

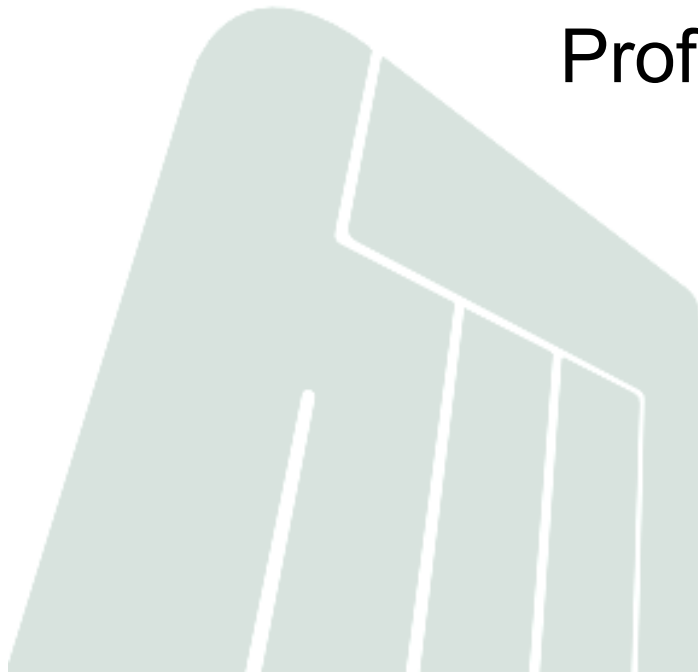
HIIT Network Society

Prof. Marko Turpeinen

HIIT Retreat

10.5.2007

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INSTITUTE FOR
INFORMATION
TECHNOLOGY



Network Society Research Groups

- *Programme Director:* Prof. Marko Turpeinen
- *Programme Manager:* Kai Huotari
- *Digital Content Communities:* Prof. Marko Turpeinen, Dr. Risto Sarvas, Prof. Timo Saari
- *Ubiquitous Interaction:* Dr. Giulio Jacucci, Dr. Antti Oulasvirta, Prof. Martti Mäntylä, Dr. Esko Kurvinen, Dr. Tommi Ilmonen
- *Digital Economy:* Prof. Jukka Kempainen, Dr. Perttu Virtanen, Dr. Olli Pitkänen, Prof. Pekka Himanen
- *Distributed Applications:* Dr. Ken Rimey

Network Society

Mission

Human-centric multidisciplinary anticipation and development of ubiquitous information and communication technology, which is based on deep understanding of needs and practices of our everyday life and our social relations in a network society.

Research Domains

1. Mobile and ubiquitous interaction
2. Open media creation, management and distribution
3. Dynamic modelling of social behaviour and peer production
4. Development of a sustainable network society

Network Society Projects

• *Recent projects*

- Mobile Content Communities (**MC2**)
- **Wireless Festival**: Mobile services for large-scale events
- Rich Semantic Media for Personal and Professional Use (**RISE**)
- **MUPPET**: Managing Privacy and Trust in P2P Communication
- **Context**: Characterization and analysis user's context and its use in proactive adaptivity
- **Immortalidad**: Social use of self-created media
- **Pamphlet**: Hybrid community media
- **Mobile IPR**: IPR in Mobile Information Products
- **DE Core**: Structures of Digital Economy

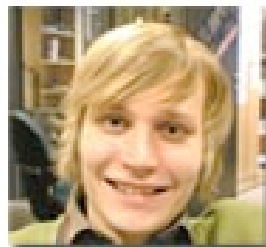
• *On-going projects*

- **Global Network Society**
- **COMSOA**: Community Media and Service-Oriented Architecture
- **MoMUPE**: Multi-User Publishing Environment
- **P2P-Fusion**: P2P distribution for community media and digital archives
- **CALLAS**: Affective Multimodal Interfaces
- **IP City**: Mixed reality and presence
- **Pasion**: Enriched group communication
- **FUGA**: Fun of Gaming
- **ContextCues**: Mobile and ubiquitous awareness cues
- **<täky>**: User-created location tagging
- **Digital Chocolate**

