

Location Based Mobile Services for the Social Web

MAP-i – PhD proposal

Background

The Social Web (or Web 2.0) is a denomination currently used to describe how people socialize or interact with each other on the Web. As such, a diverse set of tools brings people together, in a virtual community that share some common interest, either professional or personal. This phenomena goes behind collaborative work, encompassing the growing area of entertainment. These virtual communities are a new dimension of life that generally excludes any form of physical or, in most cases, even visual contact. The simple fact of identity is frequently disregarded, allowing anyone to be a different virtual person.

Location Based Mobile Services (LBMS) are software applications that provide services in mobile devices, contextualized with the geospatial location of the user. Nowadays, there is a vast range of commercial LBMS products available to the masses, mainly in the form of Personal Navigation Assistants (PNAs) and mobile phones featuring GPS functionality and mobile 3D maps. This technology, being widespread, has an enormous potential to bring people physically together, by using their location to direct them.

By joining the concepts of Social Web and LBMS, a new paradigm of socialization can be achieved, bringing people together, either virtual and physically.

Objectives

The main objective of this work is the development of a new concept of LBMS based on the concept of the Social Web.

The specific scientific/technological objectives are the following:

- To study the state of the art of LBMS and the Social Web;
- To analyze the problem integrating geospatial awareness over the social Web and to develop a new framework to support LBMS that promotes socialization in a virtual community;
- To implement a LBMS prototype based on the framework developed that captures the essence of the concept defined;
- To evaluate the validity of the concept created and the performance of the framework developed over a set of test cases.

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