



## “Ocean” Ubicomp Project Selected for Conference Presentation in California

The project *“Ocean: Simplifying Real World Ubicomp”* by Darren Carlson and Andreas Schrader has been selected for presentation during the Workshop on System Support for Ubiquitous Computing at the 8th Annual Conference on Ubiquitous Computing (Ubicomp 2006), Orange County, California, USA, September 17-21, 2006.

The ISNM Ambient Ocean project addresses the trend towards rapid expansion of networked computation into our everyday lives, which often results in physical environments with an increased potential for Ubicomp support. Yet Ubicomp scenarios are often underutilized due to the nature of many real world resources; which are often highly heterogeneous, unsystematically organized, unpredictably available and not inherently interoperable or secure. The project is exploring the possibility of exploiting and simplifying our increasingly sophisticated everyday environments through a novel, plug-in-centric, smart-client-based, service-oriented approach. The authors assume that networked resources will rarely provide a means for deploying heavyweight Ubicomp framework components. Instead, they propose a hybrid smart-client framework which enables Ocean clients to dynamically detect environment capabilities, discover synergistic service-oriented resource compositions through plug-in-based community-driven collaboration, and provide the necessary runtime protocol adaptation required to orchestrate and manage these potentially powerful compositions of non-Ocean resources.

**For further information please contact**

Gyde Clausen

Marketing & Communication

ISNM International School of New Media

at the University of Lübeck

[gyde.clausen@isnm.de](mailto:gyde.clausen@isnm.de)