• *Future projects*

- **Mobile City Moments**: Group-centric urban services for 55+
- **Confessional**: Social media for remixing and education
- **EduGRID**: Distributed infrastructure for schools
- **Maracat**: Mobile Augmented Reality applications
- **VE NE**: Economies of virtual goods
- **Innoguard**: Detecting patented software
- **Real World Complexity**

Digital Content Communities



TECHNOLOGY

Social

Rich communication
Collaborative creation
Tribalism

Net

Print

TV

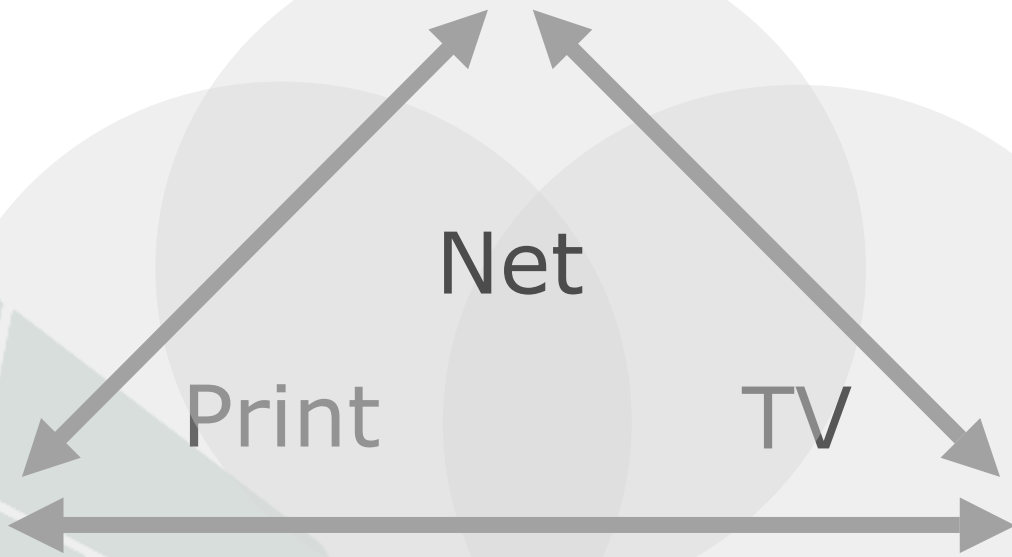
Rational

Everyday life management
Security
Well-being
Individual control

Emotional

Experience
Entertainment
Escapism

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Mini Room EXPRESS YOURSELF

Raymond's Dream



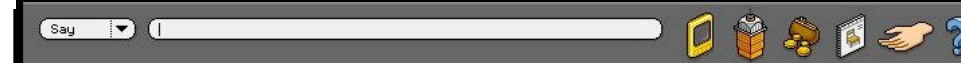
▶미니룸수[1] ▶깜짝링크[1] ▶함께 사진찍기 ▶미니룸 답글달기[0]

What friends say 한마디로 표현해주세요~



Room: Samurai & Geisya
Owner: not shown

Ask to become a friend



About the network

- [Introduction](#)
- [Email discussion list](#)

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Search

User login

Username: *

Password: *

- [Create new account](#)
- [Request new password](#)



RSS feed

Interview with CCP: EVE currency traders "going to lose big"?

EVE Online, the space-MMOG produced by the Icelandic company CCP, is known to have an advanced in-game economy with player-driven enterprises. The economy recently gained a bit of notoriety when the biggest-yet in-game banking scam was revealed, reported to be worth around 700 Bn interstellar credits (ISK) or more than 100 000 USD at current eBay and IGE prices. I had the opportunity to interview CCP's CEO Hilmar Pétursson and CMO Magnús Bergsson about EVE's virtual economy and secondary markets at the Nordic Game conference last month. Below is a transcript of selected parts.

By [Vili Lehdonvirta](#) at 2006/10/02 - 20:55 | [Games](#) | [read more](#) | [add new comment](#)

China's domestic market for farmed gold booming

Xinhua news agency carries a [story](#) with a lot of figures on World of Warcraft gold farming in China. An interesting point is that since half of WoW's 6 million players are now Chinese, farmers are increasingly able to make a buck in the domestic market in addition to the North American, Korean and European servers.

