

Introducing Pervasive Computing to Society

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Introduction

- Where do we stand?
 - Enabling the integration and interaction of pervasive systems with society
- What is a pervasive system?
 - A system that pervades the **physical**, **social** and **cognitive** environments
- We will discuss ideas about designing and deploying pervasive systems

Designing Pervasive Systems

- Traditional HCI design foci are **user, task** and **domain**
- We propose three analogous foci of **citizen, sphere** and **space**
- Users don't have rights, **citizens** do
- Information **spheres** to capture the cognitive environment – a way to think about the system
- **Spaces** deal with locations (e.g. public space) and physical artefacts (interaction spaces)

Deploying Pervasive Systems

- How are traditional systems deployed?
 - Computers calculate, store, retrieve, monitor, repeat
 - Humans extrapolate, spot patterns, identify changes, deal with the unknown
- What about pervasive systems?
 - Architecture: optimize space to overcome functionality constraints
 - PerComp: optimize functionality to overcome space constraints

Conclusion

- Presented general ideas
- Social issues are at the heart of the problem – and the solution
- Combination of ideas can address a range of issues such as privacy, service delivery and interaction methods

The End – Thank You