



From One to One to Many for Many or MUST4US

Oliver Popov

Love Ekenberg

Department of Computer and Systems Sciences

Stockholm University and KTH

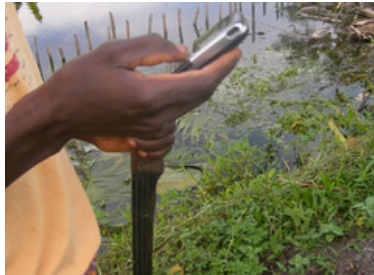
ICT for Global Sustainable Future

Brussels, 23 January 2009





The Age of Homo Informaticus





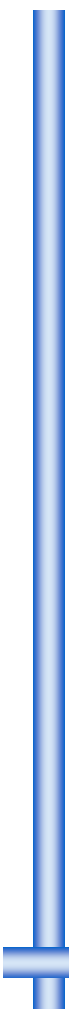
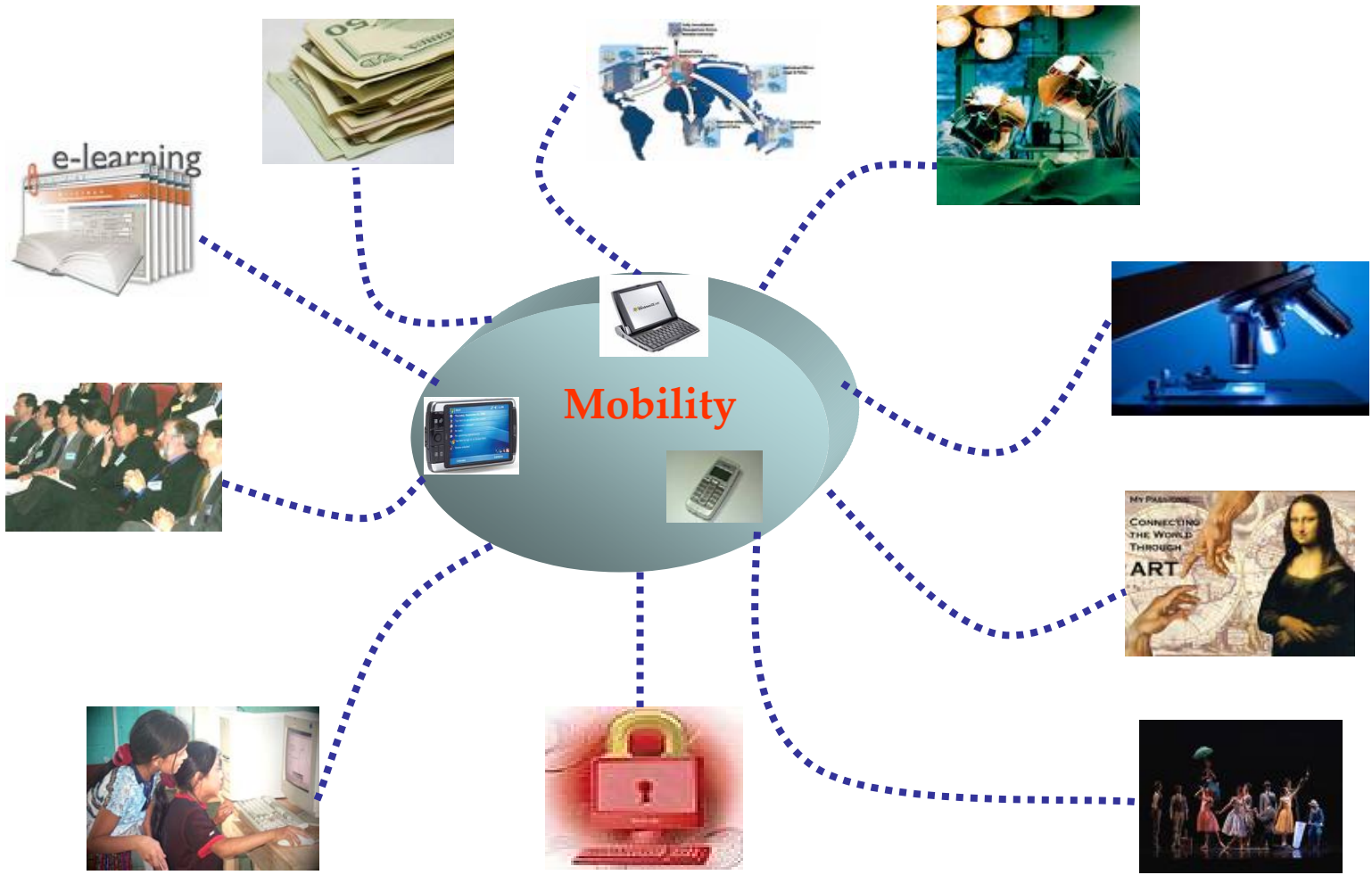
ICT4D@DSV

- Started more than a decade ago
- To reconnect the disconnected efforts in developing countries that are result inter alia from
 - Fragmented interests
 - Misplaced competitive behavior
 - Lack of common ideas
 - Misdirected the strategic role of ICT
- From
 - Mundane and focused applications in different domains such as education, health, public administration, and eInfrastructures
- To
 - National strategies, policies, regulations, as well as an elaborate PhD programmes for building scholarly and leadership capacities.
- **Sustainability** = public awareness and need+ catalytic funding+ technological competence + national vision + appropriate policies





Redefining ICT4Digital Inclusion at DSV





ICT4D 1.0

- Based on the notion that (some) problems in the society may be solved through ICT (access to the Internet, computers at home and in the class rooms, widely available all sorts of information systems) with
 - Policies and technologies for availability and access to ICT
 - Interplay and cooperation between the supply (infrastructure) and demand (services) sides.
 - Building infrastructure and human capacity in parallel
 - Wide range of technologies – wireless makes location less relevant
 - Low cost Communication and Computing Devices (CCDs)
 - Low energy CCDs
 - Interoperability
 - Relevance
- In general – positive results, however not often systematic, scalable and reproducible, which makes sustainability arguable.





ICT4D X.0

- There is need for amplifying services and devices – case in point - mobile phones – and- m-banking services
 - Generative in nature (like the Internet)
 - Go beyond simple translation into new technologies
 - Redefine ubiquitous and universal – not only from anywhere and anytime, but also by everyone
- One-to-One is a prerequisite to Many-for-Many (as an intrinsic feature of Mobility)
- From digital inclusion through participation to digital integration
- Redirected development





MUST4US

- Recently as part of ICT4D, an intensive research in
 - Thin CC environments
 - Simplified interfaces
 - Replicable models (beyond PoC)
- Lab for Affordable Services and Technologies @ DSV
- Emphasis on research, development and evaluation
- Start with services and then go to devices
- Mobility means flexible, adaptable, and resilient
- Is it possible to have a “universal” mobile service model with as minimal as possible ontology, covering essential services and with an acceptable environmental footprint that will lead to sustainability
- Open call for open collaboration with LAST

Thank you

