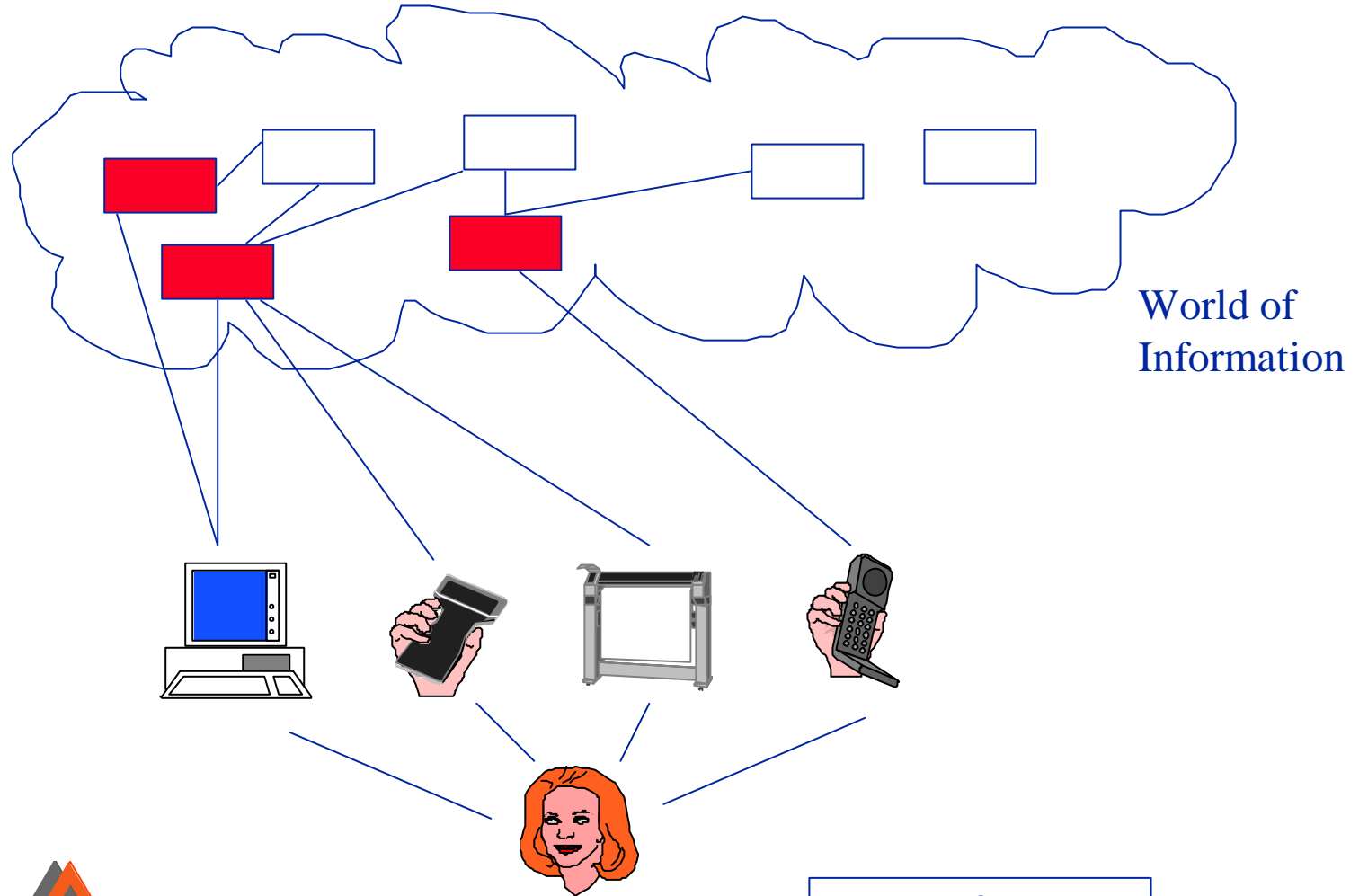


Initial Project Concept

Puppies Workshop, 12/2/97
Billy Gibson & Mike Bursell



Mobile users - global information

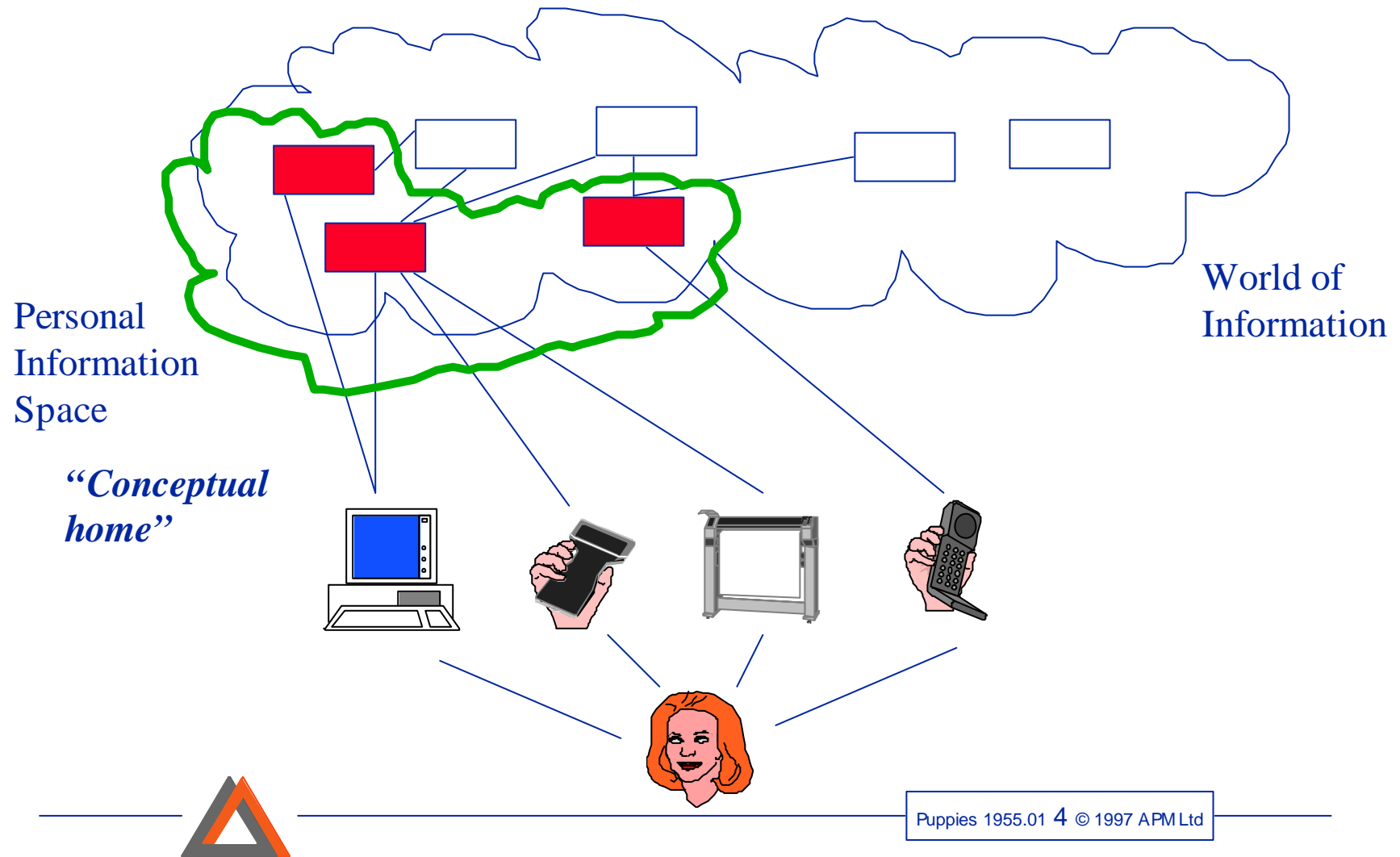


The risk of overload

- 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

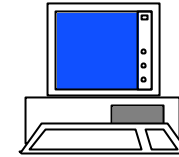
- Internet/networks part of every day life
 - Ubiquitous as the telephone
- Facilities
 - Business
 - Entertainment
 - Education
 - Recreation
 - Services (news, travel, banking, shopping, ...)



