

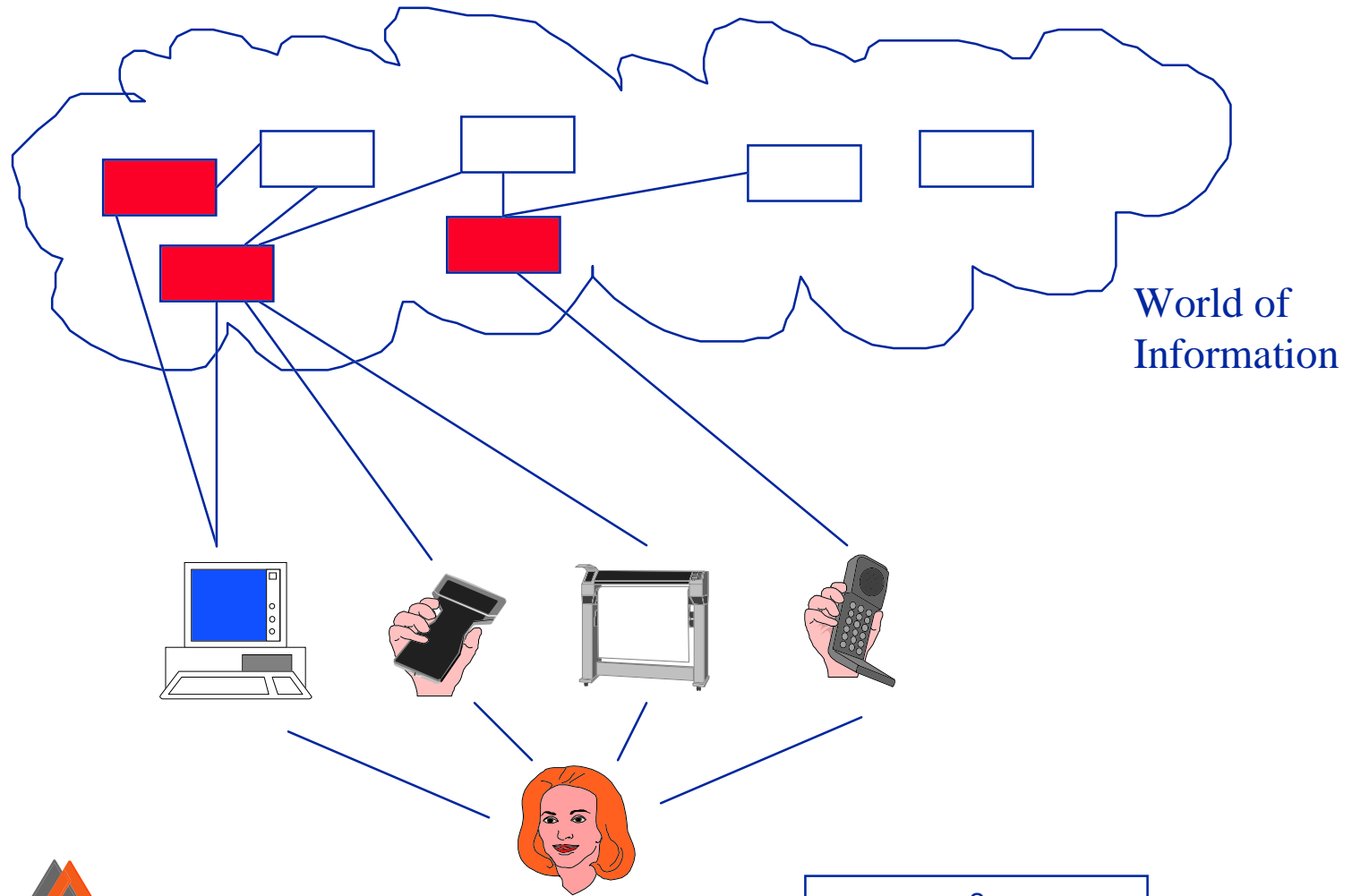
# *Initial Project Concept*

Puppies Workshop, 12/2/97

Billy Gibson & Mike Bursell



# *Mobile users - global information*

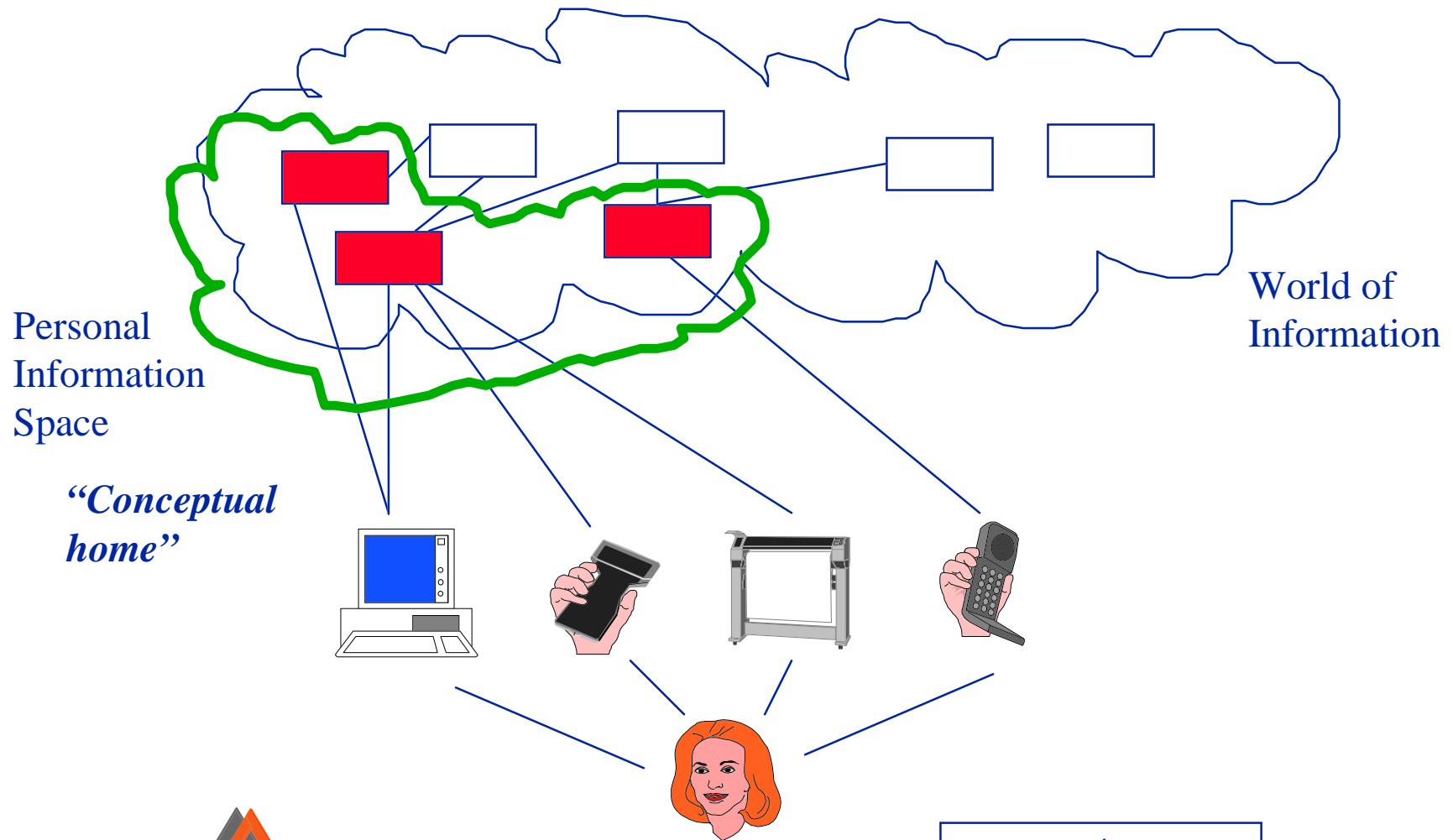


# *The risk of overload*

- Dispersed information
- The user is mobile
  - Needs access to that information
  - Needs the information to be managed
- User has many points of access
- User may not wish to carry an appliance or laptop



# *A Personal Information Space*



# 2001

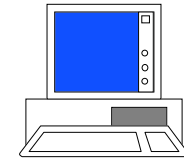
- Internet/networks part of every day life
  - Ubiquitous as the telephone
- Facilities
  - Business
  - Entertainment
  - Education
  - Recreation
  - Services (news, travel, banking, shopping, ...)



