



Street Stories



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Next Generation Internet

Street
Stories



Outline

- Introduction
- Limitations of Initial Implementation
- Possible Platforms: iPAQ vs. Cell Phone
- BREW: Cell Phone Developing Environment
- Design Needs for Cell Phone Platform
- Demonstration
- How it Works
- Future Work





Introduction



- What is Street Stories?
- SIMS Project Professor Sack, Craig Rixford, Mahad Ibrahim
<http://dream.sims.berkeley.edu/street-stories/>
Spring 2001
- Complex Community Narratives
- Build stronger, more connected communities and expose the culture and history of neighborhoods through narratives
- What portable device to use?

Limitations of Initial Implementation

- Expensive, heavy equipment
- Limited storage for audio on device
- Lack of scalability (multiple devices)
- Small amount of people have platform (currently)





Possible Platforms: iPAQ vs. Cell Phone

- Only 2 million iPAQs sold since debut in 2000 (CNet News.com)
- In 2000, about 400 cell phones for every 1,000 people in the U.S.
(<http://home.intekom.com/cellular>)
- By end of 2006, 240 million Location-Based Services capable handsets worldwide (Qualcomm, Inc.)

BREW: Cell Phone Developing Environment

- Binary Runtime Environment
for Wireless
- Extensible API platform
- Users customize handsets by
wirelessly downloading
applications they want (by
connecting to BDS)

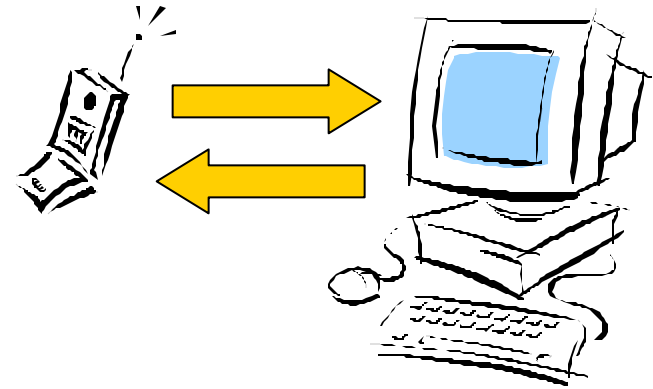


QUALCOMM

verizon wireless

Design Needs for Cell Phone Platform

- Server with database of audio files
- Create a client on BREW-enabled phone to communicate with server
- Appropriate files need to be downloaded from server and then played back





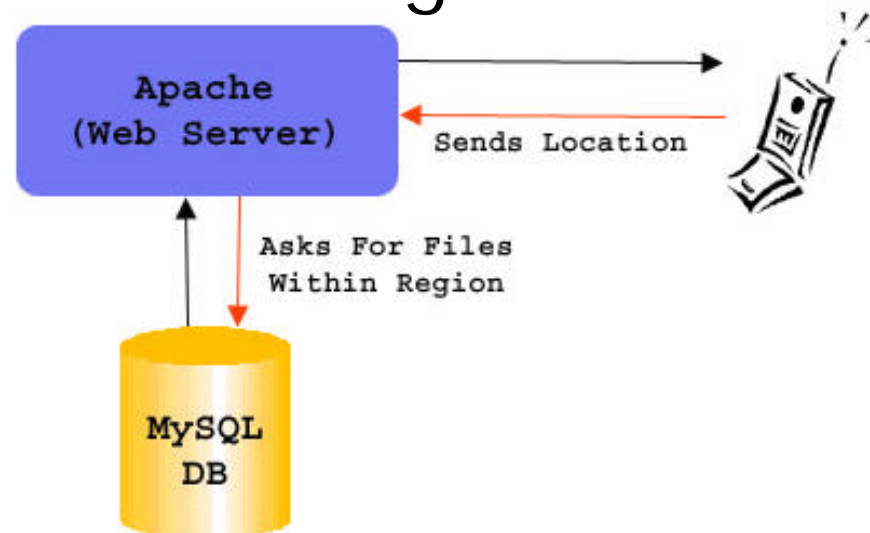
Demonstration

- Demonstration of Mobile Street Stories



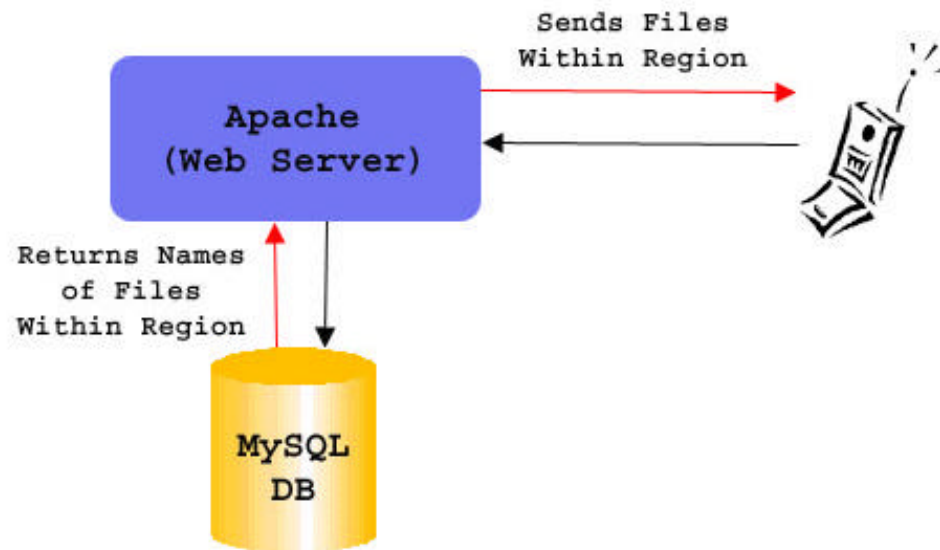
How it Works (1 of 2)

- BREW-enabled phone sends GPS information to Apache server
- Server queries MySQL DB for audio files within current region



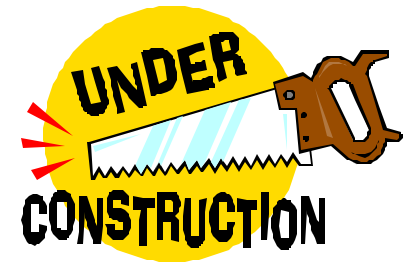
How it Works (2 of 2)

- Server sends response with audio files in the region
- Cellular phone downloads appropriate audio files and plays the files





Future Work



- What if there are multiple stories at the same location?
- How does the download speed on the emulator compare to the the actual phone?
- How can users add narratives for others to listen to?
- Are users able to understand and efficiently use the interface of the program?