Via [PlayNoEvil](#)

By [Vili Lehdonvirta](#) at 2006/09/28 - 13:41 | [Games](#) | [China](#) | [read more](#) | [add new comment](#)

Virtual trinkets and advertising combine in IRC-Galleria

Yesterday's seminar was a great success, thanks to all who participated. A video recording of the presentations is now available through [here](#).

One of the themes was what creates demand for virtual property. For MMORPGs, Professor *Sang-Min Whang* showed us data from Lineage that linked property value with time required to obtain it. In the social virtual world Habbo Hotel, *Sulka Haro* told us how Sulake time-limits the supply of certain items to create valuable rares. Sulake does not profit from this directly, as they sell the to-be rares at a mere 4 euros when

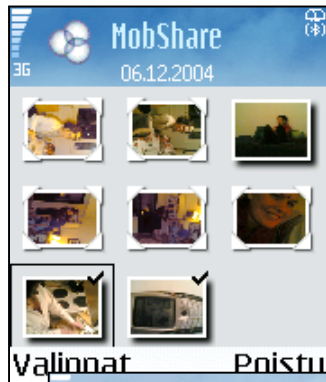
What is virtual property?

Some online resources, such as domain names, virtual items in community sites, and powerful characters in online games, are similar to physical goods in that only one person can control the resource at a time. Today, this *virtual property* is being bought and sold for real money by millions of people at numerous marketplaces around the world.

[Read more](#)

Recent comments

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Album name

OK

MobShare

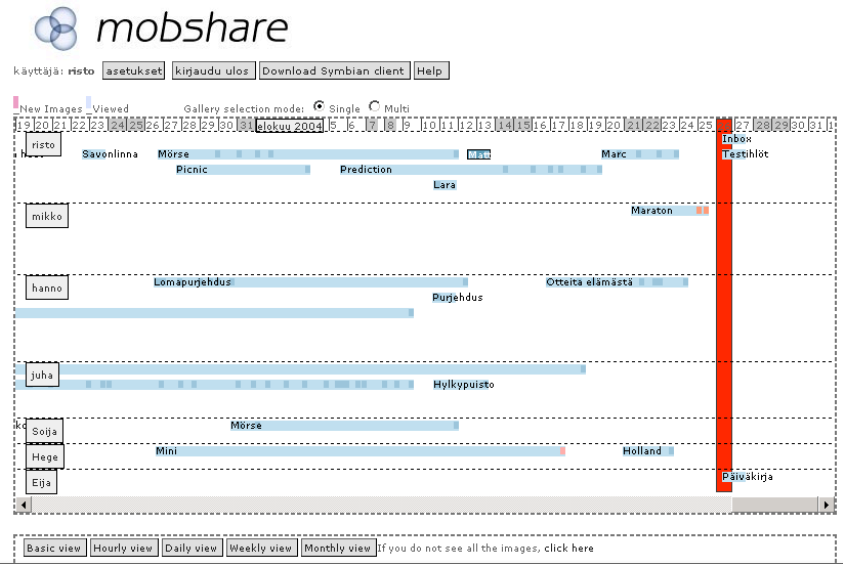
MIKKO Viikari

RAMI

risto gsm

Roope GSM

OK Takaisin



Tästä kuvia katsomaan

Jakoiko kaverisi sinulle kuvia vai menetkö katsomaan omia kuviiasi? Käytä omaa kännykkänumeroasi ja tekstiviestitse saamaasi salasanaa.

Kännykkänumerosi:

Salasanasi: * SISÄÄN

Salasana unohtunut?

Mullistava kuvienjakopalvelu

Kuvat Kaverille on palvelu, jonka avulla voit helposti ja turvallisesti jakaa kuvia kavereillesi. Voit siirtää kuvia palveluun tietokoneiltasi tai kätevästi vaikka suoraan matkapuhelimestasi.

