

Social Sensing





Utilizing Individual Communication Patterns for Cognitive Interventions

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Professor Kåre Synnes, PhD

Ericsson (1994-1998)

MSc in Software Engineering (1995)

Marratech (1998-2007)

PhD in Computer Science (2002)

Assistant Professor in Computer Science and Media Technology (2002)

Associate Professor in Pervasive and Mobile Computing (2012)

Professor in Media Technology (BTH 2013)

Evaluator FP7 / MC

EIT ICT Labs

Captain in the Swedish Army

Wife+twins, Golf, Diving, Trekking, Books, Film









LULEÅ UNIVERSITY OF TECHNOLOGY

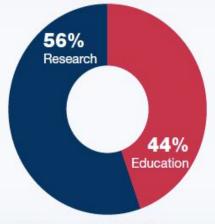
NEW YORK 9.5 hrs Arctic Circle Luleå/ Stockholm O LONDON BARCELONA 3.5 hrs

Luleå University of Technology has an annual turnover of SEK 1,5 billion. The University has 1,600 employees and 19,000 students. Research is conducted in close cooperation with companies such as Bosch, Ericsson, Scania, LKAB, SKF and leading international universities.

Turnover SEK 1,5 billion

69 research subjects has a turnover of SEK 830 million of which 60% are externally funded.

Students 1	9 000
Personnel	1 600
Professors	183
Technical admin staff	580
Teachers and researchers	540
PhD students	590

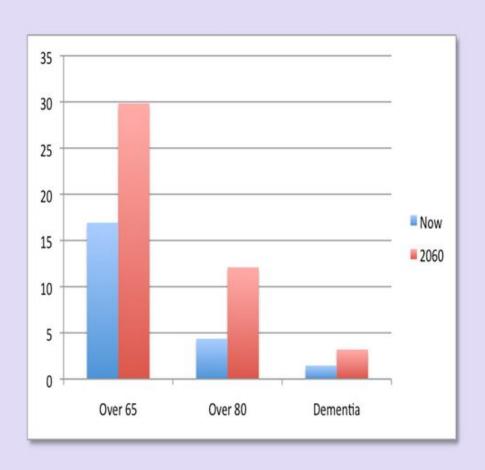


Total turnover SEK 1,5 billion





European Market



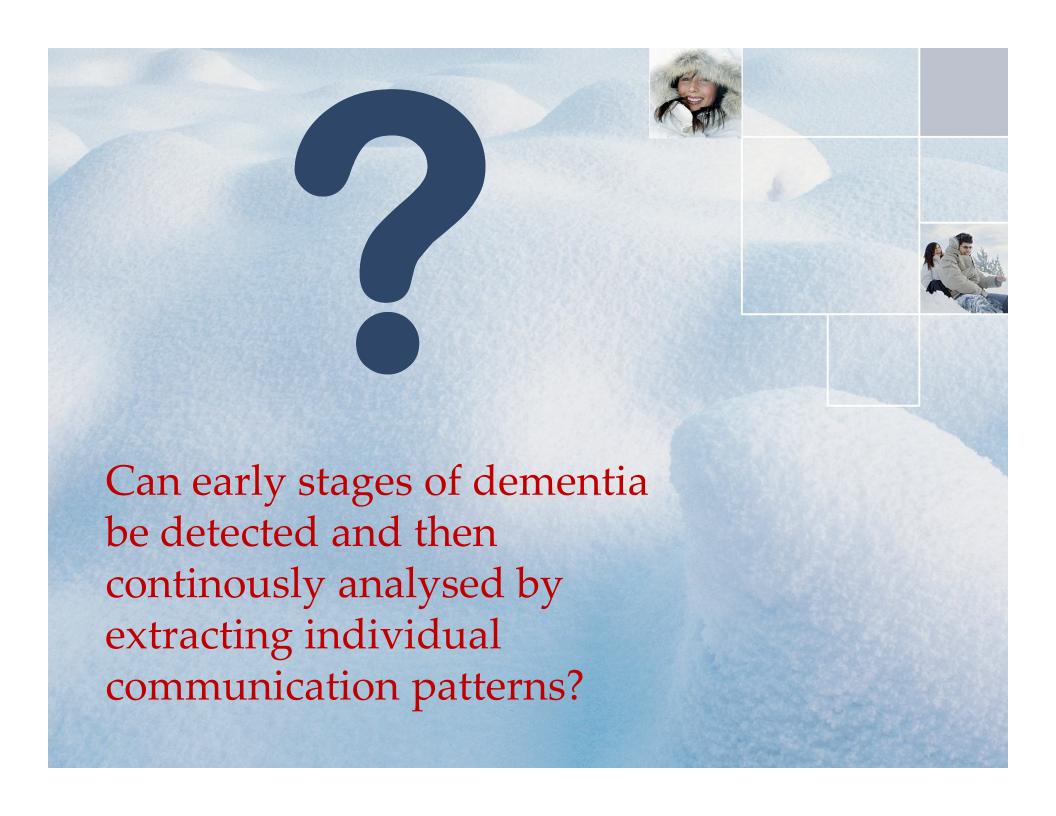
Dementia is a progressive, chronic disease - 10% of persons above 65.

5.5 million cases of Alzheimer's disease in Europe.

Life expectancy rising 2.5 years per decade. One-third over 60 by 2050.

Incidence of new dementia cases to almost triple until 2060.

