What is UC?

- Technologies based on?
- What provides it for the user?
- Where does it come from?
- Where is it going?
1. AI
2. Networking
3. Embedded systems
4. OS and distributed systems
5. Security
6. HCI
7. Technology and society

a) Short range communication; 2, 5
b) Non GUI Uis; 6
c) Identification, localization; 5, 3
d) Wearable, nomadic, mobile; 2, h, j
e) Calm, ambient, smart environments; 6, 5
f) Context awareness; 1
g) Statistical methods, Sensor fusion algorithms, uncertainty; 1
h) Energy efficient hardware and software design; d, j
i) Robotics: sensors, actuators, feedback loops; 3
j) Software design, event systems; 3, d, h
k) Complex systems; 1
l) Data mining, machine learning; 1, 7
m) Interaction design; 6, 7
Ubicomp Definition Attempt

- Make the second level arcs work like the first level arc.
- To bridge the gap between the digital and physical world by building communicating artifacts that augment the interactions between humans and the physical world.