



Nomadic Media

02019 ITEA

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Nomadic Media developed solutions that allow consumers to enjoy multimedia content and employ interactive services at the times and in the places they prefer, using devices that best suit their circumstances. Proof-of-concept demonstrations were developed for an airport, home and networked healthcare scenario.



Consortium



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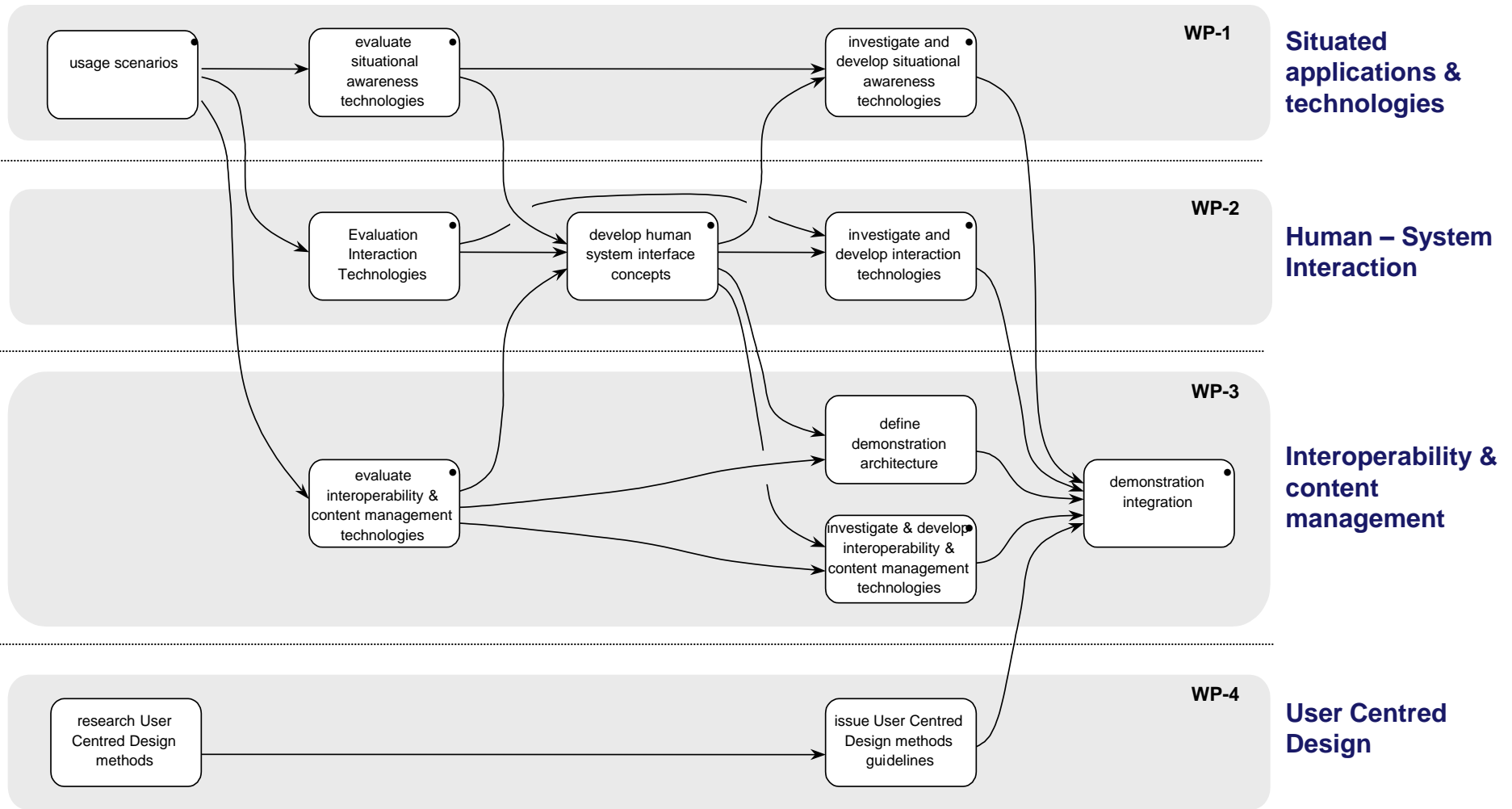
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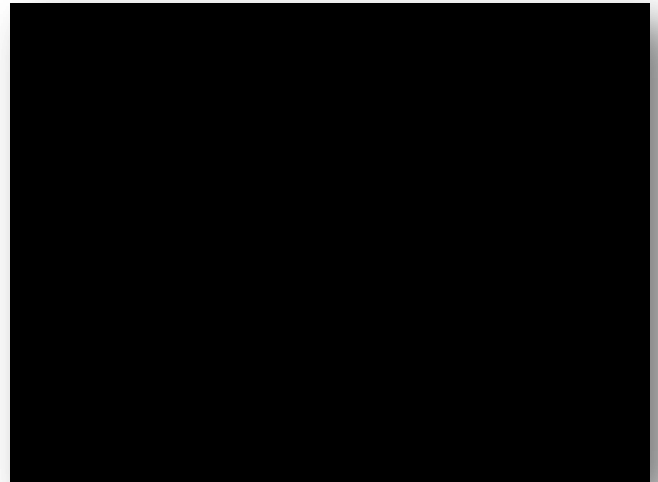
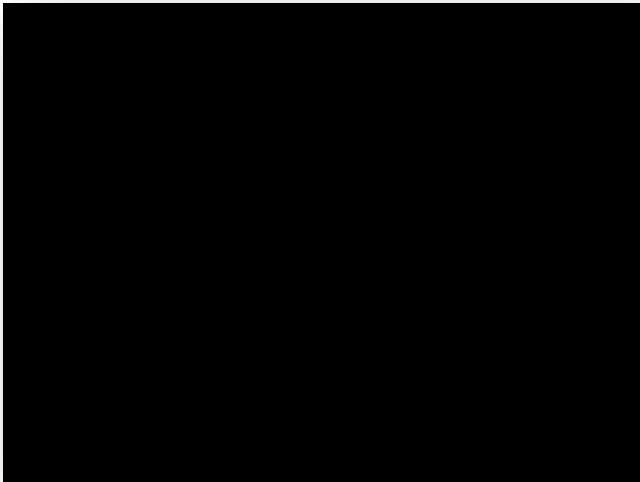
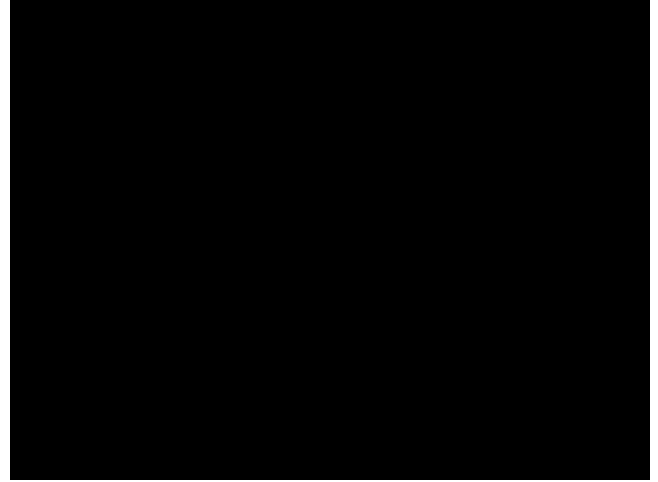
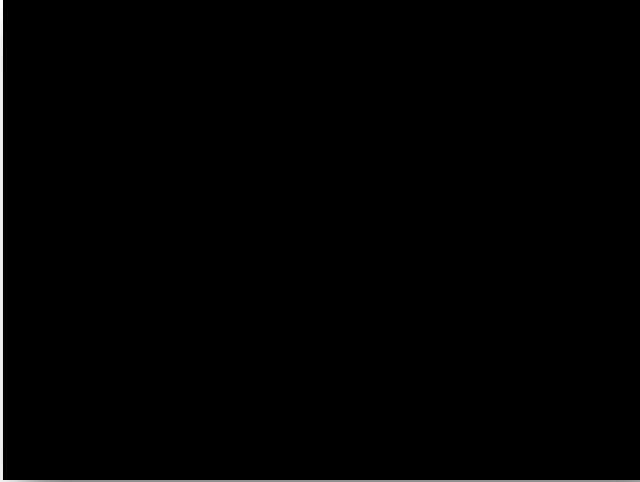
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Usage scenarios

