

Mobile Challenges: From Universal Access to Universal Participation

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The social web today

- ▶ `wikipedia.org`
- ▶ `facebook.com`
- ▶ `digg.com`
- ▶ `flickr.com`
- ▶ `openstreetmap.org`

Existing mobile technology

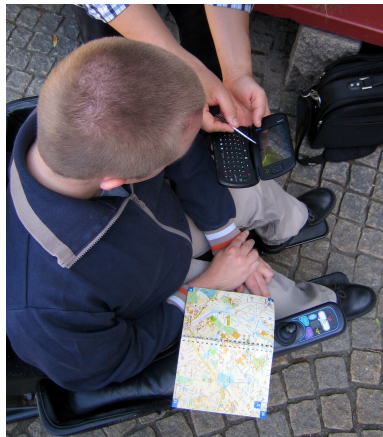
- ▶ Mobile phones, always on.
- ▶ Multimedia machines: Pictures, videos, sounds.
- ▶ Web browsers.
- ▶ Network connectivity (WLAN, 3G).
- ▶ Locative technology (GPS, CellID).
- ▶ Web 2.0 goes mobile.

Collaborative route planning

- ▶ Two levels of accessibility (at least).
- ▶ So far we're focusing on documenting the physical environment.
- ▶ The system allows users to plan routes from A to B. The routes are tailor-made to user preferences and abilities by group affiliation.
- ▶ Users can give feedback on accessibility as they move along the suggested routes.
- ▶ Feedback is instantly available for subsequent route planning.
- ▶ "Official" data and user generated information can be considered complementary data sets.

Technology in use

- ▶ GPS
- ▶ Map server
- ▶ Route planner
- ▶ 3G connection
- ▶ Feedback service



Use of technology

- ▶ Taking action here, now.
- ▶ The user is producing information - think wiki.
- ▶ Annotates spot as good, inconvenient or inaccessible.
- ▶ Instantly shared with peers.



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- ▶ Then, possibly:
 - ▶ Reporting to building owner.
 - ▶ Reporting to regulators.



Challenges

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 - ▶ End-user trust.
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- ▶ Engaging different communities of practice.
 - ▶ Understanding dynamics and different agendas among different communities of practice.
- ▶ Diversity of user groups.
 - ▶ Needs and abilities.
 - ▶ Interaction challenges.
 - ▶ Critical user mass.
 - ▶ Group affiliation.

In summary

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- ▶ Give the end users a voice.
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- ▶ View the social web technology as an advantage, not only as another accessibility barrier.
- ▶ Give the end users a voice.
- ▶ Let user generated content complement officially gathered information.
- ▶ And why not
 - ▶ Send an e-mail to webmaster.
 - ▶ Give the users a way to “digg” accessible websites.
 - ▶ Or - “report to Cynthia”

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