

MIMOSA IDENTITY CARD

MIcrosystem platform for MObile Services & Applications

□ Integrated Project FP6/2002/IST/1507045

Starting date:

January 1st 2004

Ending date: June <u>30st 2006</u>

30 months

Duration: □ Total Budget: 23 M€

□ Community Financial contribution: 10 M€



MIMOSA GOAL

Make Ambient Intelligence a reality by developing a mobile-phone centric open technology platform

MIMOSA VISION

NIMOSA

In MIMOSA vision, personal mobile devices act as the principal gateway to ambient intelligence.

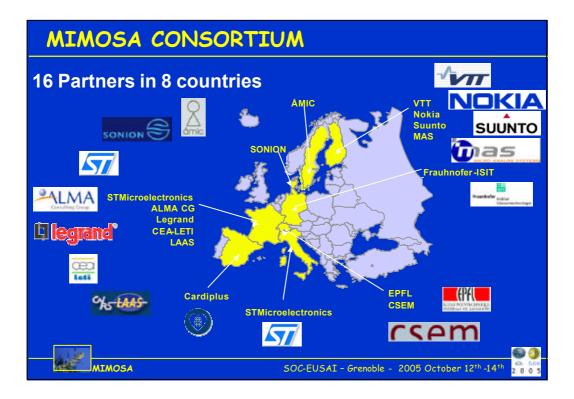
The **technology platform for Aml** consists of the present telecommunication technology platform augmented with the following new key building blocks:

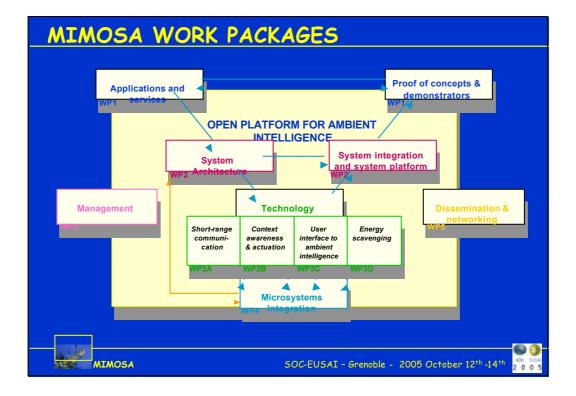
- wireless sensors exploiting the RFID technology
- highly integrated readers/writers for RFID tags and sensors
- low-power MEMS-based RF components and modules
- low-power short-range radios
- advanced integration technology
- novel MEMS sensors for context sensitivity and intuitive user interfaces.

In MIMOSA vision, the **user feels and really is in control of Ambient Intelligence**. Ambient intelligence applications help people in their everyday life: the applications are useful, usable, reliable, and ethical issues have been taken into account in the design.



SOC-EUSAI - Grenoble - 2005 October 12th -14th



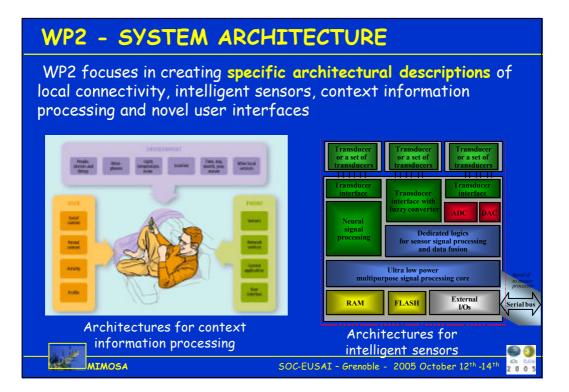




WP1 - MIMOSA APPLICATION FIELDS

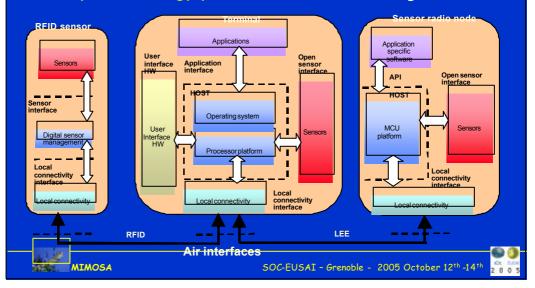
Usage scenarios describe what MIMOSA technologies could provide to the end user and how the technology will look and feel in different everyday situations