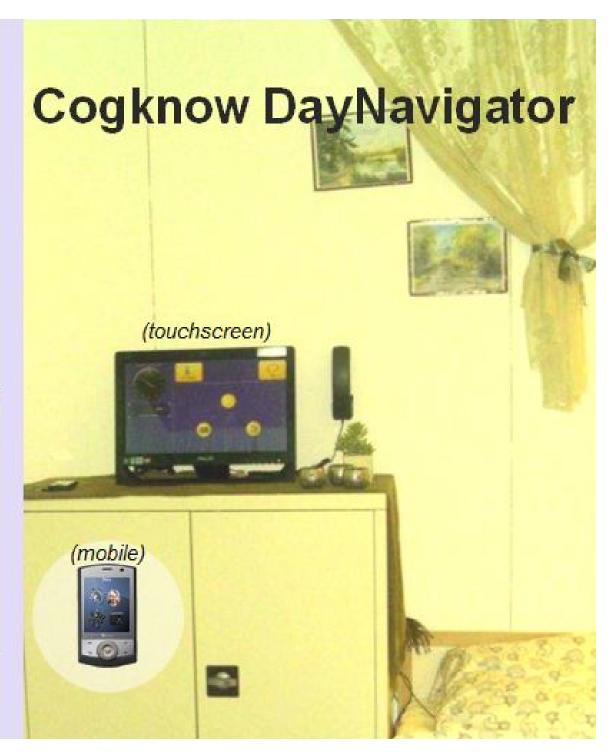
Dementia care costs on average 10 000 EUR per year.





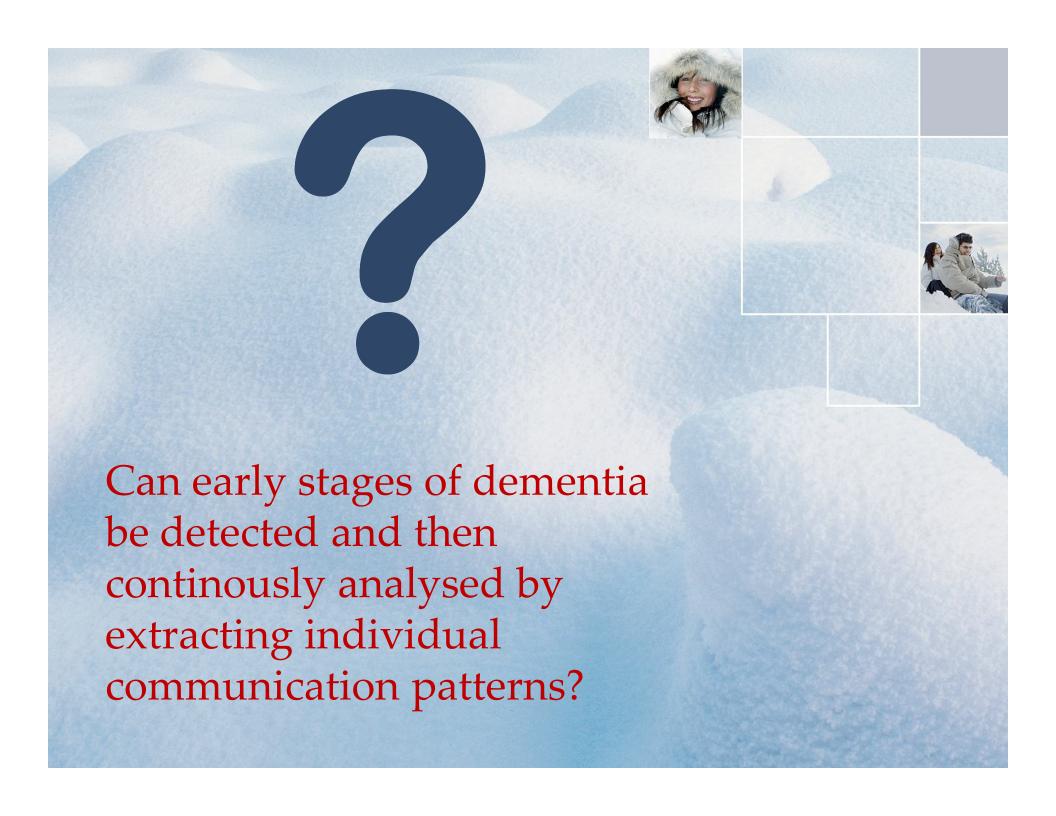
(software service system)













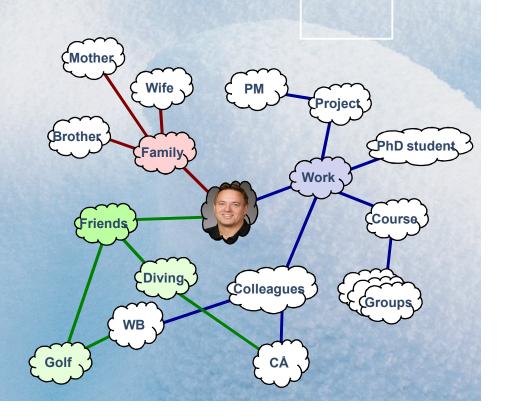
An individual 3 minutes micro-assignment:

Draw a mindmap!

Whom do you communicate with?









An individual 2 minutes micro-assignment:

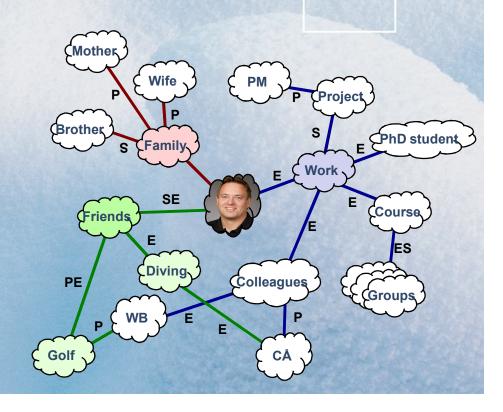




Add detail to the mindmap!

How do you communicate?

