Enjoy.IT!: A Platform to Integrate Entertainment Services

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ABSTRACT

The evolution of the Internet has been spectacular in recent decades. However, the Internet is still a linear scenario, focused on showing contents and dissociated from the physical world. On the other hand, there are many social groups that don’t know how to use the opportunities that ICT can offer them, such as children. In this scenario, Project Enjoy.IT! designs, develops, and validates an entertainment platform with advanced contents that will set up a practical realization of the new products and services from the Future Internet. Project Enjoy.IT! integrates the physical world as an extension of the virtual world and vice versa. Thus, the project creates an AmI system that is able to act depending on the children’s knowledge and necessities. The platform is based on a Services Choreography that allows an easy, simple integration of the necessary elements to give support to interactive entertainment activities.

Keywords: AmI, Entertainment Services, Environmental Sensors, Ontology Services, Services Choreography, Serious Games, Social Network

INTRODUCTION

The Internet evolution has been spectacular in the last decades. The Internet has grown from a simple message exchange tool to become a macro showcase for the knowledge of the world. The Internet is also everywhere and when you want: you can access via computer, mobile, laptop even television. It is worth to remark that nowadays the Internet is driven by Social Networks and new ways of uploading content and communication range. Despite all these advances the Internet world is still a linear preestablished scenario, focused on showing contents and dissociated from physical world.

On the other hand, there are many groups who, despite being very proactive in their real activities, they don’t see the need or don’t know how to use the opportunities that ICT can offer them. ICT can provide them with new and more powerful services and they can also directly benefit from the interaction potential that the Internet offers society.
Focusing more on the field of entertainment, it is worth to highlight several aspects. Currently, ICT is focused on entertainment for the youth are totally networked: online videogames and entertainment connecting players together have online communities associated. The online ways allow people to connect each other, to share all kind of information and, ultimately, to have the possibility to access to places, context and individuals hardly reachable by other ways. The new entertainment ICT are networked but not fully integrated into the environment; there is a number of individual and collective constraints that hinder the full development and implementation of new technological applications in the main aspects of people’s day-by-day. We are thinking about a world where ICT is fully integrated into basic psychosocial processes, into the political, economical and cultural structure.

Finally, it is worth noting the current status of socio-cultural field, which is the recipient of this project. The current provision of the socio-cultural sphere needs a qualitative transformation that allows the full integration of ICT into the environment of the person, in an internal (psychological) and external (social) level. The point is that the different technological tools and devices can be connected and share information to each other about the individual’s conditions, capabilities, emotions, reasoning, needs, choices, etc. The entertainment ICT have to be totally and properly integrated into the environment within the person that is paying attention on it. The point is that a person can freely interact without being aware of the presence of ICT.

In this context Project Enjoy.IT! (http://www.proyectoenjoyit.es) is born, whose main objective is to design, develop and validate an entertainment platform and advanced contents which is going to be a practical realization of new products and services of the Future Internet. In addition, the implementation of this project, aims to promote the use of ICT by users which are not familiarized with this kind of technologies, such as children.

By this reason, the first objective of the Project is to design, develop and validate an entertainment platform with advanced contents which will set up a practical realization of the new products and services from the Future Internet. The project may cause a significant and differentiating impact in this related scenario, enabling help to blur the lines that are still separating the ICT of the real world. The project may also enhance the evolution of the Internet towards a more dynamic and complex world. A world where the relationship with the physical world is closet, and in which all users are, in an easy way and at the same time, creators and effective receivers of the knowledge. By creating this platform we pretend to promote the use of ICT by users which are not familiarized with this kind of technologies, such as children.

The following paper explains, in the first instance, the objectives that the project aims to obtain with their execution. In the second instance, the materials and methods which will be employed to the project development are explained. In this section, a state of the art of actual videogames and entertainment is described. In the third instance, we present the results Project Enjoy.IT! Project aims for and which technology is going to be used. Finally, a discussion about how the Project will affect to children is explained, enclosed by future researches.

OBJECTIVES

Project Enjoy.IT! is a pre-industrial prototype which will set up a technological platform of personalized, ubiquitous and collaborative services. These services will be oriented to management, coordination and support of intensive applications of knowledge and dynamic, multimedia and multimodal contents. All these services will be applied in the field of entertainment, recreational and educational activities and animation in selected environments, always being based on high content of ICT capabilities.

By this reason, the first objective of the Project is to design, develop and validate an entertainment platform and advanced contents which is going to be a practical realization of new products and services of the Future Internet.

In addition, the implementation of this project, aims to promote the use of ICT by users which are not familiarized with this kind of technologies. In this case they will be children.

In third place, the project expects to develop innovative research lines such as the integration of the user in the chain of provision of services,
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