Ilmainen palvelu

Useita tapoja siirtää kuvia

Näe omat ja kavereittesi kuvat

Pida yhteyttä ystäviisi

Keskustele kavereiden kanssa

Valitse ketkä näkevät kuvasi

Tilaa aitoja paperikuvia helposti

Yksityisyysdensusuoja

Jaa kuvia kavereillesi

REKISTERÖIDY TÄSTÄ

Ota käyttöön ilmainen kuvienjakopalvelu, jonka avulla jaat digitaalisia kuvia helposti ystävilleesi. Rekisteröityminen on helppoa ja nopeaa.

Ota käyttöön [FAQ](#) [Lisätietoja](#) [Yksityisyysdensusuoja](#) [Anna palautetta](#) [Käyttöehdot](#)

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2003



Metadata-centric mobile phone photo system.

MMM-1
@Berkeley
with Futurice

2004



User-centric mobile phone photo sharing system.

MC2
@HIIT
with Futurice

2005



A more commercially oriented version of MobShare.

MC2
@HIIT
with Futurice

2006



A full-blown commercial service with MTV3.

Immortalidad
@HIIT
with KCL, Futurice,
Yliopistopaino

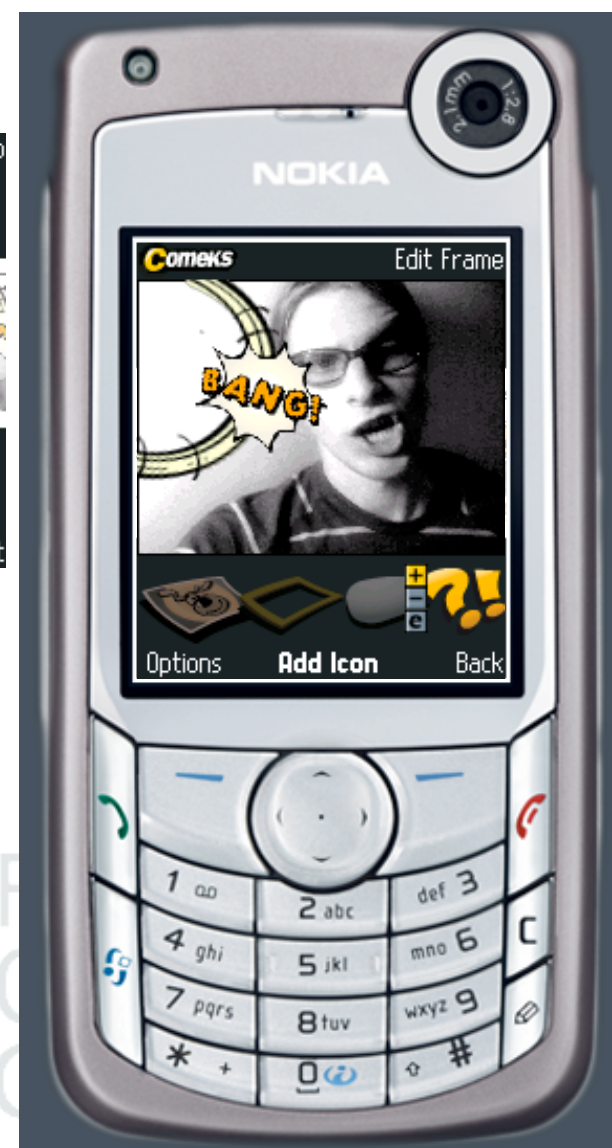
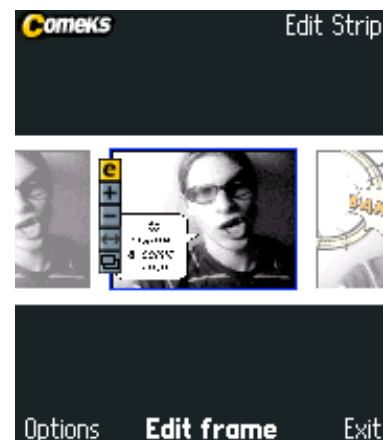
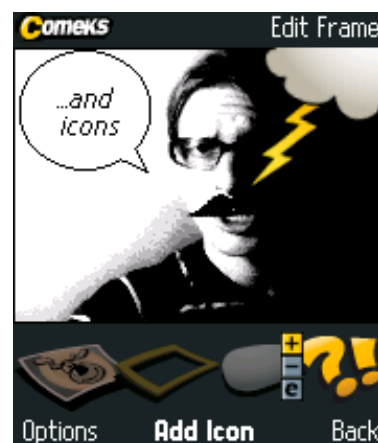
2007

