

## Workshop 9-10 February 2006

### Visions

#### Experience Economy

##### *1. Smart training*

- Home exercise equipment
- Virtual interface gives motivation via games
- Virtual runner, run in the landscape

##### *2. Intelligent paper*

- Successful co-operation between ITC companies and paper industry
- Instant transfer of data (text, images, sound?, video) from e.g. the PC or the mobile phone to a paper
- A constantly updated newspaper

##### *3. Enhanced reality games*

- Add virtual elements in a real physical environment
- Mixed virtual/real world
- WWII with all the equipment and a whole battalion of soldiers.
- Fight with a lion in Coliseum

##### *4. All-sensors sports events*

- A lot sensors are places at various strategic places in a sports event, e.g. football (the ball, the shoes, around arena), Formula 1, hockey (camera in the walls, the helmets, the goal),..
- Create innovative online games based on sensor information; betting markets
- Create new visual services

## **Health**

### *5. The personal health card*

- Everybody has a smartcard in the wallet with all medical data
- When in need of health care, individuals show their card to whatever hospital or other health agency
- Activated via biometric identification
- Valid in the whole Nordic Region
- The card is available only to health care institutions accredited by the state, not for insurance companies or employers.

### *6. Early warning system for elderly at home*

- Wearables with sensors attached to an individual
- If e.g. blood pressure is too low, a signal is sent to the hospital
- Both applicable at home or outside
- Even other diseases can be measured, e.g. eye movement for dementia and Alzheimer's. It measures the level of consciousness.

### *7. A single Nordic demand side for ICT in the health sector*

- There exist common standards for ICT systems in the health sector.
- A single market which is of critical size for being commercially interesting
- Better competition between companies.
- One system for EHR – electronic health record

## **Production Economy**

### *8. Self-monitoring and robust production lines*

- Modularity; if the system detects a fault it warns (everywhere) the operator before it happens and also reroute the production line
- We can always deliver on time, fault-tolerant production

### *9. Control system for efficient energy use*

- A control system for e.g. efficient heating of buildings
- Combination of sensors and optimisation algorithms decreases the energy need radically

## **Security and Safety**

### *10. A close safe internet*

- Only accredited modules are allowed to attach
- Applications typically in health sector, E-banking, contacts with authorities

### *11. Security system for local neighbourhoods*

- Result of convergence between security services industry and ICT industry
- Intelligent system for surveillances of a local area
- Alternative to gated communities
- Sound balance between integrity and security

## **General**

### *12. Dual online-offline spontaneous networks*

- A trustworthy system that permit people to be online everywhere, and to log in and log out instantaneously
- It is ensured that when you log out, you can't be traced or eavesdropped
- When you're in, you're part of the global system

### *13. Intelligent distributed data storage*

- To be utilized in the ad hoc, device independent mobile networks; accessible everywhere
- Trustable e-Identity (via bioinformatics) is a key element in the system.
- System makes a profile of the user and recognizes semi-automatically the data that should be recorded, and records it to a safe "storage space"
- The data could be files or spontaneous notes made by user via speech recognition.
- Makes continuous separations between important data in the user-profile, not-so-important data and threats/viruses.