

FIA Caretakers Meeting, Brussels, March 6, 2009

FISE Scenarios

<http://www.smoothit.org/wiki/pmwiki.php/FISE/Scenarios>

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Outline

- Background
- FISE Input to Step 1

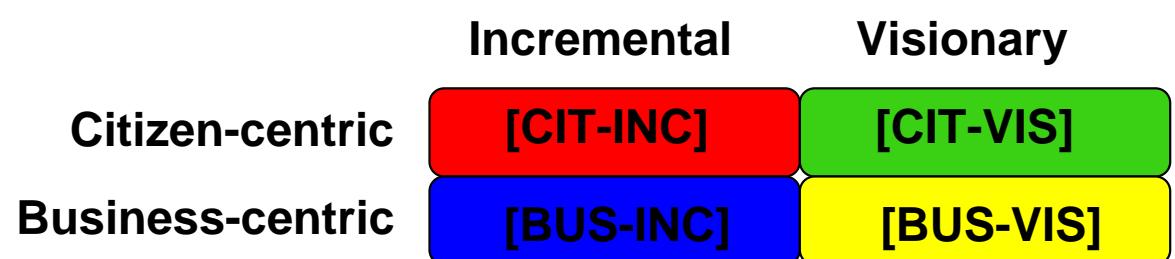
Background: Initial FISE Scenarios

http://www.smoothit.org/wiki/uploads/FISE/fise_scenarios_v0.9.doc

- Presented during FIA Caretakers meeting on Feb 5, 09
 - Presented during Future Internet cluster meeting on Feb 17, 09
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- Scenario 1: Mobile devices primary means for Internet access
 - Scenario 2: Content Creation, combination and publication is done by anyone
 - Scenario 3: There are many Internets
 - Scenario 4: All devices connected to Internet
 - Scenario 5: From the "internet of things" to the "internet of people"

From now to the FIA Prague

- Step 1: Building scenarios presenting ways of living and doing business in the Future Internet
 - By March 3rd
- Step 2: Integrated scenarios with functionalities and challenges
 - By end of March
- Step 3: Define the main inter-disciplinary research priorities
 - By end of April



FISE Input to Step 1

- Mapping of initial FISE scenarios scenarios, in a narrative form, to pre-determined categories

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- FISE CIT-INC Scenario

[CIT-INC]

http://www.smoothit.org/wiki/uploads/FISE/CIT-INC_FISE.doc

- FISE CIT-VIS Scenario

[CIT-VIS]

http://www.smoothit.org/wiki/uploads/FISE/CIT-VIS_FISE.doc

FISE CIT-INC Scenario

[CIT-INC]

ID	Scenario description	Functionalities
1	<p>Sofia studies History of Art in a local university and she has an assignment on “The effect of the Oscar Awards in the modern culture”. Her friends have invited her to the countryside for the weekend and she has decided to accept their offer; a few days away of the city could be inspiring. While she is in the train, she checks her e-mails via her mobile phone. She has one e-mail from Professor Smith where he asks her if she knows any site with a brief overview of the history of the Oscar Awards, because he is looking for a specific piece of information. Sofia remembers that she had found a very interesting site while she was searching for her assignment. She checks her bookmarks and sends him back the URL. For the rest of the journey she admires the landscape outside of the window and checks the local news.</p>	<p>PCs and laptops are no longer the main gateway to the Internet. Hand-held devices, like smart-phones, are the primary method of enjoying the full Internet experience at any time. These devices are very personal, location- and context-aware and provide Internet access from anywhere on the globe.</p> <p>Focus has shifted from storing information to handling information. No one needs to really memorize the facts as they are readily available via the mobile device. We focus on methods of learning, methods of combining information, and methods of extracting results. Search engines gain an even larger influence on what we perceive.</p>

FISE CIT-INC Scenario

[CIT-INC]