P – Phone E – Email S – Social Network





An individual 2 minutes micro-assignment:

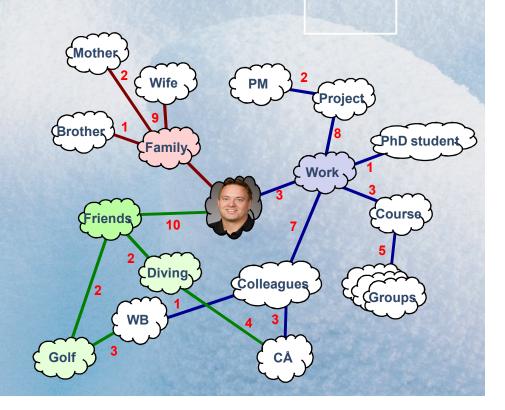




Add detail to the mindmap!

How often do you communicate?

Times per week.



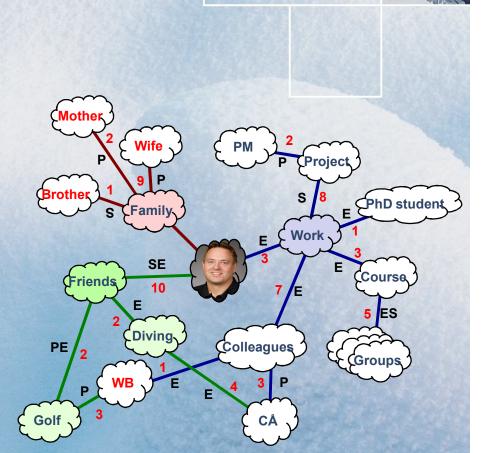


An individual 1 minutes micro-assignment:

Add more detail to the mindmap!

Who are the most important persons?

Circle the name or make it bold!





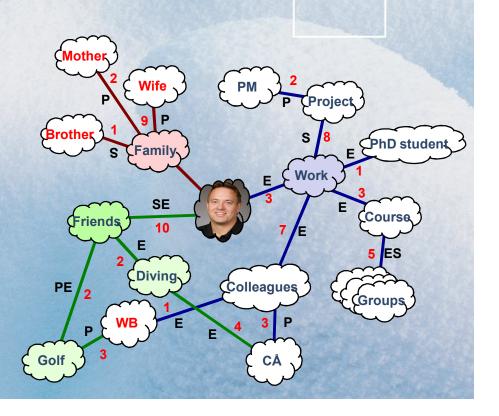
Would this change depending on context?

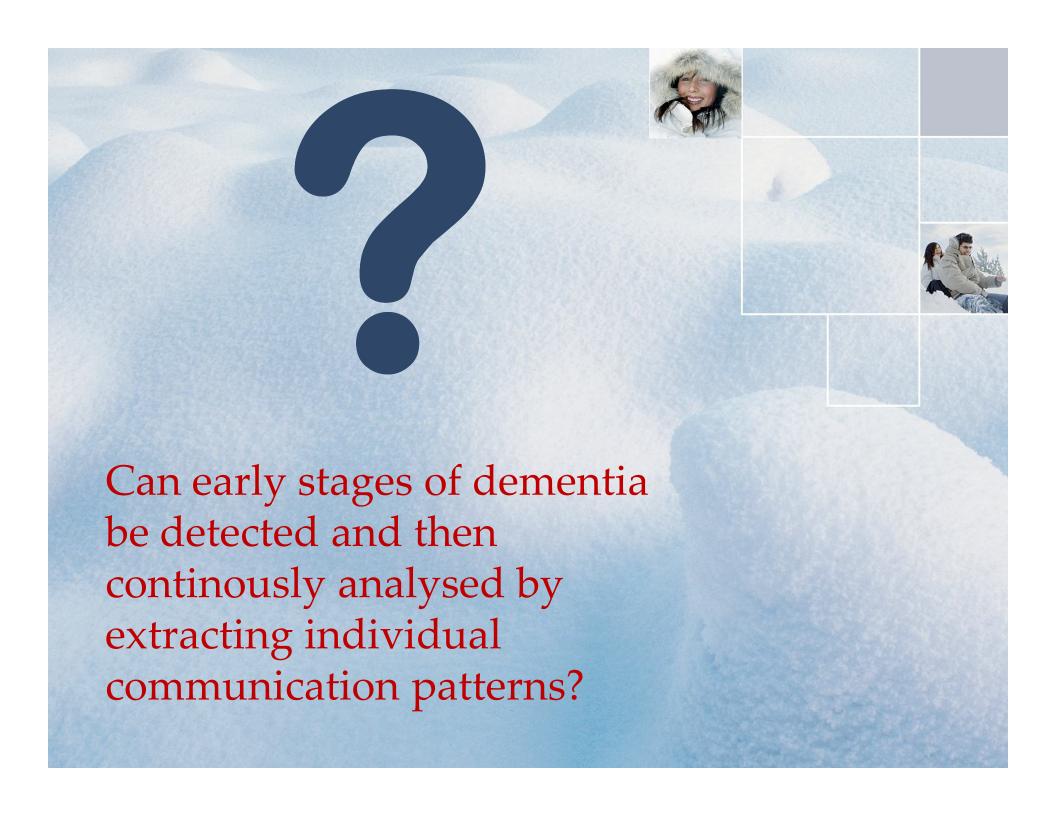
Would it change over time?

