

Impregnating Wireless Communications into People's Life

Prof Caj Södergård



VTT IN BRIEF 2006

45 Knowledge Centres 2 700 employees 233 M€turnover (est. 2006)

7 Knowledge Clusters

- Digital Information Systems
- Telecommunications
- Microtechnologies and Sensors
- Materials and Building
- Industrial Systems
- Biotechnology
- Energy and Pulp&Paper

9 Key Customer Sectors

- Biotechnology, pharmaceuticals and foods
- Electronics
- Energy
- ICT
- Real estate and construction
- Machines and vehicles
- Transport and logistics
- Pulp and paper
- Process industry and environment





Mobile & Wireless Communication Research

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Caj Södergård 12.9.06



> Hybrid Media

Linking mobile media to print with 2D codes

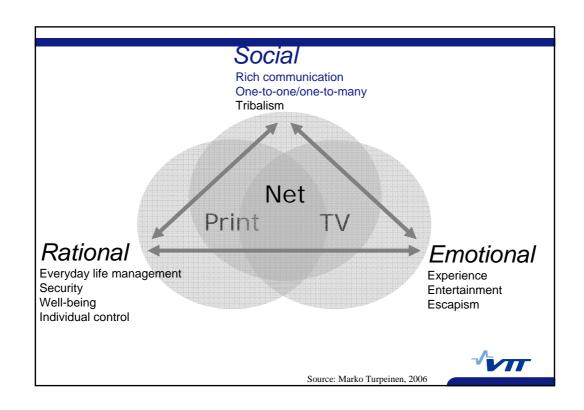
- Enables links from print to electronic media: updatable/personalized content, audio and video files
- VTT developed and patented a reading programme for a camera phone. The programme interprets matrix codes ("ubiboxes")
- PrintAccess: Tekes/Fenix-project 2003-2005
 - Technical University of Helsinki, VTT, M-Real, Stora-Enso, Edita, UPC Print
- Developed further into UpCode for UPC
- Used by several publishers (e.g. Kauppalehti, Eniro) and by VTT and TEKES (visiting cards)

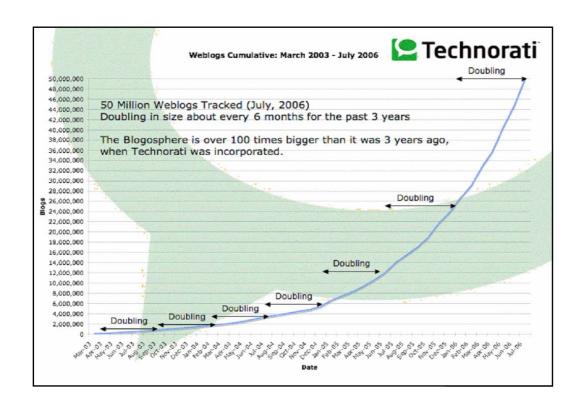


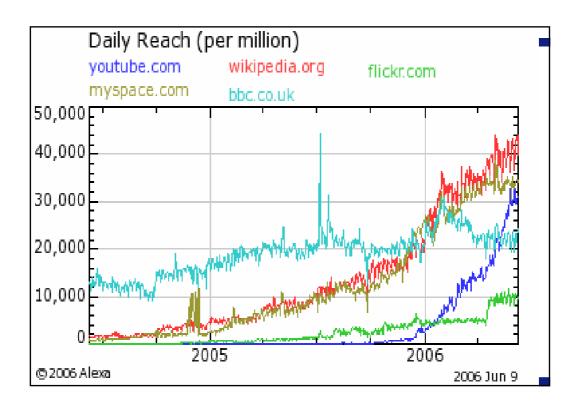
How to increase the usage of mobile and wireless communications in people's daily life?

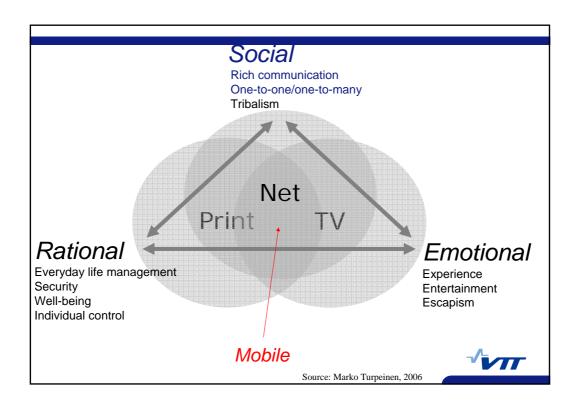
- It should address people' needs for
 - Rational life management, security, wellbeing, control
 - Emotional experience, entertainment, escapism
 - Social rich communication, one-to-one, oneto-many, tribalism
 - Compare with media











High potential applications of mobile and wireless communications

- Mobile experiences (mobile tv, music, radio)
- Wellbeing and (preventive) health care
- Intelligent infrastructure and transport
- **Product security**
- Product identification and logistics
- Linking electronic and printed media printed intelligence





New Potential Technology

- 3D screens, extremly low-cost (printed electronics)
- New sensors, sensor networks
- New network architectures (peer-to-peer,GRID,...)
- Intelligent evironments, ubiquiteous computing
-
- Quantum computing, nano materials

Sources for frustration

- Mobile data has not caught on (except SMS)
- 3G phones are starting to spread because of allowing boundling of phone and services