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



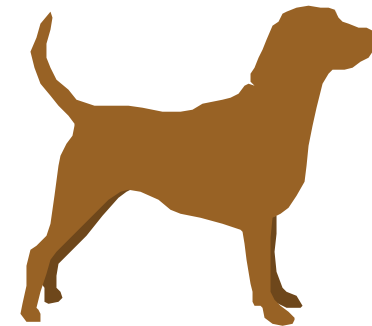
Mobile for greater efficiency



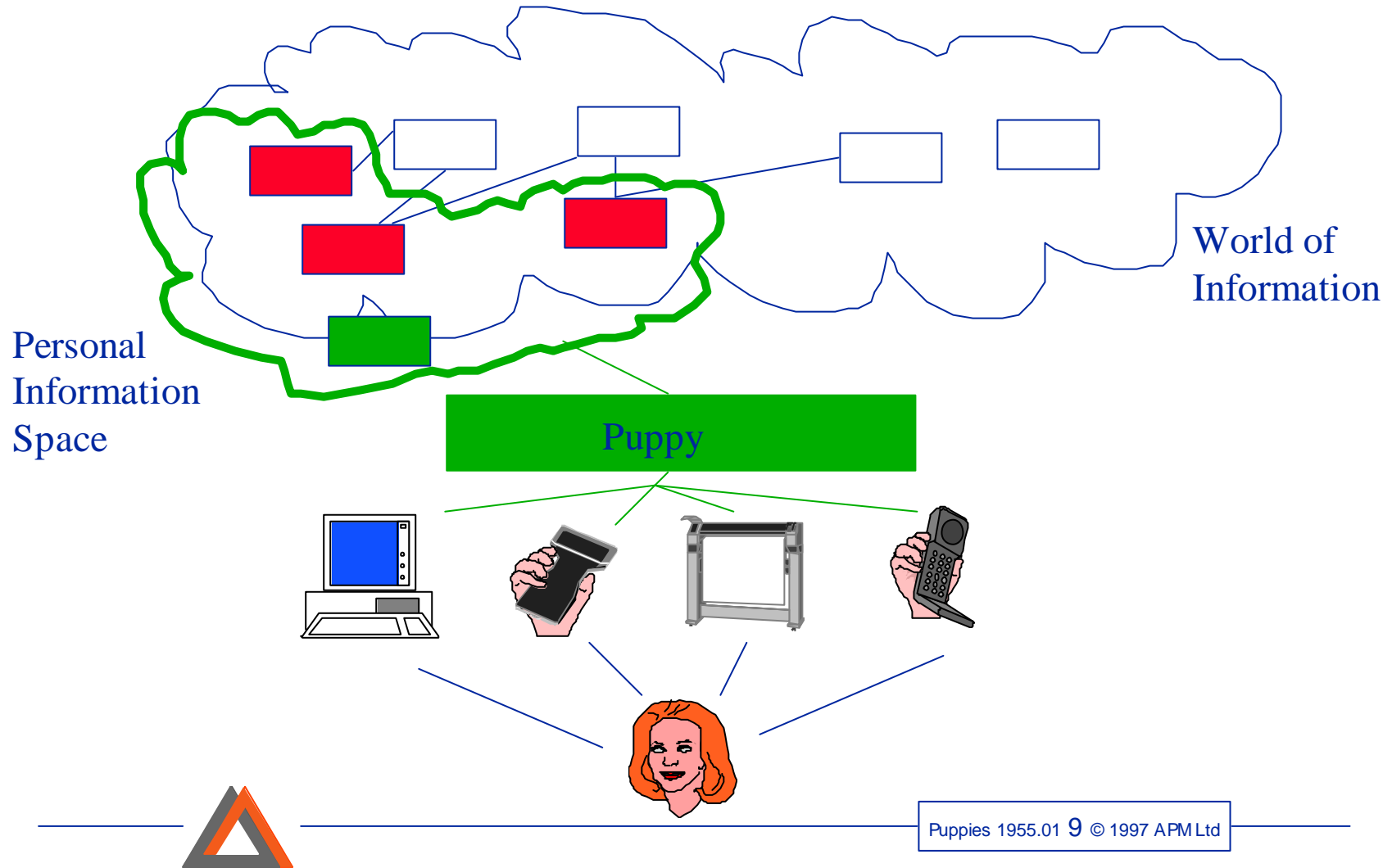
Collaborate with others to achieve common goals