Do your mindmap look like your neighbours?























del.icio.us













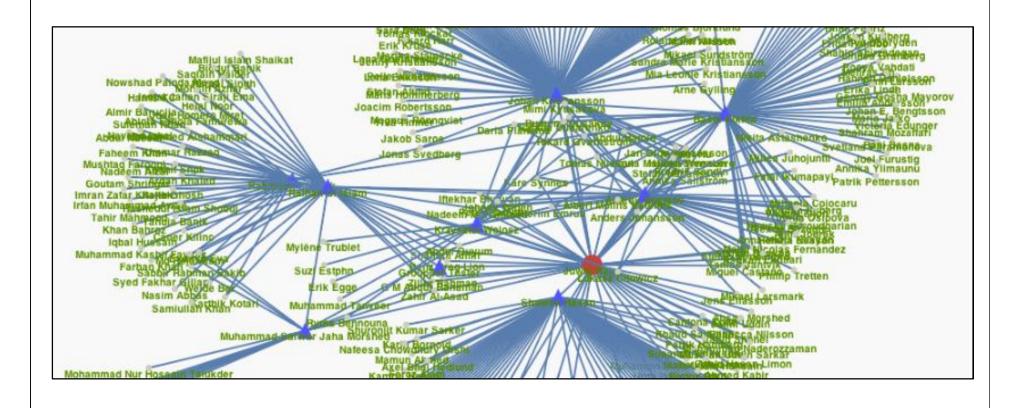


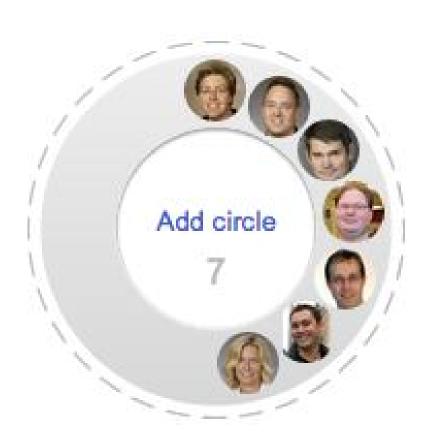


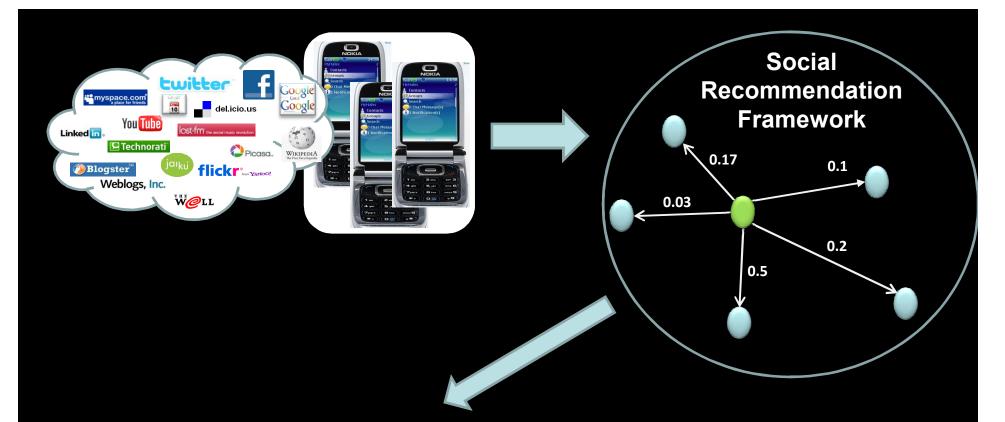


Weblogs, Inc.









