Other Applications – Ubiquitous Computing: Discussion 3

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What is Ubiquitous Computing?
A simple definition for Ubicomp

The vision of pervasive computing is that computers will be integrated seamlessly into our daily lives. We already make much use of computers, however we can gain the most value from them when they are no longer things we interact with explicitly, but rather are blended into the background and assist us when needed.

IoT is the trendy name for Ubicomp
What are the similarities between Ubicomp and Adaptive Hypermedia?
Similarities

• Need to meet a user’s needs... seamlessly
• Require a model of the user, the environment and ...
• Need some adaptive heuristics
• The user has (at least some) autonomy
• Navigation, whether physical or through experiences, still fundamental
What are the big differences?
Differences

• Degree of openness
  • Not a sandbox

• Proliferation of sensors
  • More implicit?

• Services more than content

• Orchestration rather than assembly

• Increased Security, Privacy and Ethical considerations

• Abstractness of experience and control
  • Familiarity of paradigm
Role of Knowledge Discovery? “Things not Strings”
Use Case: Automated Access to Physical Infrastructure

• Mary is based in the New York office of MegaCorp and is visiting the Dublin office for a few days.
• The Dublin office automatically gives swipe access, WiFi access, the ability to book certain rooms and access to printers to visitors of Mary’s status.
• This is an Adaptive Application!
• Discuss...
What we covered today
Reading for next the lecture


Questions?

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