# *Users*

- Homeless users

- Mobile (executives, company reps, ...)
- Domestic (Non-PC)



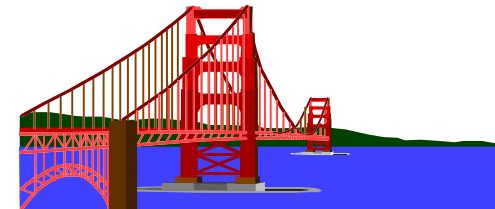
- Access by whatever is to hand

- Different media formats, different forms of interaction



- Local device becomes gateway (PC, NC)

- Resources are moved to the network



# *Issues*

- How to:
  - Provide ubiquitous access
  - Regulate resources
  - Locate services and facilities
  - Keep track of disperse information
  - Perform tasks offline
  - Interact via different media
  - Mask low bandwidth
  - Learn from previous experience



# *PUP*



PUP “lives” on the network



Goal based, maintains users’ information



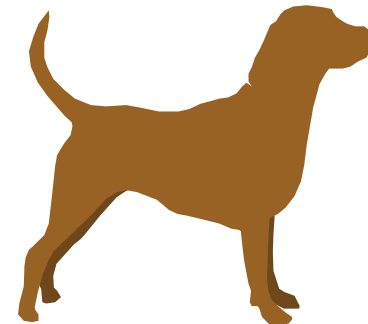
Mobile for greater efficiency



Collaborate with others to achieve common goals

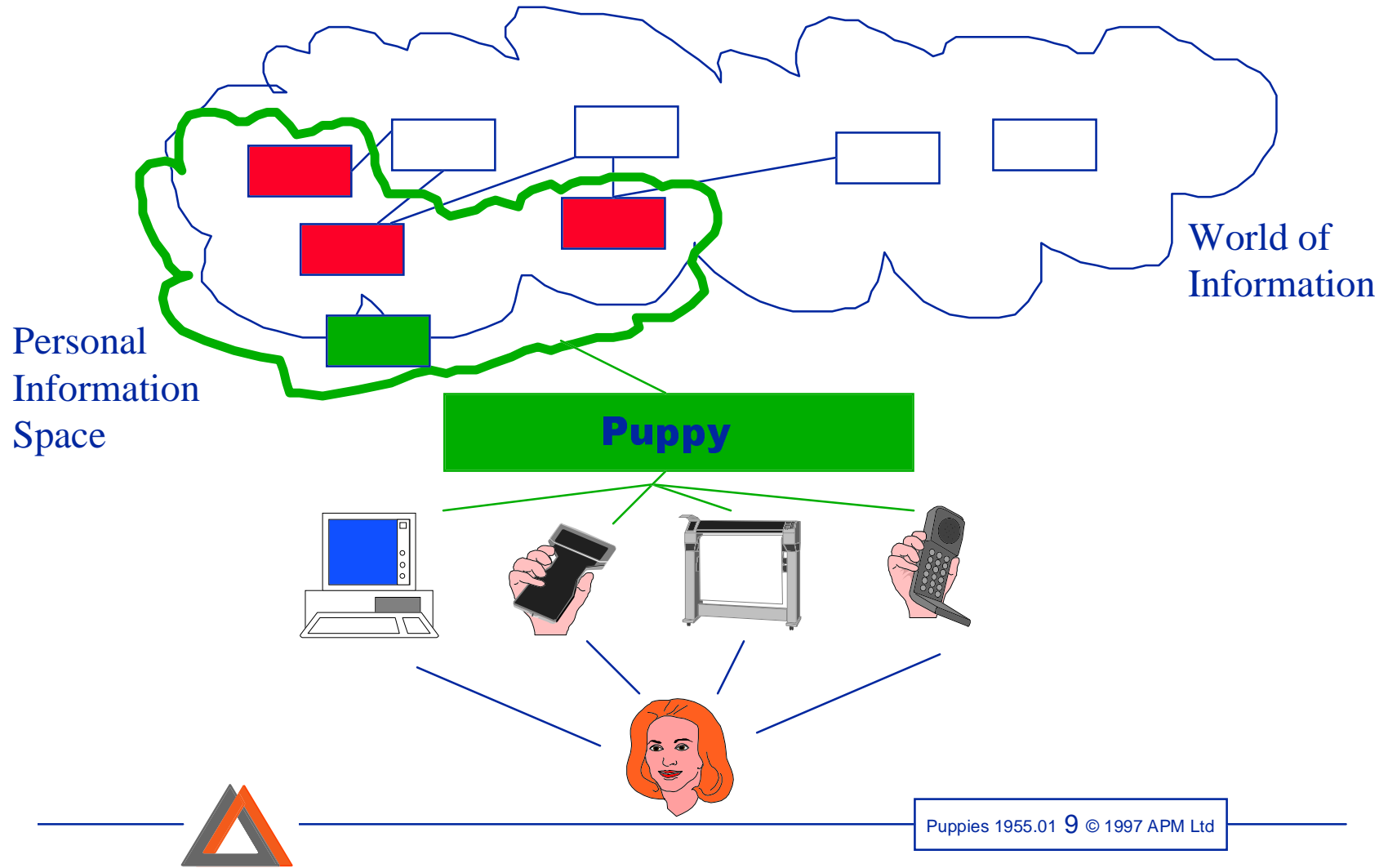


Learn, in order to serve user better

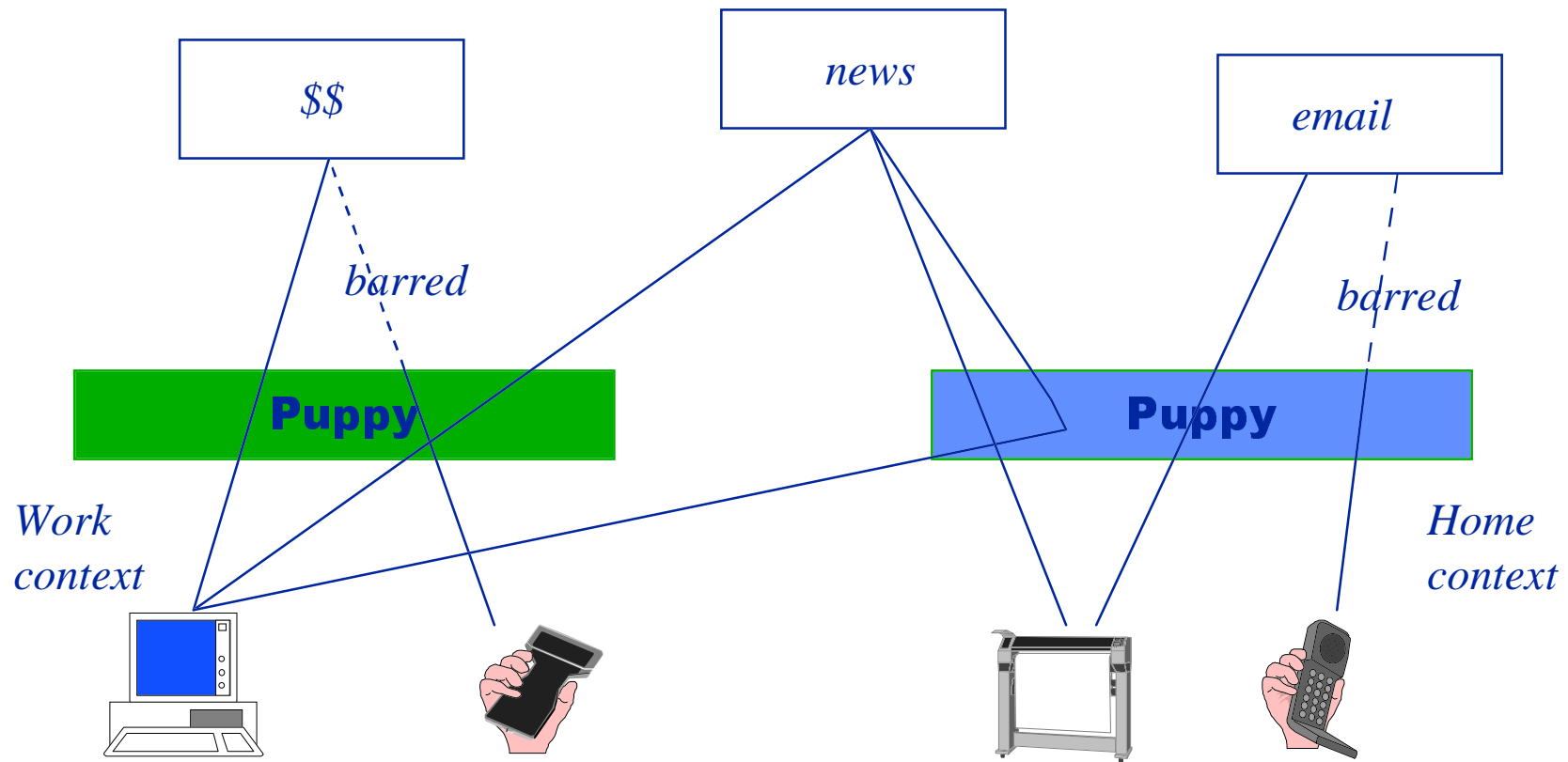




# *Puppies managing services*



# *Puppies at work and play*



# *Exploitation*



Network becomes more than just bandwidth

- Bandwidth is now cheap - little profit!
- ISPs, Telecoms provide value added functionality



Enables new services and possibilities

- Give traders easier access to market



Growth in domestic appliances

- Users have more choice when they want it!

