

# 6<sup>th</sup> International Workshop on Semantic Ambient Media (SAME) 2013

Defining the Research Agenda for Information Management and Systems Supporting Sustainable Communities with Smart Media and Automated Systems

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*This event is in cooperation with the Ambient Media Association (AMEA)  
([www.ambientmediaassociation.org](http://www.ambientmediaassociation.org))*

# Administrative Issues...

- ▶ Journal (Springer MTAP)...
- ▶ Publication: [www.ambientmediaassociation.org](http://www.ambientmediaassociation.org)  
SAME 2013 Proceedings + Journal

# Accepted Papers

▶ **1: Companies as Drivers of Sustainability - Towards Requirements for an Integrative Sustainability Risk Management System**

- ▶ Andreas Thöni, Vienna University of Technology, Austria
- ▶ Lisa Madlberger, Vienna University of Technology, Austria
- ▶ Alexander Schatten, Sophisystems, Austria

▶ **2: Design as an inspiration for sustainable lifestyle**

- ▶ Vidhya Govindan, Tampere University of Technology, Finland
- ▶ Sakthikannan Sakunthaladevi Ulaganathan, Fiat Chrysler India, India

▶ **3: Using Virtual Laboratories as Preparation to a Practical Laboratory Course: Empirical Investigation and Discussion of Potentials for Sustainability**

- ▶ Ansgar Scherp, University of Mannheim, Germany, Germany
- ▶ Jutta Meier, University of Koblenz-Landau, Germany, Germany

▶ **4: Providing sustainable living through at-home early detection of metabolic syndrome**

- ▶ Bogdan Pogorelc, Jožef Stefan Institute, Dept. of Intelligent Systems, Slovenia

▶ **5: Applying Technology Management concepts in analyzing e Waste, sustainability and technology development in Mobile Industry: A conceptual perspective**

- ▶ Lester Allan Lasrado, eMMI lab, Tampere University of Technology, Finland
- ▶ Subodh Agnihotri, eMMI lab, Tampere University of Technology, Finland
- ▶ Artur R Lugmayr, eMMI lab, Tampere University of Technology, Finland

▶ **6: An Overview of Smart Media and Sustainable Information Management and Systems**

- ▶ Artur Lugmayr, EMMi Lab., Tampere Univ. of Technology (TUT), Finland

▶ **7: Interpersonal Persuasion on a Massive Urban Scale: Bringing the Future of the Cities Back to Their Citizens**

- ▶ Petromil Petkov, , Germany
- ▶ Felix Köbler, , Germany
- ▶ Alexander Braun, , Germany

▶ **8: Ambient rendering of smartgrid data**

- ▶ Joze Guna, University of Ljubljana, Faculty of Electrical Engineering, Slovenia
- ▶ Matevz Pogacnik, University of Ljubljana, Faculty of Electrical Engineering, Slovenia

# The Goals of the Workshop

1. Analyze the Entries
2. Give Feedback
3. Cluster Topics
4. Group Work (one group)
5. Common Publication

**Problem:** sufficient water supply worldwide

**Goals:** affordable water for everyone with the sub-goals: good income, water treatment, new techniques

**Objectives:** no more people are dying due to water shortage leading to less diseases, ...

- ▶ Defining the core problems that papers address
- ▶ Defining the effects and consequences of these
- ▶ Step 1: Defining the Problems and Goals that Research Works Address and by Which Means they Solve these Problems
- ▶ Step 2: Defining the Effects, Objectives, and Resulting Outcomes of the Available Means and Inputs

