# HIIT Research Programme Network Society

23.5.2006
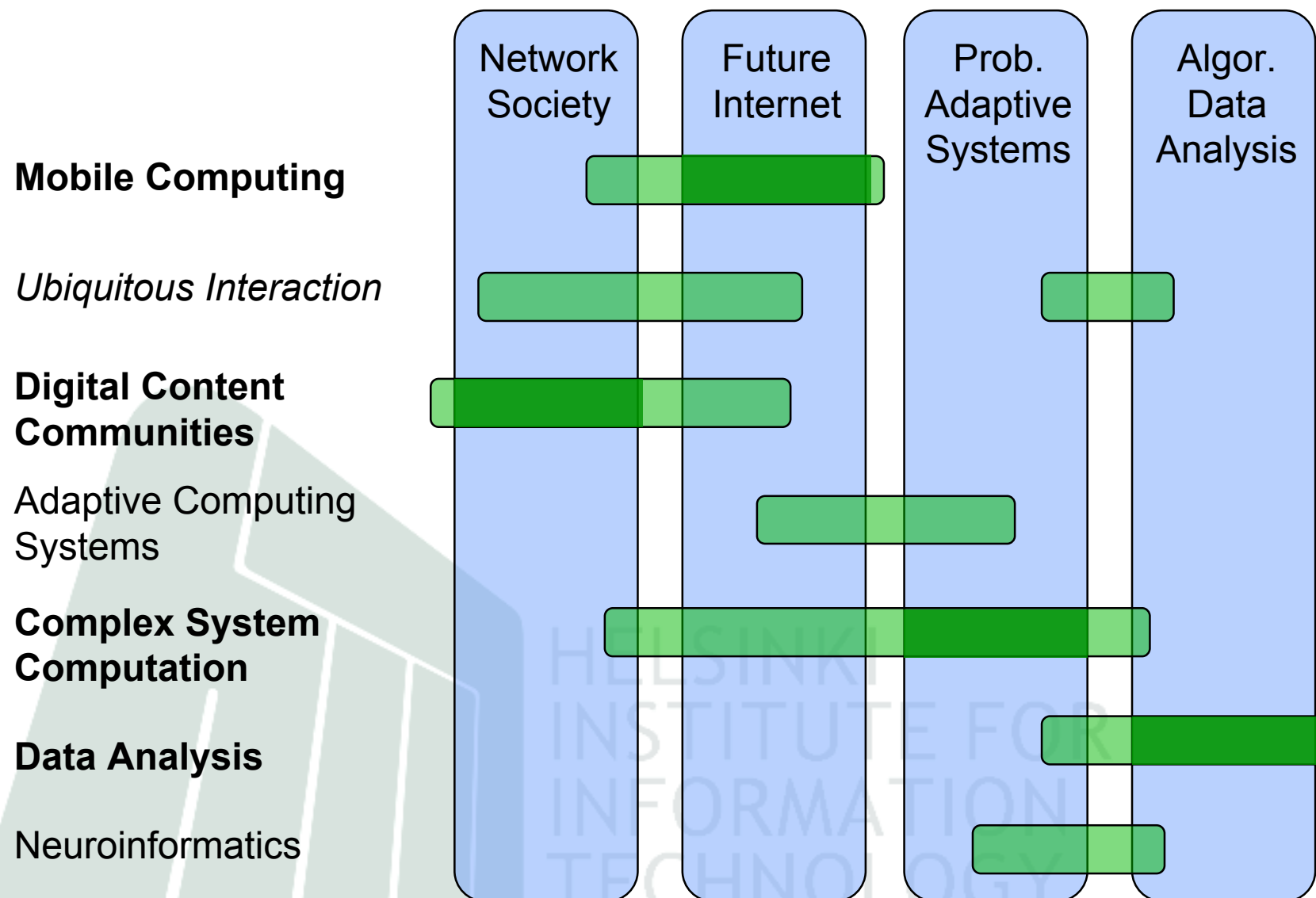
Marko Turpeinen

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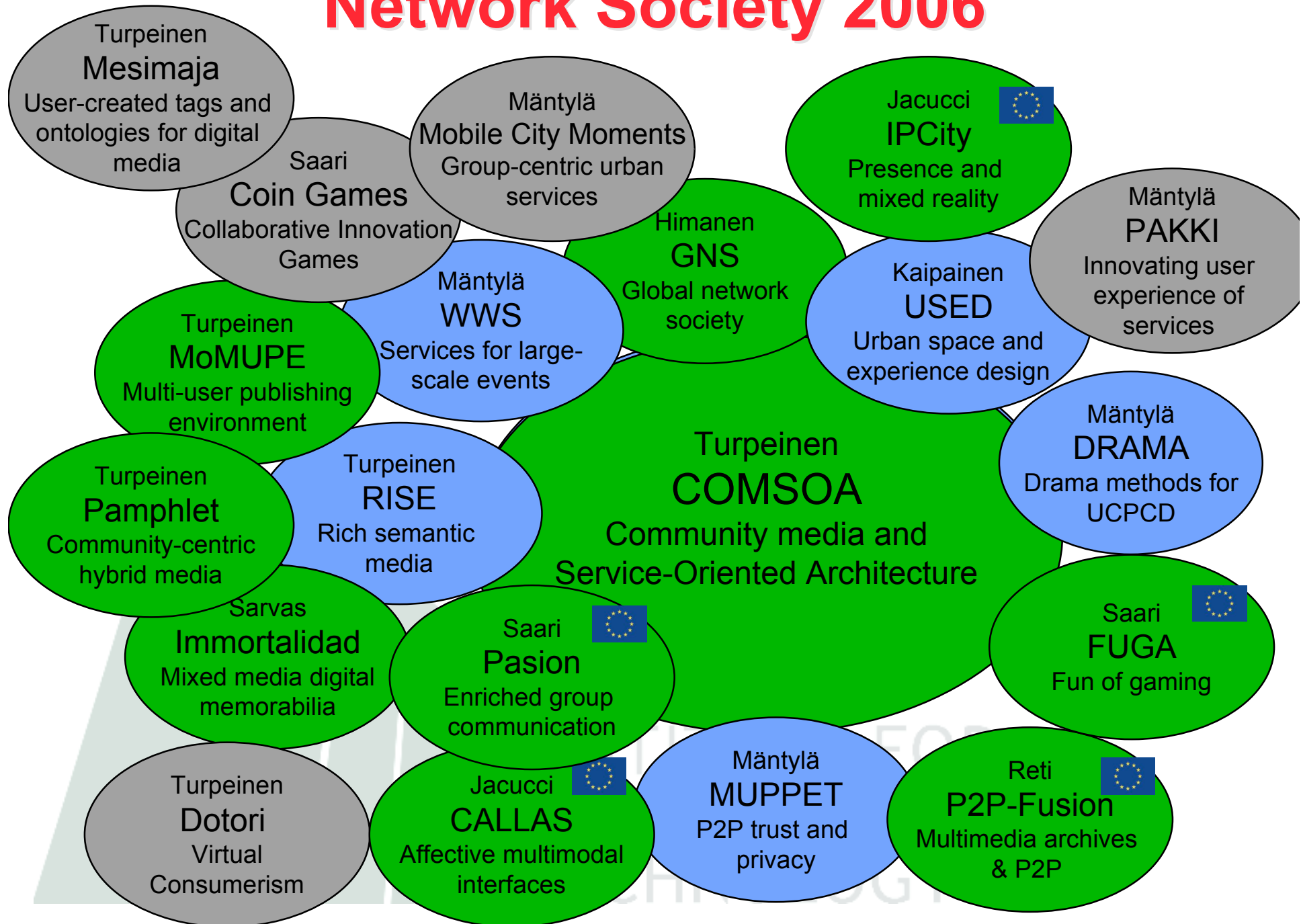
# HIIT Research Programmes & Groups

# Groups

- Groups have a strong and permanent identity, formed around the group leader
- Researchers identify themselves both to groups and HIIT research programmes
- Another dimension in the organizational matrix
- Every group should belong primarily to one research program
- Transparent rules on how infrastructure funding can be used for the needs of each research group
- Programmes should not increase internal bureaucracy (!)
    - project funding -> Project Manager
    - infra funding -> Research Programme Director

