



Agenda

- Problem
- Solution
- Architecture
- Enhancements
- Team Organization



Problem

 The need for a context aware, content delivery system architecture.

 Pervasive computing prototype application built on such an architecture.



Pervasive Computing

- All devices networked together
- Computer part of environment
- Enhances daily life
- Context aware



Context Awareness

- Example
- Computers anticipate our needs
- Adapt without explicit input
- Fundamentally change interaction
- Have intelligence everywhere



Problem

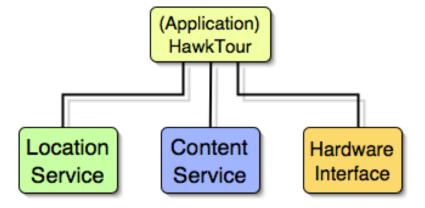
 The need for a context aware, content delivery system architecture.

 Pervasive computing prototype application built on such an architecture.



Solution

- A module based, pervasive architecture
 - Web Services
 - Interfaces





Solution (continued)

- HawkTour prototype application
 - Gives tours without a live guide
 - Employs Tablet PC
 - Interacts with devices like HDTV's
 - Uses context to customize information



Context in HawkTour

- Who you are
- Where you are
- What is nearby



Hardware Service

- See map Watch video
- View image







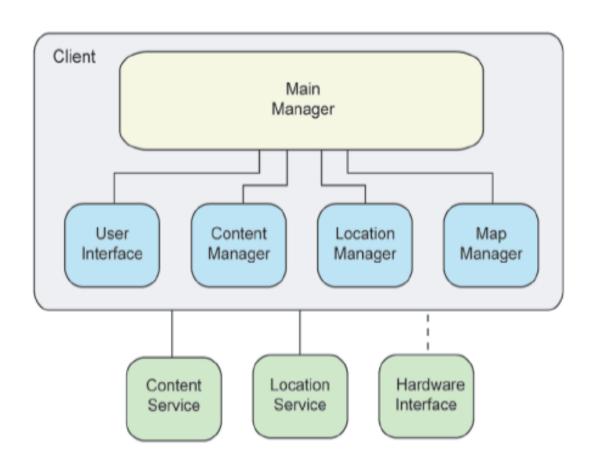








Application Architecture





Application Enhancements

- User Interface
- Service Deployment
- Mapping Subsystem
- Hardware Interface
- Database Design



User Interface

- Institute of Design recommendations
- Multiple View Implementation
 - Survey, Mapping, Content, Browser
- Application Customization
 - Survey → Database → Customized Content



Service Deployment

- Ekahau positioning engine
- Improved accuracy of tracking
- New content server



Mapping Subsystem

- Polygon hotspots
- Hotspot highlighting
- Mini-Map overview



Hardware Interface

- Digital media receiver
- Signal strength monitor
- Automatic audio selection
- Improved interface panel
- Dynamic window sizing





Database Design

- Database analysis
- Redesign
- Move to more robust server
- Redeployment
- Application integration



Testing

- Test cases
- Approach
- Final test report



Organization

- Project Management
 - Build deadlines
- V-Model Process
 - Testing done in parallel with development
- Team Organization
 - Sub-groups used to tackle problems



Team

Mapping	Database	UI	Hardware	Testing	Deployment
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Leadership

Technology Sponsor

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Questions?

www.hawktour.net