# Workshop Schedule

- ▶ 10:30-10:45: introduction & participants
- ▶ 10:35-12:30: presentations I

## **LUNCH (12:30-13:30)**

- ▶ 13:30-14:30: presentations II
- ▶ 14:30-15:00: design thinking I

## **COFFEE (15:00-15:30)**

- ▶ 15:30-17:00: design thinking II

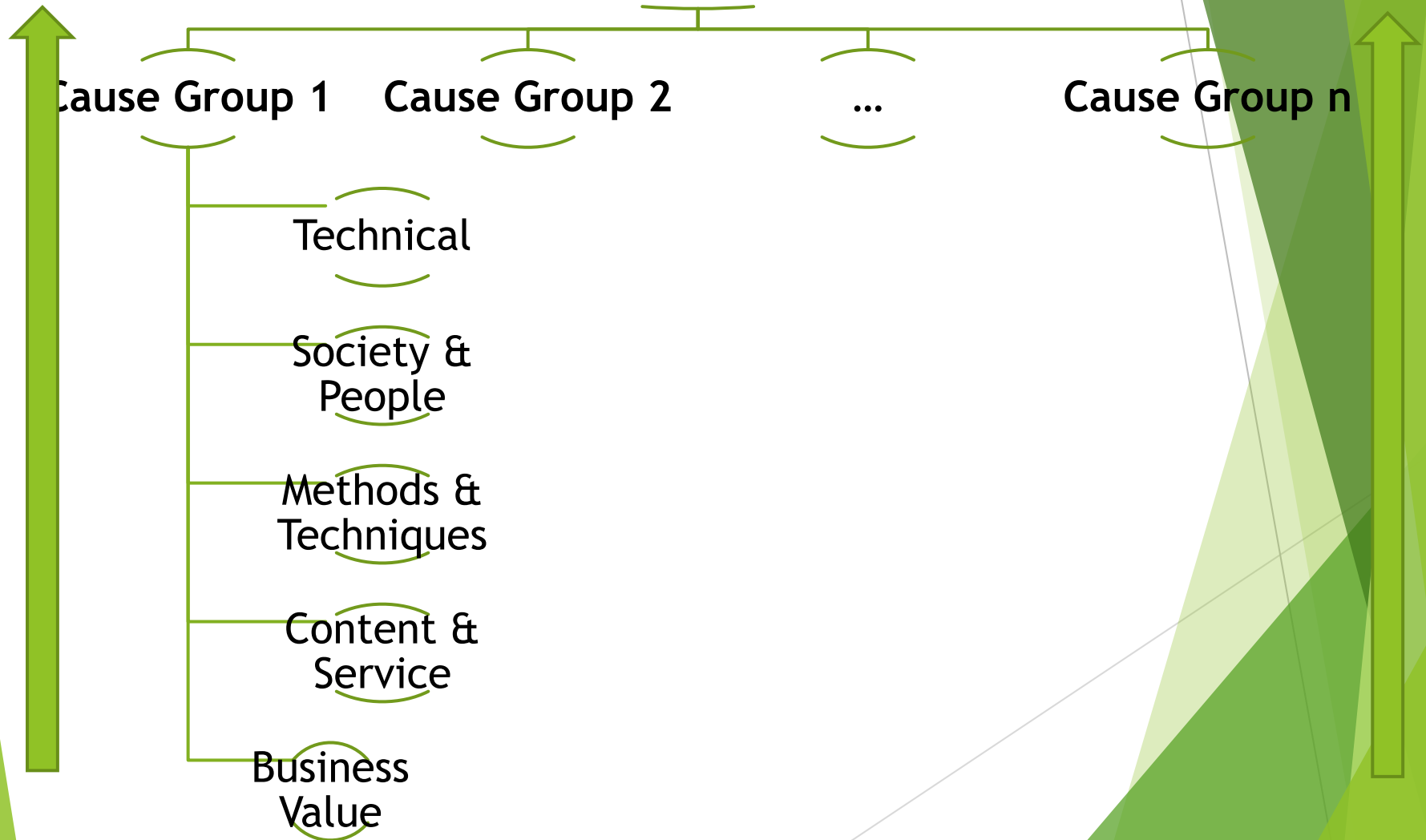
STEP 1: Defining the core problems that papers address