ID	Scenario description	Functionalities
2	<p>In the afternoon, Sofia discusses with her friends about her assignment. They believe that it would be great if there was a short video that would represent the best moments of the Awards. So, they decide that they could create one by themselves. They search the internet for some footage and they use their hand-held devices along with some on live services to edit the scenes. After a few minutes they have the first draft of their video and they upload it to a server. The next day, they check back for any comments from the community. There are some comments and even a new version of the video. The new video has better audio and includes narration, but unfortunately some parts of the new video are misleading and needs editing.</p>	<p>Network applications and services are exposing interfaces for use by third parties. Users are exploiting and combining these services to create their own high quality content. Content publication and sharing to a worldwide community and market is possible without the need of brokers. Users can easily find new content and use it as source for new creations. Creations are becoming communal. The controversy of the resources often makes difficult for the user to decide which source is acceptable. Since it is much easier to offer information and produce content via the Internet than via classic publishing ways, filtering and rating of this information becomes more important if the Internet is the primary source of information.</p>

FISE CIT-INC Scenario

[CIT-INC]

ID	Scenario description	Functionalities
3	<p>Sofia wants to invite her friends for dinner to thank them, but she hasn't got any time to go to the grocery shop. So she uses her mobile phone to connect to her refrigerator. There she can inspect what comestibles she has and then she can decide what she can cook (or even she can order the ingredients that she is going to need).</p>	<p>With the advent of ubiquitous cheap (or free) wired and wireless broadband access, all devices are now Internet nodes. This includes sophisticated devices like computers, televisions and stereos, more simple devices like refrigerators and washing machines, embedded home devices like air-conditioning, heating, lighting, alarm etc., means of transport like cars, buses and trains as well as objects that would ordinarily be considered as non-networked. In the last category are devices like pet collars (that monitor our beloved pets) or even implants like pacemakers that are wirelessly monitored. We can control all these devices in an integrated way, but more importantly, they can communicate with each other and come up with smart decisions that make our life easier.</p>

FISE CIT-INC Scenario

[CIT-INC]

ID	Scenario description	Functionalities
4	<p>In the way home, Sofia noticed that in the nearby park the swings are broken. She took some photos of the park and wrote a post at the city's official blog. The next few days, more and more residents are taking part in that thread by expressing their opinion. In a few days the swings are fixed.</p>	<p>Local communities can press for solutions to their problems by presenting them and expressing their opinions to the world-wide public. Their isolation is reduced as their voice is heard.</p> <p>Anyone can express their opinion and their attestation for a fact. This leads to the decentralization of news reporting, forming of opinions etc.</p>
5	<p>While Sofia was cooking, she received an automated emergency message from her grandmother's phone. She immediately called her to check if she was ok. Thankfully her grandmother was fine; she had just dropped her mobile phone into the sink.</p>	<p>Mobile devices are integrated with health monitoring equipment. As such, we can now have real-time and targeted care-giving and health-monitoring of patients or the elderly via their personal mobile device.</p> <p>Mobile devices also offer personalized health-care services, including access to personal health record and dietary information as well as alerts for required medication, support from patient communities, etc.</p>

FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
1	<p>By 2025, Sten, a freelance publisher, goes on holiday with his portable device <i>AboveWare</i>. He has been working extremely hard leading up to his vacation because of a deadline on a new 3D book. He had breached personal agreement welfare metrics governing the device and his interaction with society and work. The agreements constraints had been defined by healthcare professionals to minimise stress and optimise his life balance.</p> <p>On his way to the airport receives an incoming call from his boss, Laila. He is advised by <i>AboveWare</i> not to answer the call due to welfare violation but he overrides the device and speaks to Laila</p>	<p>The mobile device becomes the main interface to the Internet, and provides seamless connectivity (network-, format, device- independent) and proper handover across these dimensions. The waredevices are in clothes, glasses or even the plain old mobile phone.</p> <p>The waredevices know more about Sten's environment than he does by interacting with sensors at his location and other waredevices worn by people near by. <i>How does this affect Sten's perception, actions and relationship he has with society and government?</i></p>

FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
2	Laila sends a prototype of the new high-value 3D educational book targeting the specialised holographic Internet available to some customers in Europe.	<p>The quality of education depends on the Internets one has access to. Information may be limited to some networks, making it difficult for users of other Internets to reach it. New social divide based on the type of internet someone has (or can afford) access to.</p> <p>Many corporations and governments have created their own version of the Internet and most compete against each other. Some of these Internets are interoperable, while others are isolated by design and their users are secluded. Division is mostly at the service level. The landscape is volatile, roughly under market trends, government restrictions and user desires. Different networks are developed to introduce regulation and balance globalization, cooperation, protectionism in the battle for European sustainability and welfare</p>

FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
2 (cont 'd)	Both collaborate to put the final touch to the book which he visualised on his <i>AboveWare</i> and applying corrections immediately.	<p>All education records are digitized. Extended records are stored beyond classical education, including software driving license, life-long training programmes, etc.</p> <p>The 3D book is both subject and object. It is not necessarily the digital transposition of the linear book. It is also the object of collaboration in 3D. 3D immersion becomes common and a natural way of collaboration, dynamically adapting to the connectivity conditions. Virtual and Real worlds are seamlessly mixed and interconnected. <i>How will this affect the mental health of individuals, especially those that are vulnerable?</i></p>

FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
3	<p>They also take this opportunity to do some small talk and exchange their excitement about the project through a proper translation by the <i>AboveWare</i>. They can both "feel" each other.</p>	<p>Natural interfaces (voice, gesture, etc) are common supporting social inclusion in 75% of the regulated "baseline capability"</p> <p>Emotions are fully captured and exchanged but only available to over 16's in some countries. Hedonistic behaviour is predominant. Devices are available to fake emotions allowing inauthentic communication and psychological subversion to continue.</p>
4	<p>In this, Sten almost forgets the bus stop but was timely reminded by an avatar appearing in his video discussion.</p>	<p>Personalisation of services (e.g. linking various sources of information such as agenda, flight schedule, etc.) and context awareness (such as geo-location, bus line, etc.). Given that geographical tracking can be activated, users establish a personal "carbon footprint" record (e.g. I have taken the bus in the morning, the car in the afternoon, and the bicycle in the evening).</p>

FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
5	Mobile device automates check-in and guides Sten to baggage drop off point.	Context awareness. Behaviour learning.
6	At a Café in the airport, Sten interacts with a large screen display (the table's surface) to continue working on the new 3D book.	Access to shared services, adaptation of existing service to take advantage of physical environment.
7	It has been a long day: The different services called upon and assembled were not yet fully perfect in order to compose the book, some stories of the book still appear blurry and incoherently linked between themselves.	Dynamic composition of services with different levels of SLA, with examples of nascent service trading scandal due to service phishing.
8	He has also had to solve the issue of wrong billing for services used by a company sharing the same physical space.	Trustworthy delivery services in the cloud or prevention against identity impersonation have not yet been fully implemented.



FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario description	Functionalities
9	In the airport, Sten enters into a multiplayer game and realises that two other players are also nearby. Sten's device recognises one of the other players as somebody with whom he has already played online games and Sten introduces himself in person.	75% of real-world relationships are realised through virtual worlds relationships. The interaction of the internet of things and the internet of people enables location based services that are linked to a social network based service (e.g. a user can activate (or deactivate) the following search service: "hello I am here, are any of my Facebook friends around?" or "I am in a industrial fair and would like to meet my LinkedIn professional contacts")
10	The game is moved to the game pod in the airport without losing interactions with the other players around the world.	The game session is transferred seamlessly across devices without losing interactivity
11	Sten's mobile device advises him that a product on his wish list is on special offer in one of the duty free shops in the airport.	Personalisation of services, context aware discovery and proactivity.



FISE CIT-VIS Scenario

[CIT-VIS]

ID	Scenario d.	Functionalities
12	A last view on Sten's mother's medical vital signs as she wanted him to be informed at all times, a last check with the general practitioner and it's time to enter the plane.	<p>The systematic tagging of living beings, mostly animals, with RFID-chips began in at the beginning of this millennium. By the year 2020, technology has achieved high level of robustness; that privacy-ensuring measures are reliable; the legislator has introduced efficient regulatory measures in place, and ethical concerns have become less prominent. Personal tags have thus become commonplace; numerous useful services are available facilitating everybody's physical and online life. Services are manifold and adaptable; users can switch on and off the implanted RFID tag and activate different security levels. RFID-implant-based systems render health-related processes more efficient (process flow within hospitals, storage of medical records, registering medicines, etc.) thus contributing to reduce the national expenditure of health care costs</p> <p>RFID implants enable (unprecedented) medical help to people in critical situations. Examples include vital information on injured people in accidents, identification of people with Alzheimer or severe senility, people in coma, acceleration of transplants of organs, etc. Healthcare-oriented internet keeps medical data secluded in a walled-garden fashion.</p>

Thank you for your attention!

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