Measuring the social in media

Not public nor private

New business in hybrid media services

Comic Story Creator

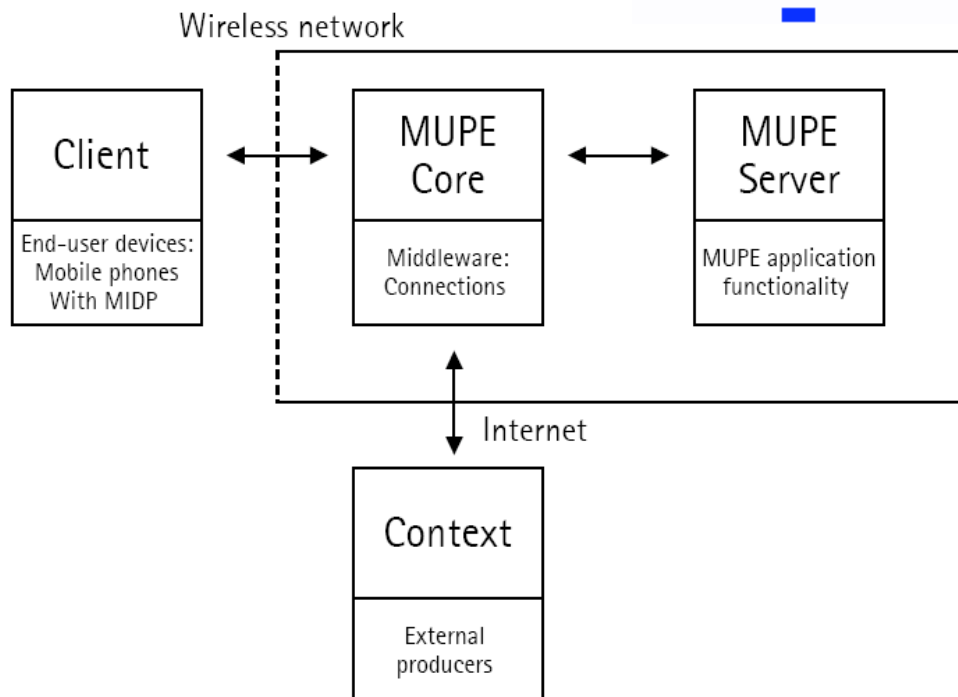


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Multi-User Publishing Environment



- initiated by Nokia Research Center
- rapid development of (mobile) multi-user context-aware applications and services
- one client for all applications (Java MIDP 2.0)
- scripted XML client UI language
- context information from the network, or from each user client
- Nokia Open Source license 1.0
- www.mupe.net

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Camera Games

Bob_PhotoQuiz

Start Game

4 players (min. 4 needed)

Chat:
Fred: Let's get the game rolling.
Amy: Hi!
Bob: Hello all!
Fred joined
Lisa joined
Amy joined




Menu Say

New quiz

Create the quiz word:

Own word

Random word
(double points)

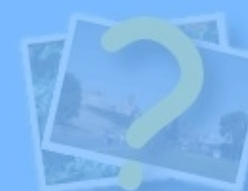


Menu

New quiz

Your word is:
milkshake

Take picture



Menu

Answer the quiz



The word has 9 letters.

Answer



Menu

Photo Quiz

The correct answer was:
milkshake

Points for this quiz:
Amy: 2 pts (milkshake)
Bob: 2 pts (milkshake)
Fred: 2 pts
Lisa: 0 pts (milkcarton)



Menu Continue

Photo Quiz

Waiting for Amy's quiz...

