Mobile Content Communities (MC2)

&

Rich Semantic Media for Personal and Professional Users (RISE)

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Multidisciplinary Approach

MC²

- **Technology**
  - open development platforms and design templates
  - tools for collaborative design and implementation
  - tools for documenting shared gaming experiences
  - new infrastructure for mobile media metadata
- **Media Research**
 - games as mobile community-oriented media
- **Sociology**
  - modeling community activity (social networks; member roles; community lifecycle; group-to-group interaction)
  - understanding social context of use related to mobile gaming activities
- **Psychology**
  - measurable user experiences of gaming (game-related emotions; single player vs. multi-player; small displays vs. large displays; individual differences)
  - social psychology and group dynamics
- **Business**
  - business impact of open development platforms
  - open content: legal structures and new business models
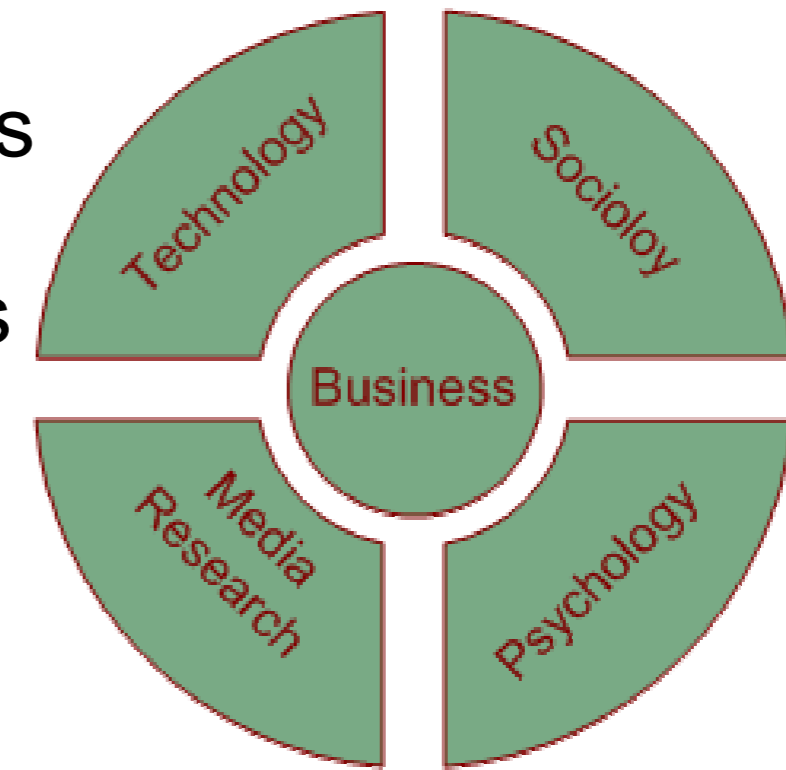
Research partners

MC²

Helsinki Institute for Information Technology
- Digital Content Communities Group
- User Experience Group
- Digital Economy Group

Helsinki School of Economics
- Center for Knowledge and Innovation Research

Helsinki University of Technology
- SoberIT / Information Ergonomics Research Group

University of Tampere
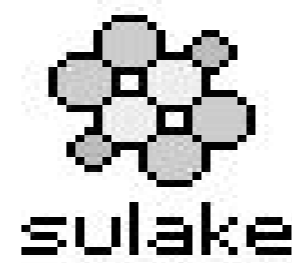- HyperMediaLab / Experience Design Research Group

Industry partners

International collaboration

Rich Semantic Media for Personal and Professional Users (RISE)