Presence

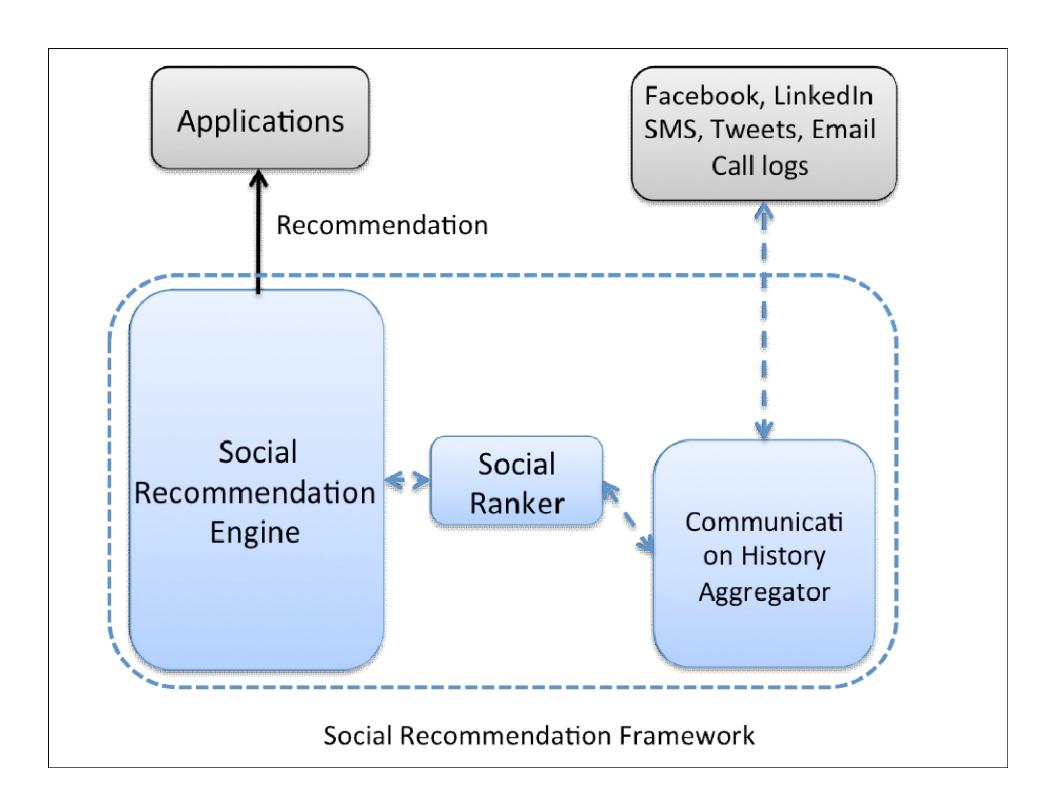
Prioriting & Filtrering

Service Initiation

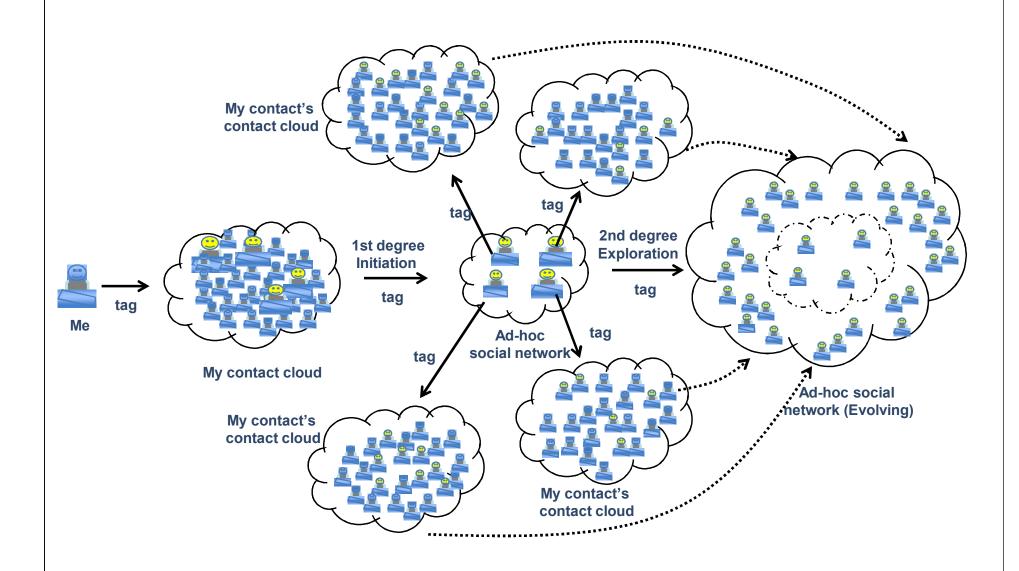








Ad-hoc social networks





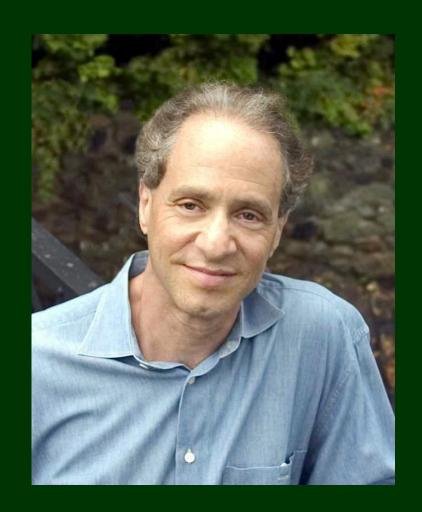
We can extract
detailed communication patterns
both from
physical face-to-face meetings
and
online electronic communication!

Ray Kurzweil

"The law of accelerating returns."