Chat:
Lisa: Oh, shut up! ;)
Bob: Milkcarton has 10 letters, not 9. ;)
Bob: Really? I think I got it. ;)
Amy: That was hard.
Fred: Let's get the game rolling.
Amy: Hi!
Bob: Hello all!
Fred joined
Lisa joined
Amy joined



Menu Say

GET

PLAY

SHARE

MAKE



MUPE is your playground for mobile multi-user online services. Install it now to your phone.



GET

Download MUPE to your phone. Once you have MUPE, it allows you to browse and get more online services to your phone.



PLAY

MUPE in your phone allows you to browse new games and start playing them instantly. Have you tried how fun it is to play mobile multiplayer games?



SHARE

Not all services are games. Join a mobile community of your choice.



MAKE

Do you want more! You have a brilliant multi-user mobile concept of your own? MUPE is open source platform, with easy to use development tools. Make your own application.

Sign in / Register

Username

Password

[Lost your password?](#)

TOP GAMES & APPLICATIONS



Camera Quiz



Session based multiplayer game, which utilizes camera. Make a picture based quiz, if all your friends know it, then you loose, if nobody knows it, you loose also, hence try to make challenges that some now and most doesn't.

Version: 0.9 Beta Works with: Series 60 Nokia phones with camera, some other phones also

[Details and comments](#)



Piper



Piper is a one or two player game, where the objective is to place as many pipes into the pipework as possible. The pipes must be adjacent to similar pipe colors, and match exactly all adjacent pipes. Pressing C or Clear in the phone removes the current pipe, but you also lose points.

The game ends when none of the players can place any items for 15 seconds.

Version: 1.0 Stable Works with: All, please report device problems.

[Details and comments](#)



Sandman



In Sandman, players walk in the real world trying to locate other players, and put them to sleep with the sleeping sand. Fast paced, multiplayer real world game.

PLAYGROUND



MUPE goes Winter Assembly '07

Play with us. Join MUPE-team now!

LATEST NEWS

04/19/07 [8 days to Winter Assembly](#) It is coming. Are you ready. Come to check new MUPE application in the Winter Assembly.

04/19/07 [Mupe site released](#) New MUPE site is now up and running. What do you like?

04/19/07 [Public forums disabled](#) Public (anonymous) access of "General" and "Bug Reports" forums is disabled, since creating new user accounts works again.

