

#### Introduction

# Pervasive Computing and Urban Development Issues for the individual and society

JSY Chin, V Callaghan, G Clarke, H Hagras, M Colley

Intelligent Inhabited Environments Group



http://iieg.essex.ac.uk

# intelligentionabited environments group University of Essex

# Essex University

- parkland of 200 acres
- Royal Charter in 1965
- 5, 926 students
- 25% post graduates
- 24% overseas (120 countries)

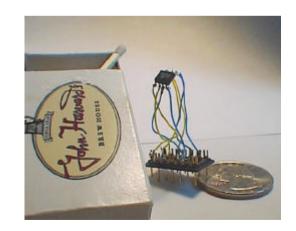






# Pervasive ICT (PICT) – What is it?

- PICT Pervasive Information and Communication Technology
- Existence of billions "invisible", omni-present, always-on, communicating computers embedded into everyday environments, gathering personal information from people & delivering services to them
  - Embedded Intelligence (learning) used to shield users from the technology (orchestrate the often unique combinations of available devices to provide the services the user wants)





# Examples

#### ◆ The Cisco Internet Home





Essex University iDorm(http://iieg.essex.ac.uk)



# How PICT Supports Urban Lifestyles (for those that can afford the technology)

#### Empowers the Individual

- People can be "designers" of their own technical environments
- + Helps level the "knowledge playing field"
- Gives people choice and access

#### Support Society & and Relationships

- ? Allows geographically separated family to have virtual presence (communication etc)
- ? Offers, safer more secure environments

#### Opens New Opportunities

- Opens New Life styles (living is no longer bound to location)
- Opens new commercial opportunities (new types of products," manufacturing in the home" etc)



# Concerns For Society and the Individual

- Privacy & Security
  - ? Sensors in our most private spaces (on our bodies, even in bedrooms)
  - ? Our most intimate habits potentially exposed

#### Who controls the technology?



- Commercial companies ? Perhaps seeking to:
  - ? Control the market
  - ? Sell personal information
  - ? Monitor usage of equipment
  - ? Monitor efficiency of employees
- Governments & Their Agencies seeking to:
  - ? Enforce the Law (eg speed cameras, cell phones etc)
  - ? Understand the behaviours and needs of the population

commercial success needs transparency & people to feel they are in control



# Some Consequences for Urban Societies

#### More dependency on:

- "wired" architecture (less on "brick" architecture)
- ? Technology and electricity
- ? Creation of wealth through developments in the virtual world.
- ? Virtual relationships (less on physical ones)

#### Less dependency on:

- ? location and proximity in forming social or economic communities
- ? physical enterprises (businesses may be virtual)
- ? need to physically travel

#### Continuing dependencies

- ? Physical aspects of human relationships
- ? Food, drink and building services

#### Some possible changes

- ? Rise in personal <u>privacy</u> issues
- ? Increase in "technology free", and "technology full" areas
- ? Rise of currently less well developed economies (less baggage)



# Possible Actions for Government & Society

- Privacy one of the dominant threads of new information age. Needs society to:
  - ? a legal framework that constrains individuals, firms, local and central government and multi-national corporations.
  - ? Ensures a balance between need to protect society and maintain privacy
- Security is another issue. Needs Society to ensure:
  - ? Security of data services and critical equipment
  - ? That system operation is transparent & under the control of people about whom data is collected.
- If not already in existence, perhaps the UN could produce a set of guidelines for the sorts of levels of privacy and security that are desirable for civilised countries to achieve.

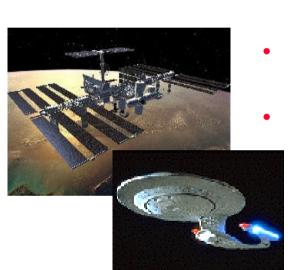


# Educating People

#### People

- ? Are, to an extent, ignorant of the technological potential of pervasive computing
- ? Are likely to reject the possibilities because of the fear of the surveillance society or the manipulations of big business.
- ? need to be **educated** to
  - ? understand the nature of the possibilities
  - ? make rational choices about accepting or rejecting it.
- ? How should it be achieved?





### Space Habitats

- In the not too distant future it will be possible to holiday in orbiting space hotels or spend time on a colony on the moon or Mars.
- The well-being of each is subservient to the overall safety of all.
- Dependence on technology for survival breeds a new attitude to what is acceptable
  - Interesting model to consider for a yardstick of earth-bound pervasive computing solutions.
    - ? If they favour only a small relatively well-off sector of society then should any of us support them?
    - ? If they only favour vested interests and are of little consequence to the bulk of us should we oppose them?
- Technology is potentially as divisive as might bring wealth and happiness to some whilst oppressing others.
- Need to be very careful about hoping that it will solve our problems when it could be used to enslave us.



# Any Questions?

Some References

- Clarke G, Callaghan V, Pounds-Cornish A "Intelligent Habitats and The Future: The Interaction of People, Agents and Environmental Artefacts", 4S/EASST Conference on Technoscience, Citizenship and Culture in the 21st Century, Vienna, 26-28th September 2000
- Callaghan V, Clarke, G., Colley, M., Hagras, H. "A Soft-Computing DAI Architecture for Intelligent Buildings", Journal of Studies in Fuzziness and Soft Computing on Soft Computing Agents, Physica-Verlag-Springer, July, 2001
- Chin JSY, Callaghan V, "Embedded-Internet Devices: A Means Of Realizing The Pervasive Computing Vision", IADIS International Conference, Algarve, Portugal, 5-8

November 2003. ISTAG (EU) "Scenarios for Ambient Intelligent in 2010 see www.cordis.lu/ist/istag.htm

This work was made possible by funding from the EU Future & Emerging Technologies and the UK DTI Next wave Technologies and Markets programmes



More information can be found on:

http://iieg.essex.ac.uk