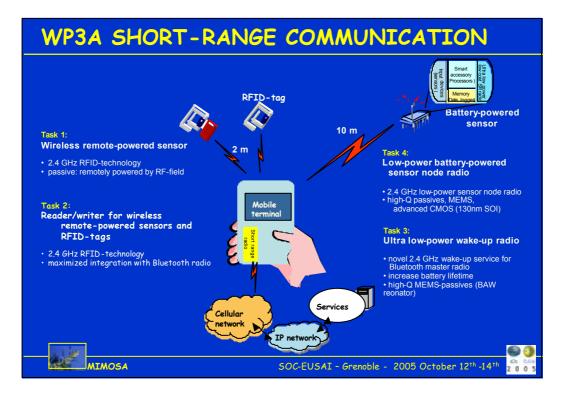




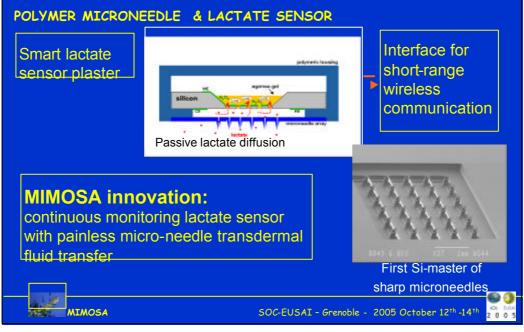
WP2 - SYSTEM ARCHITECTURE

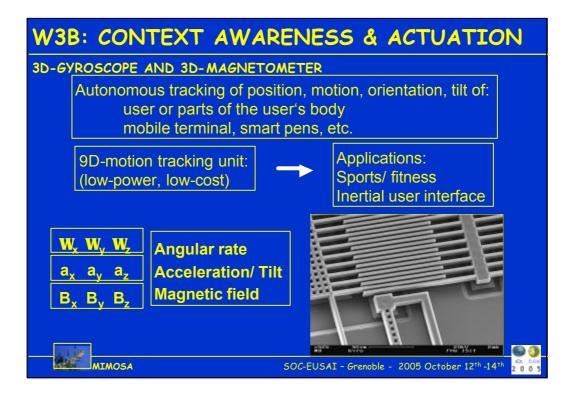
Overall architectural specification (OMAS) for **mobile-device centric open technology platform** to Ambient Intelligence





W3B: CONTEXT AWARENESS & ACTUATION





WP3C - USER INTERFACES TO AmI

Objectives

Propose and investigate transducer systems technology that can be employed as user-friendly interfaces to the intelligent environment via the personal trusted device

Interface types

- Inertial user interface
- Acoustical user interface
- Optical user interface





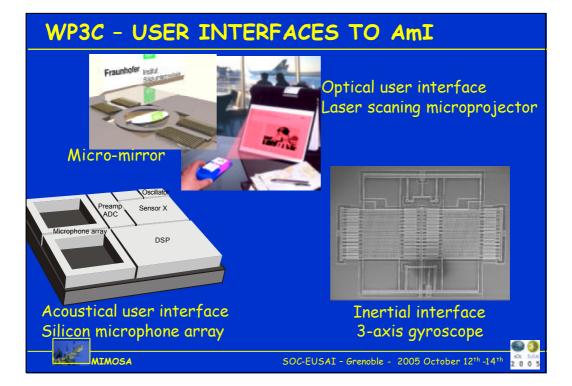


Inertial UI

Acoustical UI

Optical UI

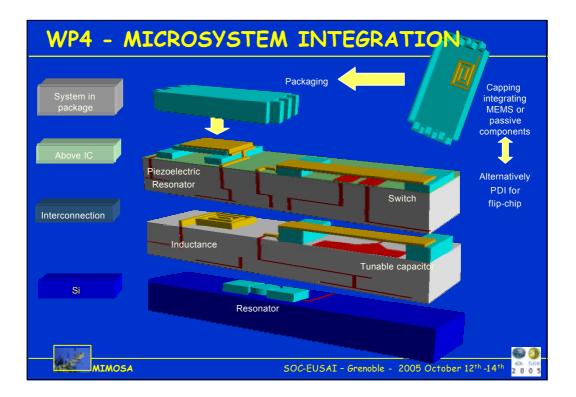


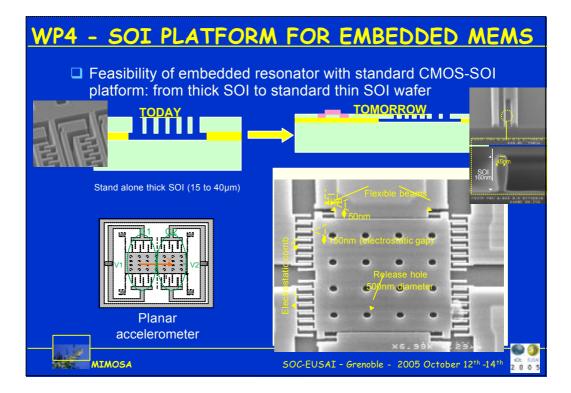


WP3D - ENERGY SCAVENGING

- Developing energy harvesting components for powering sensor nodes:
 - Energy is gathered for powering the sensor between two data acquisitions
 - Energy scavenging solutions are various: RF, PV Cells, Thermocouples...
 - ⇒ Investigation on Electromagnetic Energy Scavenging
 - ⇒ Focus on GSM (900MHz) frequency band







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