Mobile Service Delivery

Scenario: Tourism

Description

Susan has just arrived in Rio de Janeiro and is ready to make a Tour.

- She knows nothing about the city...what can she do?
- The mobile has the solution:





Parameters:

- > **Time:** The phone show in real time, possible services that may be interesting for the user (a reservation in a restaurant because it's lunch hour).
- > **User preferences:** sports, favorite food...
- Location: with GPS & Google Maps, the mobile knows our position and it show us the nearest services and how to get there.
- Weather: with an Android Weather Widget, the mobile terminal guide us to a outdoors tourist area, or indoors if there is a risk of precipitation.

Example

• Current conditions:

> Time: 11:00 a.m

> User preferences: Surf, Italian food...

> Location: Francisco Sa, Copacabana

> Weather: Sunny day

Recommendations:

- > Outdoor Tour:
 - Historical tour: The mobile has identified this service as very relevant.
 - Sugar Loaf: It is in a near location.
- > **Surf:** Sea conditions for playing her favorite sport. Copacabana beach is close and it's a sunny morning.

Reserve a table:

- Italian Restaurant: Susana loves Italian food and the mobile present it as a first option.
- Typical Restaurant







Selected action:

Susan wants to book a table in a Brazilian restaurant and the mobile shows the three typical food restaurants in the area:

Reserve a table: O Porcão

Reserve a table: Nova Capela

Reserve a table: Espirito Santo

- Susana reserves a table in O Porção.
- Once in the restaurant, Susana can access to the information of weekly menus, chef's recommendations, products in a list of her preferences and also she could place an order.

ONTOLOGICAL MODEL

• The phone has information of the user preferences, time, weather and the user's situation and all this information will be used: to determine what is relevant information, to identify user goals and recommend actions to be performed by the user.

CONTEXT AWARE