*Open Research &  
Agenda*

STEP 2: Defining the effects and consequences of these

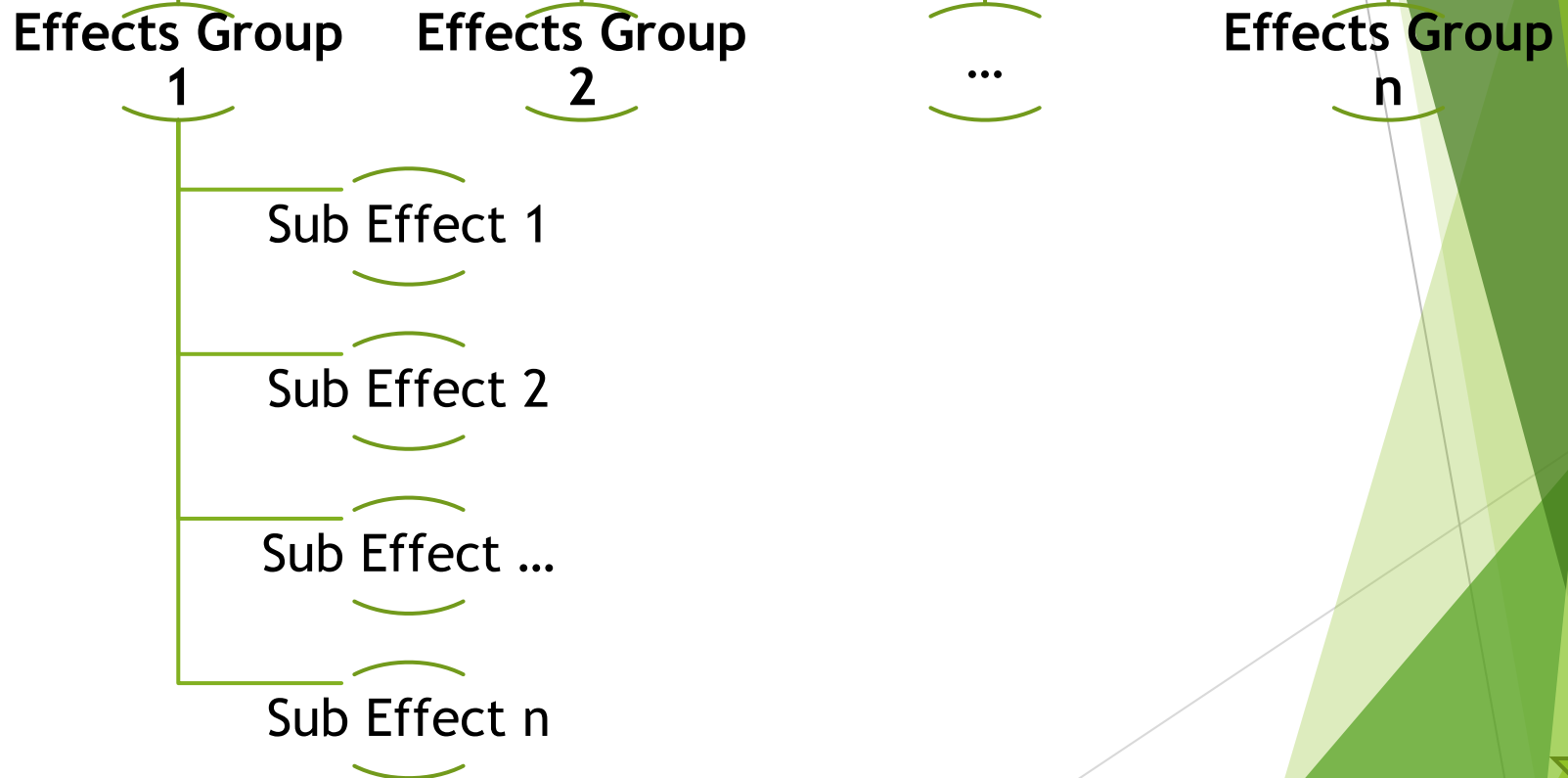
# Problems Addressed (1)

Core Problem: ...



# Problem Tree (2)

Effects and Consequences : ...





# Reflection

## ▶ THE Questions - Which Goals do Papers try to Achieve?

- ▶ Business
  - ▶ How can ambient media be applied in business processes?
  - ▶ How do ambient media create value and business?
  - ▶ Business opportunities and strategic issues of ambient media?
- ▶ Content & the Media
  - ▶ What is 'content' and how can it be presented in the age of 'ubiquitous' and 'pervasive'?
  - ▶ How to select, compose and generate ambient content?
  - ▶ How to manage and re-use ambient content in specific application scenarios (e.g. e-learning)?
- ▶ Interactive Design & Experience
  - ▶ What is interactivity between the single consumers and consumer groups in the ambient context?
  - ▶ How can collaborative or audience participatory content be supported?

## ▶ THE Method

- ▶ Objective Trees

## ▶ THE Answers

- ▶ 😊

