

1) Reasoning → public screen
(no group path)
7/8 square screen

Scenario 3-4 Specific examples
"What is my context-aware use cases
profile?"

2) context ~~profile~~ ontology

3) user ontology

1) → Reasoning: -

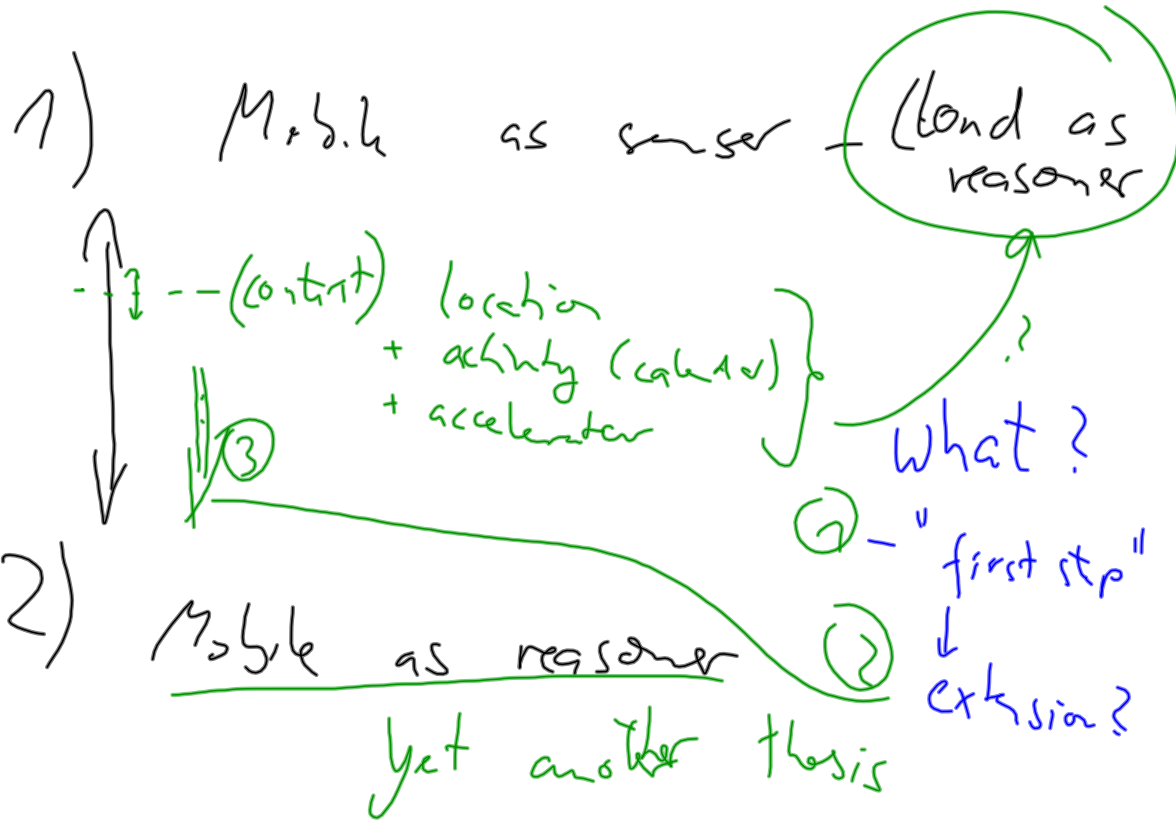
service offers
loc in →

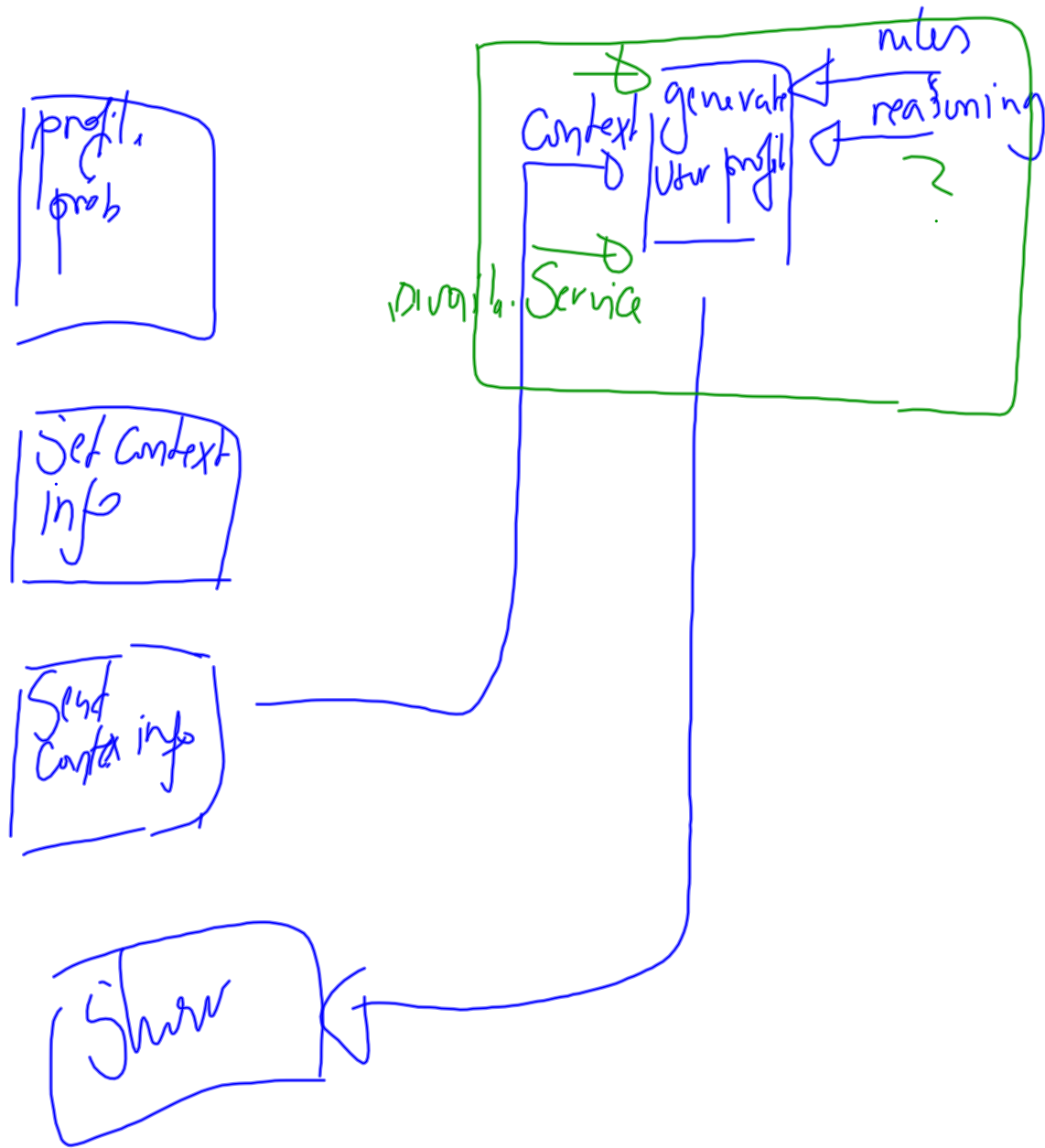


- service offers

- places

interest ←





User Bob is arriving at

???

usage constraints. Applications or information systems that are able to achieve this are said to be context aware. Indeed, according to [1], context awareness is considered as the use of context in order to provide relevant information and or services to a user.

