

participate

TSB Technology Programme PARTICIPATE project

Nigel Wall

Shadow Creek



Location
and Timing

Knowledge Transfer Network

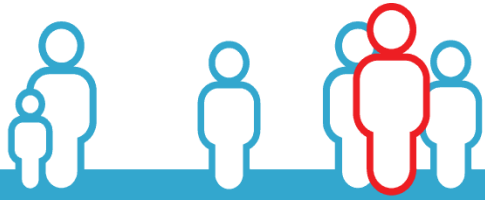
Technology Strategy Board

Technology Strategy Board

- Funded by DIUS (Department for Innovation, Universities and Skills).
- Budget of £1B over 3 years to support effective innovation
- Measures
 - Innovation Environment:
 - Knowledge Transfer Networks
 - Knowledge Transfer Partnerships
 - Challenge Led:
 - Innovation Platforms
 - Eg. Intelligent Transport Systems & Services –“Informed Personal Travel” call
 - Technology Inspired Innovation:
 - Technology Programme

TSB Principles

- Supports R&D by grants,
 - within European State Aid rules.
- Supports UK based, strong, established companies with significant growth potential (including SMEs).
- Requires knowledge transfer:
 - so must be 2 or more organisations in collaboration.
 - industry led consortia, may include academia .
- Projects must address significant global markets.
 - Exploitation potential is key
- Calls are issued with a specific theme.
- Bidders must demonstrate “additionality”
 - Why the project would not happen without state aid.



participate

- 3 year £3M project, £650k from TSB, £610k EPSRC
- Investigate technologies to help users to create and share digital content.
- Review the state of the art
- In parallel - run three trials based on different approaches targeting different user groups.
- Create an integrated trial that allows use of a variety of media to interact with the content sharing engine
- Review user acceptance of these approaches

PARTICIPATE Schools trials



- Managed by science teachers
- Children take real-world measurements to understand their environment.
- Uploaded after processing

PARTICIPATE Games trials



BLAST THEORY

- Interaction using cellphone with avatar that asks questions and sets challenges.
- Triallists respond to challenges
- Trialled with university students

PARTICIPATE Community trials

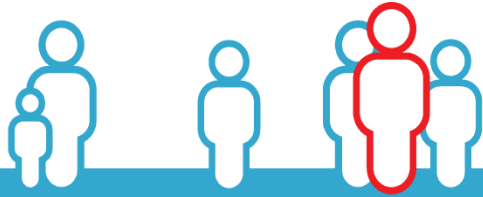


- Real-world experience at Kew Gardens
- Based on cellphones with location knowledge using GPS and fixed terminals at key locations.
- Users invited to create content respond to questions relevant to the location

PARTICIPATE Integrated trial



- Scenario based interaction with avatars that set challenges that require creation of content
- Variety of media used for access:
 - Cellphone, internet, & ipTV
- Moderated sharing of content received, used to motivate continued commitment.
- Using a common hosting engine.



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www.locationktn.com

www.technologyprogramme.org.uk