(Technological) Singularity

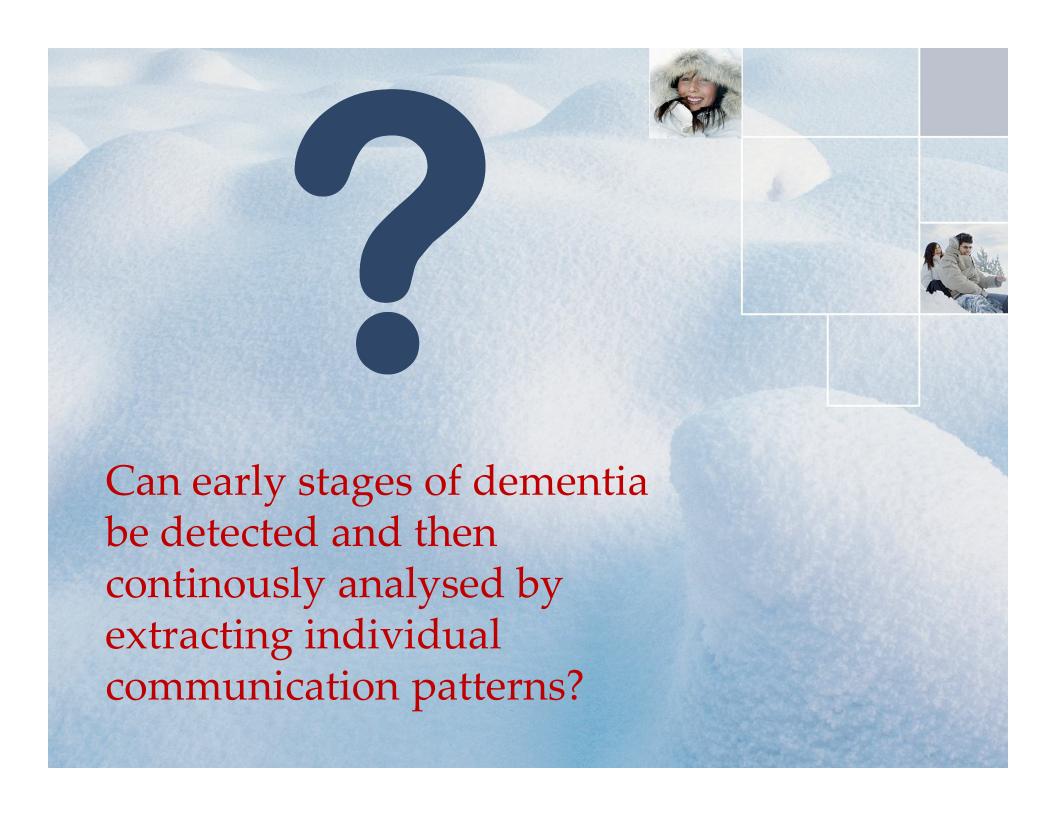
Post-humanism





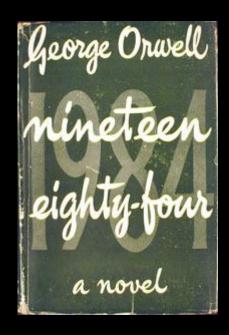


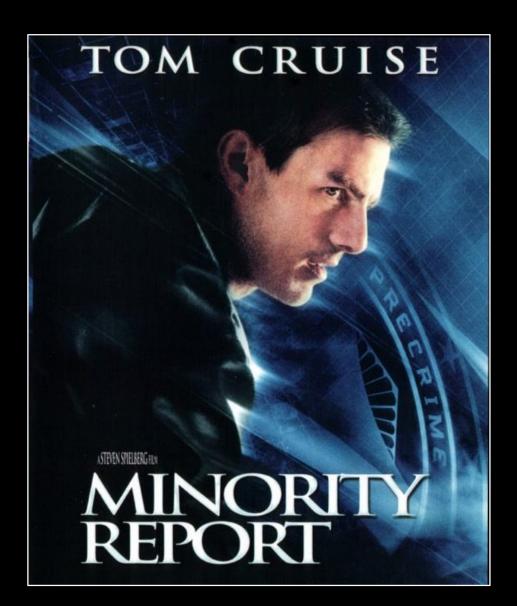




" BIG BROTHER IS WATCHING YOU! "

- From the novel '1984' by Orson Welles (1949)





What sayeth the current laws?

Users of mobile location services:

- must be protected by privacy safeguards,
- must be fully informed of the purposes of the usage of the mobile location services, and
- must have the right to determine the use of their personal information.

Conclusions from the laws:

The user is the logical owner of such kinds of private information, as the rights for controlling that information is strong and is increasingly made stronger.

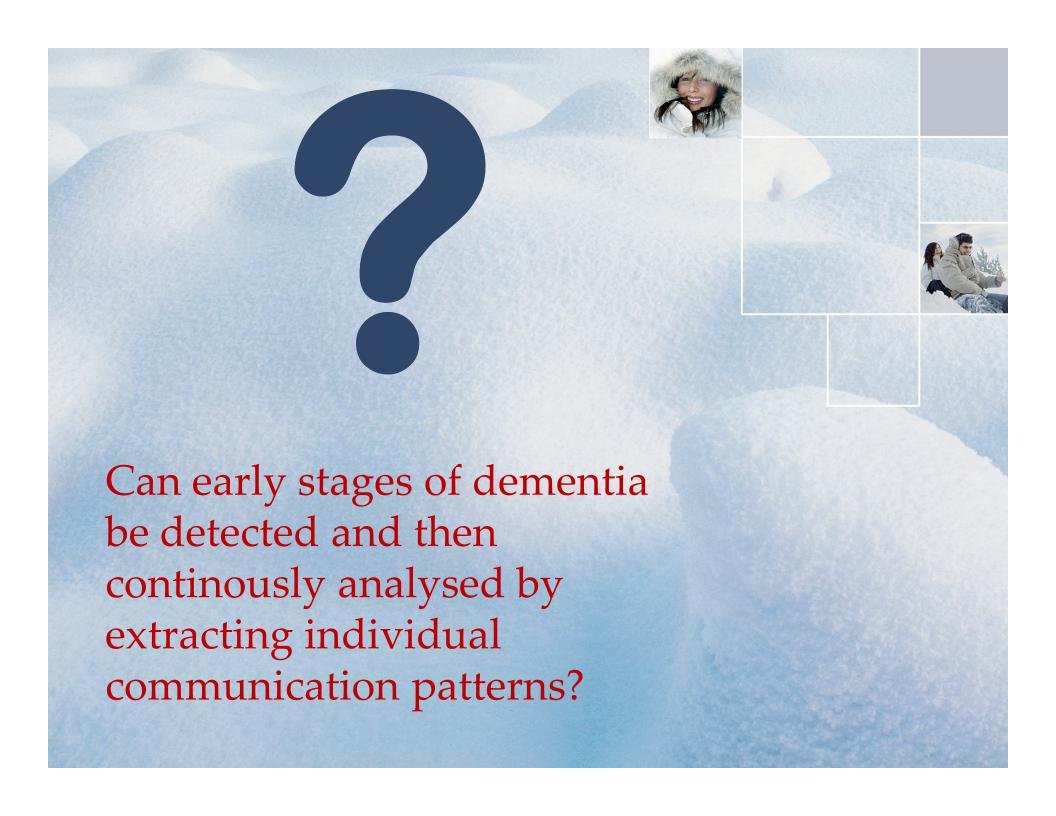
The user should be in control and be able to make informed decisions.

- The user should be able to see and control what is allowed or not under certain circumstances.

The European telecommunication directives discuss the idea of a user's right to choose whether to grant (opt-in) or deny (opt-out) any use of information regarding himself at any time.

This also leads to the possibility of a user temporarily disabling a service.

A on/off option is thus required.