REMIX ENGINE



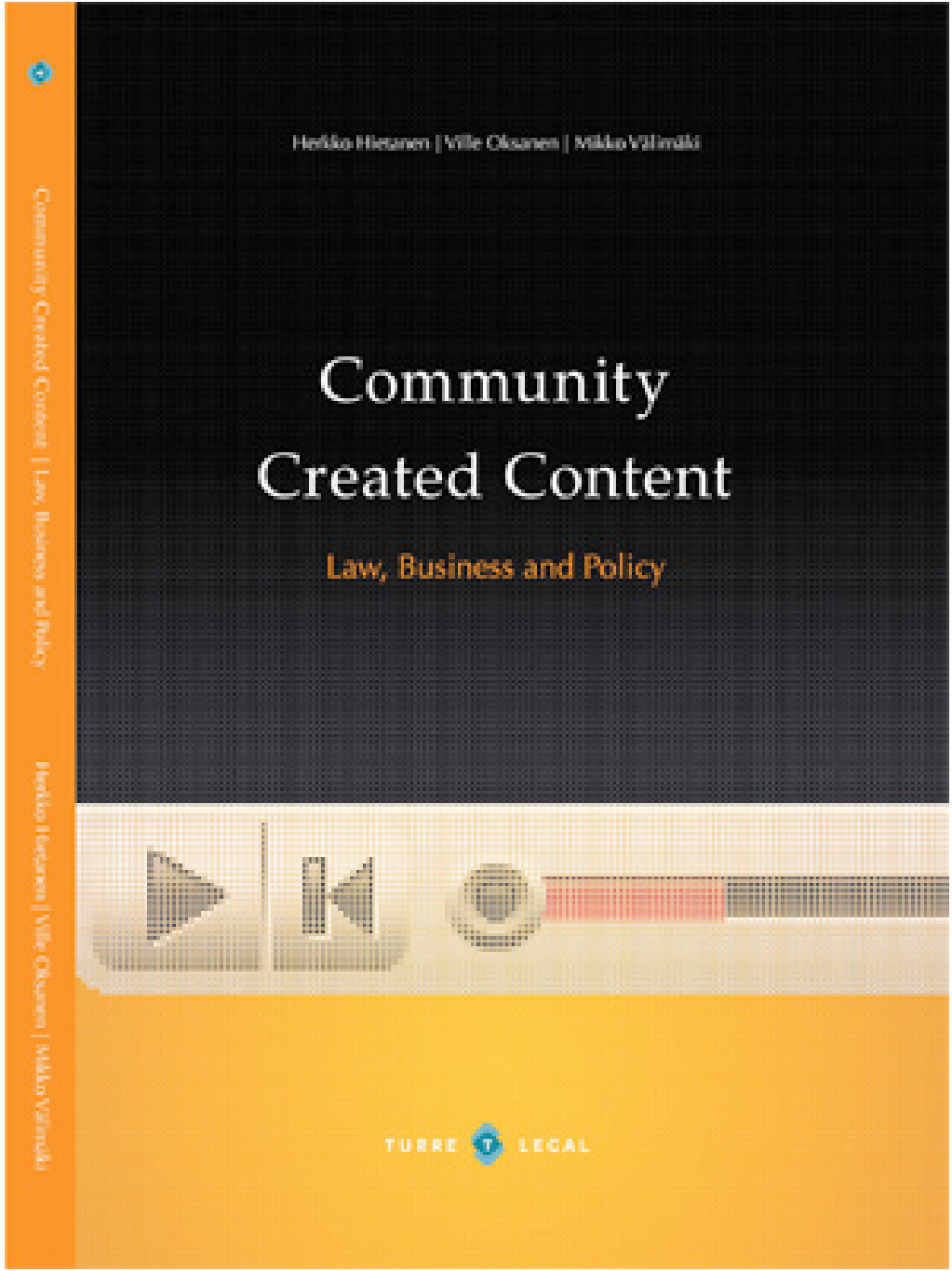
media pool

cl_logo.jpg	sponsors.jpg	video1.swf	title.text
cl_theme.wav	crowd1.jpg	video2.swf	Ironsides.wav

name: video2 **type:** Video **length:** 4.52 s

edit

Time			
Video/Image	 sponsors.jpg 6 s LOCKED	 video1.swf 3.88 s [17 s]	 video2.swf 4.52 s [4.52 s]
Sound	me.wav 12.04 s [L]		
Text			



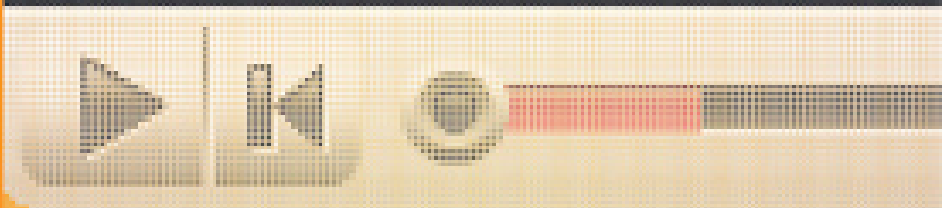
Heikka Hietanen | Ville Oksanen | Mikko Villimäki

Community Created Content

Law, Business and Policy

Community Created Content | Law, Business and Policy

Heikka Hietanen | Ville Oksanen | Mikko Villimäki



TURRE  LEGAL



EduGRID

- Educational applications
 - flexible and scalable content delivery, search, annotation,
 - reuse, remote application use and sharing, and interactive
 - collaborative learning sessions
- Innovative interfaces
 - mobile devices, classroom set-top-box, One Laptop Per Child XO, PC
- Supporting infrastructure
 - P2P network overlays (semantic and social)
 - P2P real-time media and video conferencing
 - server-based computing

1



**“Geez, why not get
a real computer?”**

Bill Gates