# Network Society 2006

**Turpeinen**
**Mesimaja**
User-created tags and ontologies for digital media

**Saari**
**Coin Games**
Collaborative Innovation Games

**Mäntylä**
**Mobile City Moments**
Group-centric urban services

**Jacucci**
**IPCity**
Presence and mixed reality

**Mäntylä**
**PAKKI**
Innovating user experience of services

**Himanen**
**GNS**
Global network society

**Mäntylä**
**WWS**
Services for large-scale events

**Kaipainen**
**USED**
Urban space and experience design

**Turpeinen**
**MoMUPE**
Multi-user publishing environment

**Turpeinen**
**Pamphlet**
Community-centric hybrid media

**Turpeinen**
**RISE**
Rich semantic media

**Turpeinen**
**COMSOA**
Community media and Service-Oriented Architecture

**Mäntylä**
**DRAMA**
Drama methods for UCPCD

**Sarvas**
**Immortalidad**
Mixed media digital memorabilia

**Saari**
**Pasion**
Enriched group communication

**Saari**
**FUGA**
Fun of gaming

**Turpeinen**
**Dotori**
Virtual Consumerism

**Jacucci**
**CALLAS**
Affective multimodal interfaces

**Mäntylä**
**MUPPET**
P2P trust and privacy

**Reti**
**P2P-Fusion**
Multimedia archives & P2P

# Current Situation

- Director
  - Dr Marko Turpeinen
- Senior researchers
  - Prof. Martti Mäntylä
  - Prof. Pekka Himanen
  - Prof. Jukka Kemppinen
  - Dr Timo Saari
  - Dr Giulio Jacucci
  - Dr Olli Pitkänen
  - Dr Perttu Virtanen
- Volume
  - 25-30 persons (2006) -> 40 persons (2008)

# Research Programme 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 Challenges

1. **Mobile and ubiquitous interaction**
2. **Open media creation, management, distribution and metadata**
3. **Understanding dynamic social behaviour**
4. **Development of a sustainable network society**

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# Research Challenge (1/4)

**Mobile and ubiquitous interaction**

- *Mobile cognition*

- *Emotional adaptation*

- Field trials in real settings enable to investigate thoroughly the implications and value of technological interventions.

# Research Challenge (2/4)

**Open media creation, management, distribution and metadata**

- We build technical platforms and tools that support open media creation and distribution, foster new types of computer-mediated collaboration and learning, and help the development of related business activities.

# Research Challenge (3/4)

**Understanding dynamic social behaviour**

- Based on collected datasets on computer-mediated social activities, we, in collaboration with other HIIT research programmes, develop tools and methods to model such dynamic social networks. We seek to combine these with novel methods for community- and group-centric product and service design.

- *Group activity*

# Research Challenge (4/4)

**Development of a sustainable network society**

- What are the sustainable development models and building blocks for a network society, how is socio-economic behaviour changing due to new forms of computer-mediated interaction, and what are the open legal issues related to these development paths?

- *Privacy*

# HIIT Horizontal Issues

- Ubiquitous services
- Privacy and trust
- Modeling social behavior

# Programme Advisory Group

- Role
  - Finding future focus and interesting research topics
  - Project portfolio sessions
- Size
  - About 15 people
- Who gets invited?
  - Automatically companies that pay more than 10,000 € / year, others by invitation only
- Possible participants
  - Companies: Nokia, TeliaSonera, Elisa, Accenture, SanomaWSOY, YLE, KCL, Sulake, Veikkaus, …
  - Others: TKK, HSE, TaiK, TaY, Forum Virium, Dimes, …

# Research Programme Manager

- Kai Huotari will start on 1.6.
- Role
  - Administration and coordination tasks related to on-going projects (especially EU projects)
  - Future planning
  - Help with external interfaces
    - TEKES events
    - EU participation and project preparation
    - Company relations
    - Research visibility
  - Own research

# Other Research Programme Events

- Open House days (1-2 / year)
- Company days (1-2 times / year)
  - Offered for all companies who participate in the Programme Advisory Group

# Digital Economy

- No clear decision on the status of this group
- Legal competence has been one of the strengths of HIIT
- Hard to find funding for DE projects
- Olli is returning from Brussels

# Teaching

- Currently active in advising master's level and doctoral students
- What is the link to new graduate schools?
- Organizing seminars at TKK
- Student projects at TKK courses
- Teaching positions for current HIIT researchers
  - TKK CS ?
  - Other universities ?