- **Home scenario**
 - Access to content in the home
 - Multimodal user – system interaction
- **Airport scenario**
 - The use of public displays
 - Personalized information and context adaptation
- **Hospital scenario**
 - Secure access to patient information

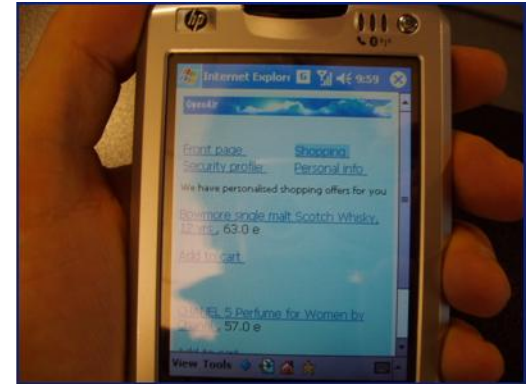
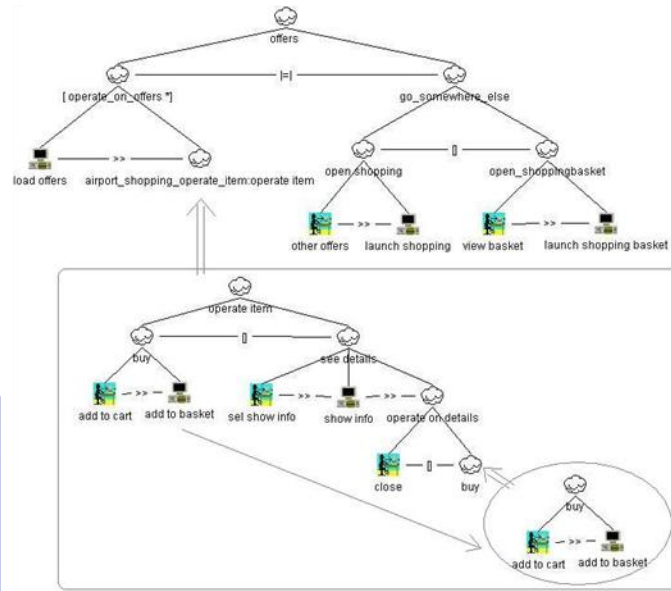




Unified UI Description Language

The Unified UI Description Language makes it possible for a UI to be generated in response to demands from external sources that is in line with the capabilities of the receiving device

user benefit: have a consistent interaction style on any interactive device and in any context





Service Orchestration

Service Orchestration builds on:

- **Service Discovery Layer**
- **Network technologies for seamless connectivity**
- **Unified Context Description Language**

user benefit: have access to best services that are personalized and respond dynamically as needs and location change



Dissemination

- User-Centered Design Guidelines for Methods and Tools published
- 26 papers accepted/published
- Contribution to ITEA position paper on Web services
- Seven workshops and presentations organized
- Three master theses completed



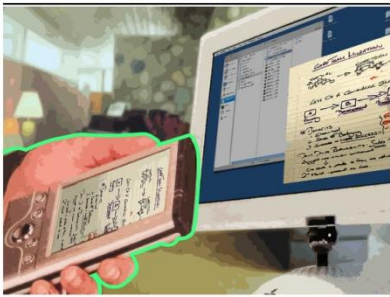
Exploitation

- Multi-user publishing environment (MUPE) open source – situation-awareness technology components and demo applications published under NOKOS (Nokia open source) license
- Potential commercial implementation of UIDL



Standardization

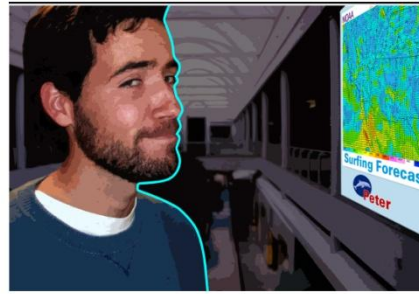
- Universal Plug and Play (UPnP) remote UI – Philips Research NL
- Web Service model ontology (WSMO) – CEFRIEL



4 A working day at home



5 A family gathering



13 Hotspot use of public screens



12 Arpagone's mobile health care disadventure