- tools and process models to support private and professional content creators in producing and utilising rich semantic content through the whole content lifecycle
- using semantic web technologies in combining personal and professional media
- helping media companies to position themselves and their products in the semantic content markets of the future
- research: VTT (Asta Bäck) and HIIT (Marko Turpeinen)
- industry: SanomaWSOY, Alma Media, YLE, Profium
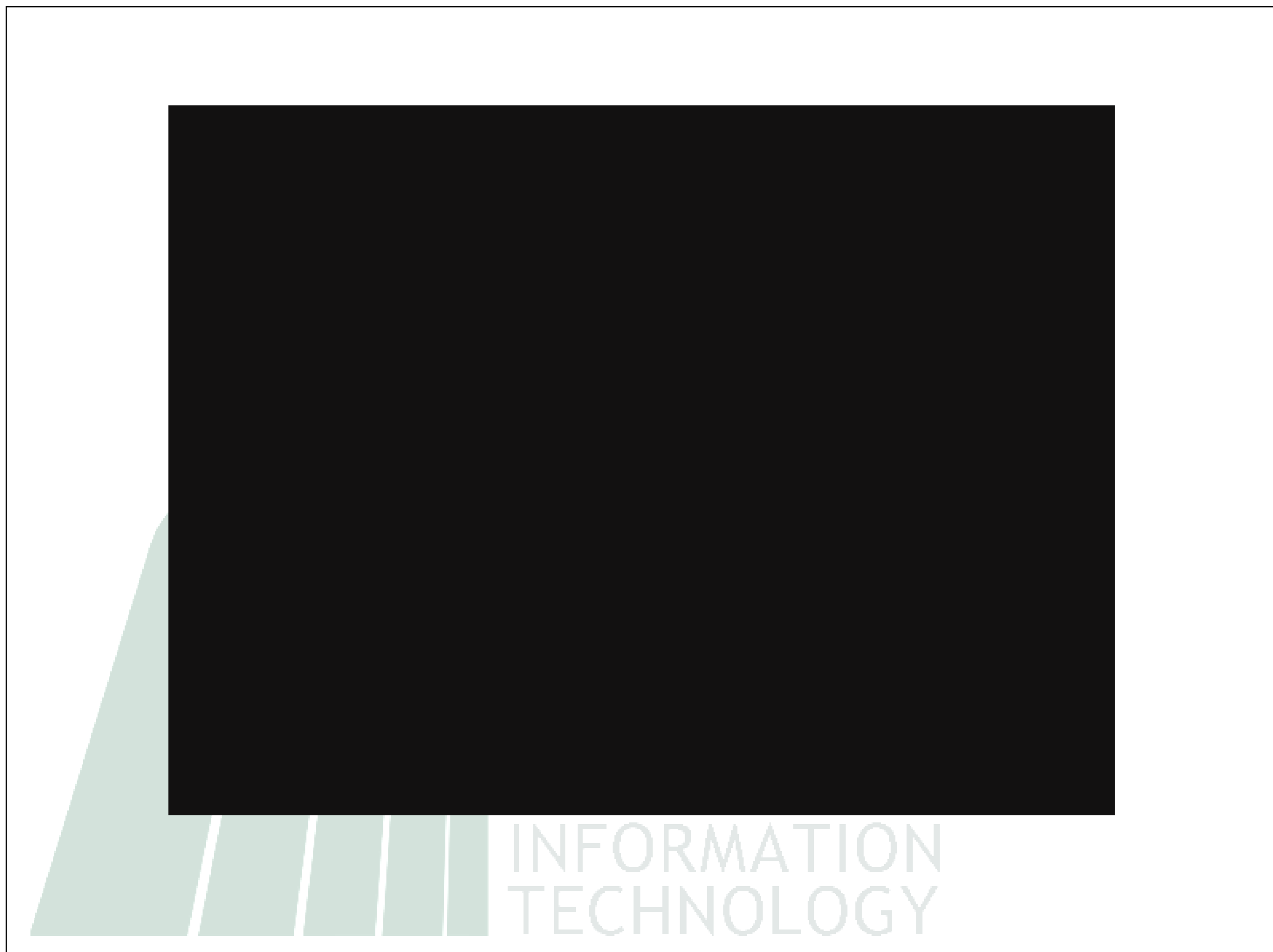
Yhteisölliset verkkopalvelut

- **tavoite**
  - *verkkovälitteisen yhteisöllisyyden tutkiminen*
  - *yhteisöllisten toimintamallien kehittäminen*
  - *sosiaalisen innovoinnin edistäminen*
- **OpenMind**
  - *Fenix-aiheryhmäseminaari, Tampere, 11.11.2004*
  - *avointen ohjelmistojen ja sisältöjen ratkaisumallit ja haasteet*
  - *tekijänoikeudet ja lisensointi avoimissa kehittäjäyhteisöissä*
  - *avointen kehittäjäyhteisöjen hallinta*
- **miten pääsee mukaan?**
  - *email: marko.turpeinen@hiit.fi*