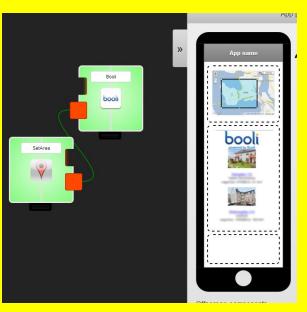


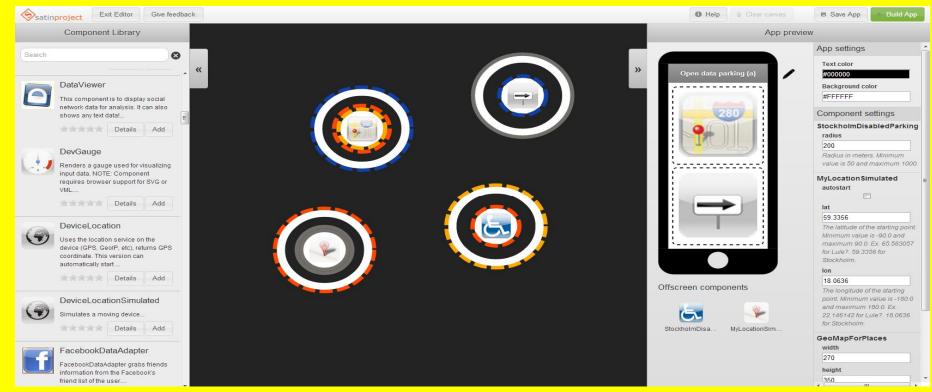


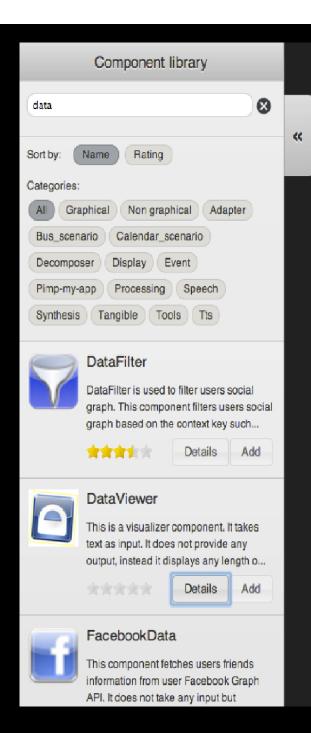
Social App Composition









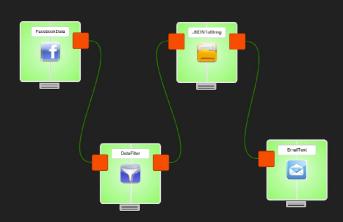




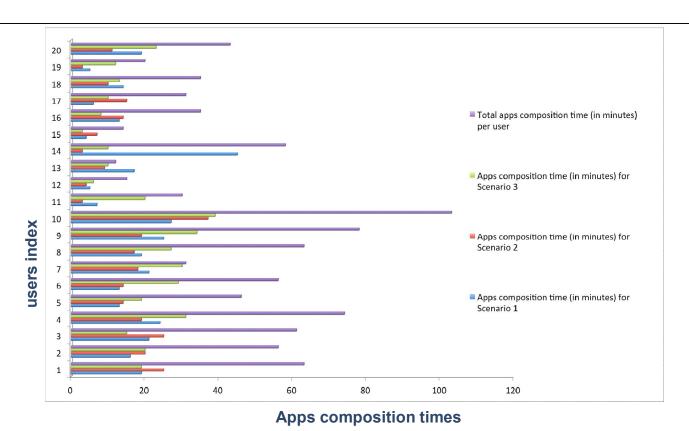












Social apps composition time on a user basis considering three different composition scenarios.

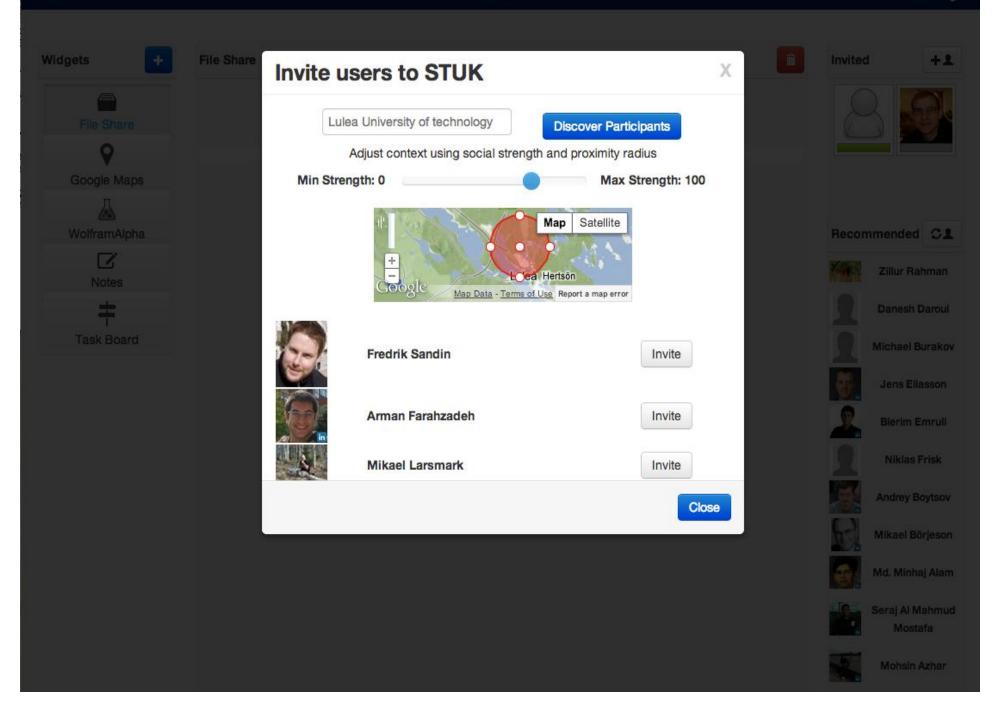
Parameter	User's with programming knowledge	User's without programming knowledge
App composition time	Avg.: 10.967 minutes (SD=4.8688)	Avg.: 22.3 minutes (SD=5.2357)

