

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