1.2 Mobile user scenario

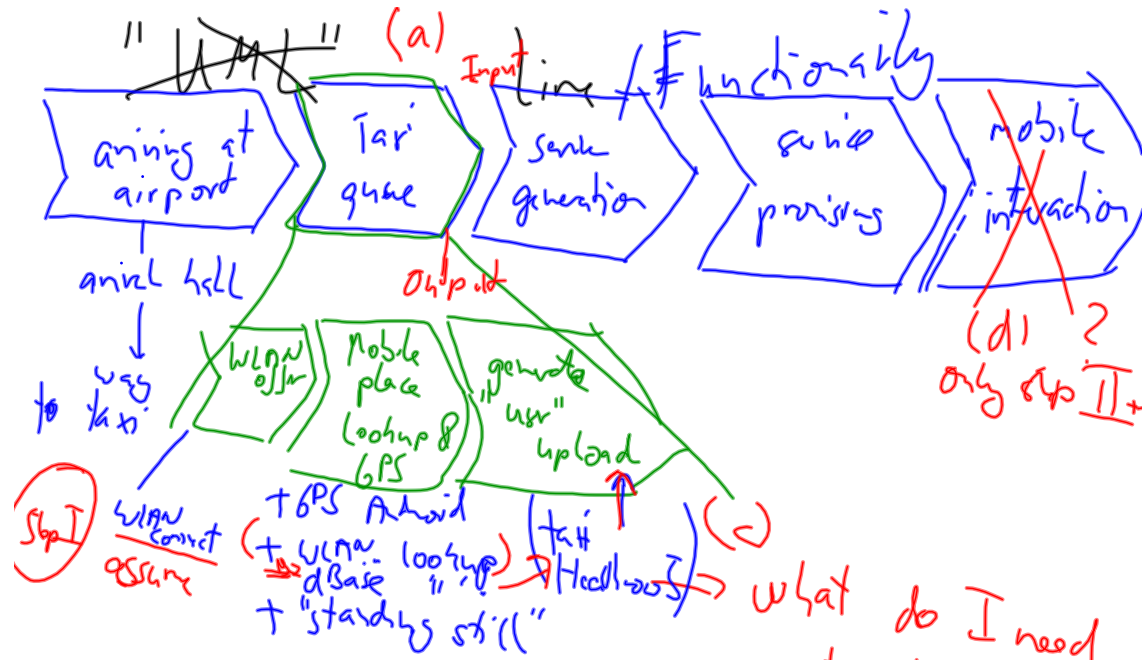
Bobs flight has just landed to the international Airport of a foreign country. He is due to attend a meeting the next day, but other than that has no scheduled activities for the rest of the day. On his way out towards the taxis stand, his eye catches an interesting advertisement on a public screen nearby. He quickly grabs his mobile phone to take a closer look to the jazz concert scheduled later the next day, the artist is Terence Blanchard (his favourite!), the concert will start at 20:00 at the blue moon (a bar in the city center). it cost 30\$ for one person. Bob is very interested in the event and adds it to his calendar.

1.3 Methodology

While mobile computing comes with a lot of new opportunities and possibilities, a significant amount of challenges must be dealt with in order to fully profit from those opportunities. in the next section i will use the mobile user scenario as a starting point for extracting and describing the main challenges for a successful user profile and context aware service adaptation. these challenges will be used to define the main system requirements. based on these requirements, relevant technologies will be explored and discussed. afterwards, a specific set of technologies will be proposed for the system implementation. the third section will propose a system architecture for the envisaged system. here, the main system module will be presented along with core functionalities. in the fourth section, the core features of the system will be implemented. in the fifth section, a demonstration of the solution will be done with focus on the main features of the system. the sixth section will evaluate the solution in addition to a critical review of the decisions taken earlier. the last section will present a conclusion to this work along with suggested further work.

Handwritten annotations:

- Walking activity (green)
- location (red)
- "while waiting for the taxi" (red)
- "while looking around in the" (red)
- calendar (red)
- interest (red)
- hotel (red)
- action (red)
- that (red)
- service offers (red)
- extra info (red)
- personal interaction (red)



Requirements

- Components: location sensor
- (WLAN_spot) ← place
- GSM + WLAN location
- /
- /
- /
- /

From Requirements to "how to"