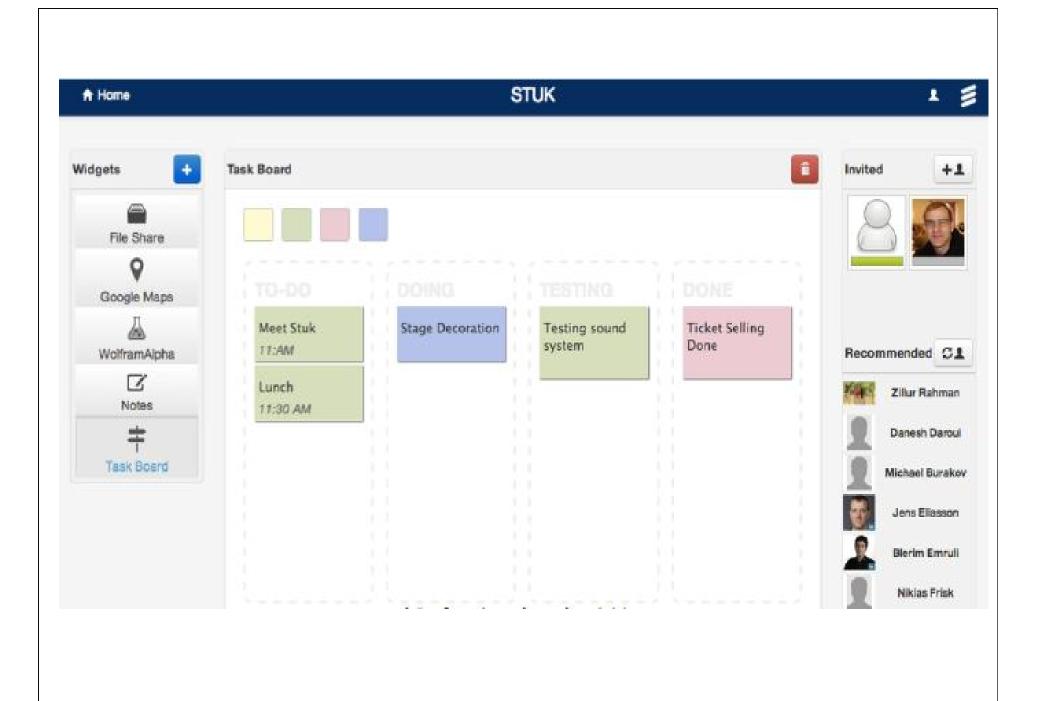
In general, we found avg.: time 16.6335 minutes (SD = 7.6166) is required for composing apps based on the given scenarios.

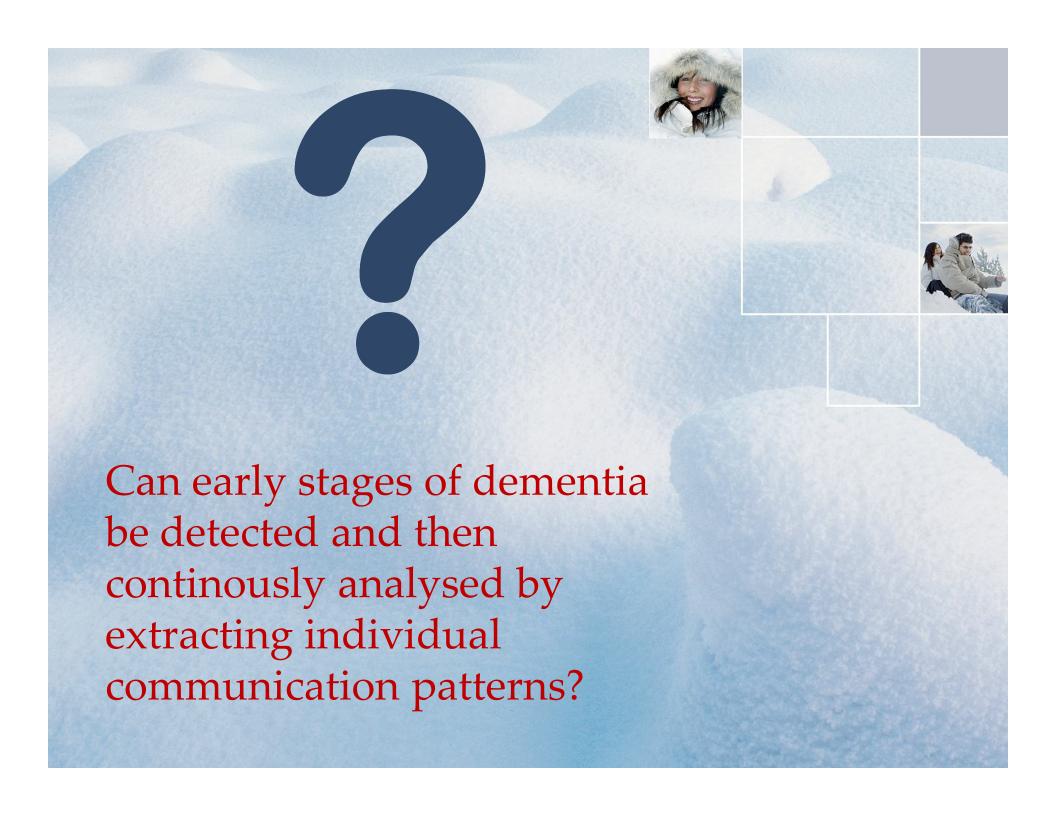


Tailored Tools for Group Communication











Thanks for your attention!







Contact me!

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