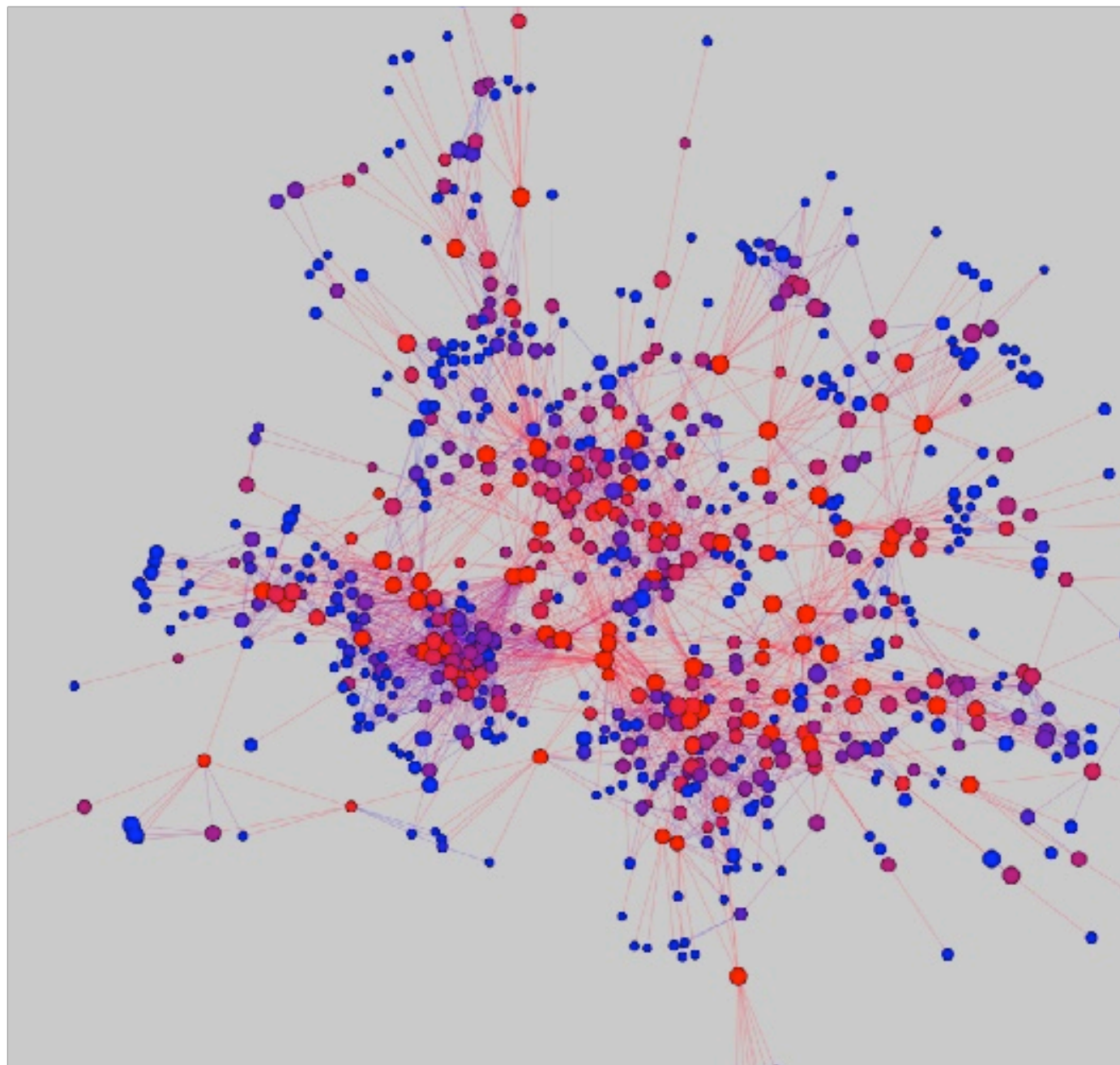
What am I interacting with?


Using physical tokens from the environment to verify the service or device you are communicating with. (NFC, RFID, sound, photo).

(In progress)



Still not convinced?



The top of the slide features a banner image. On the left, the 'cityware' logo is displayed in a white, lowercase, sans-serif font. Below it, the tagline 'urban design & pervasive systems' is written in a smaller, white, lowercase font. The background of the banner is a warm, golden-yellow sunset or sunrise scene. In the foreground, the silhouettes of three people are visible, standing on a balcony or bridge and looking out over a city skyline. The sun is a bright, glowing orb in the center of the sky, casting a long, horizontal lens flare across the upper portion of the image. The city skyline in the distance includes various buildings and industrial structures, all silhouetted against the bright sky.

cityware

urban design & pervasive systems

Thank you

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[http :// www . cityware . org . uk](http://www.cityware.org.uk)