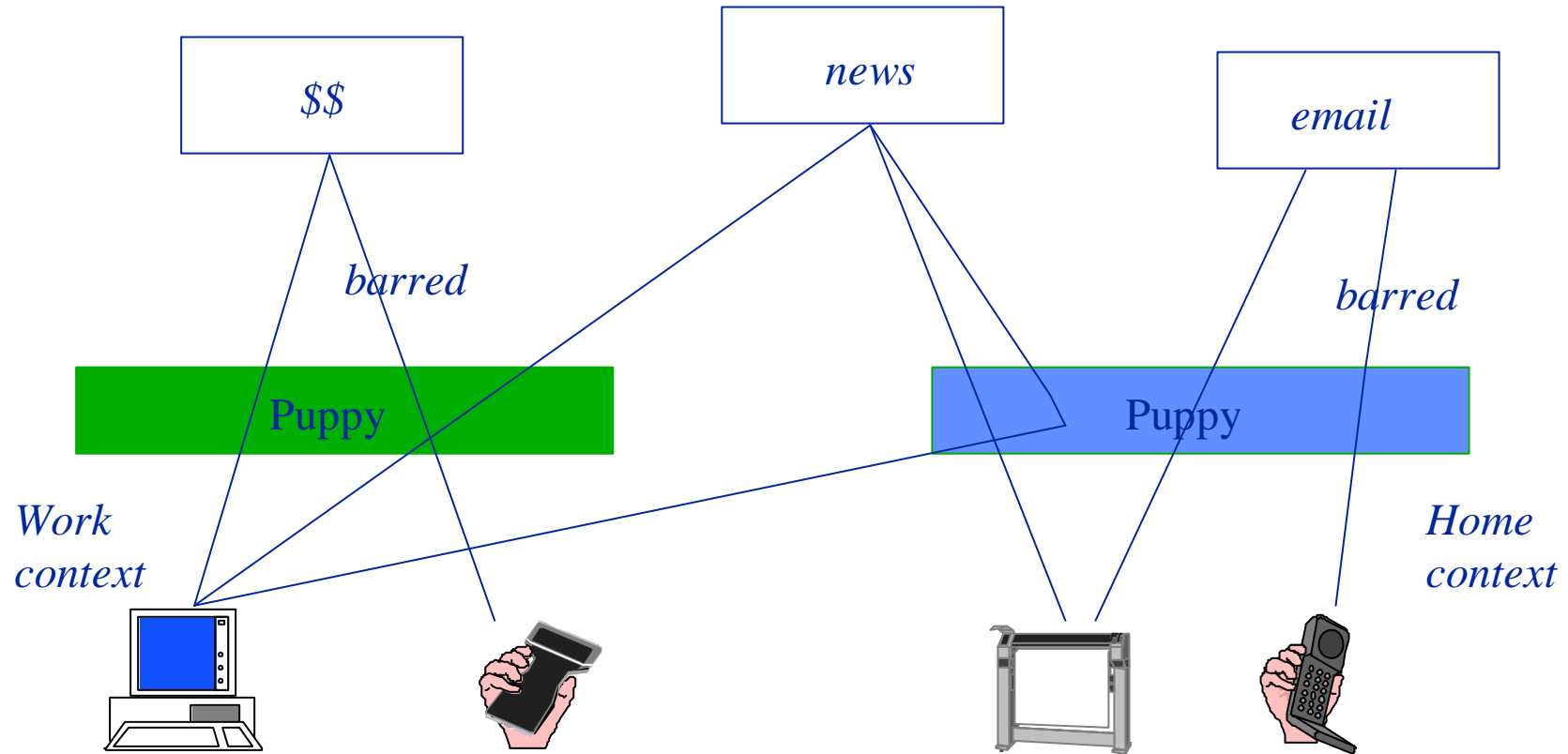
Learn, in order to serve user better



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!

