MUPE
Multi-User Publishing Environment

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What is MUPE?

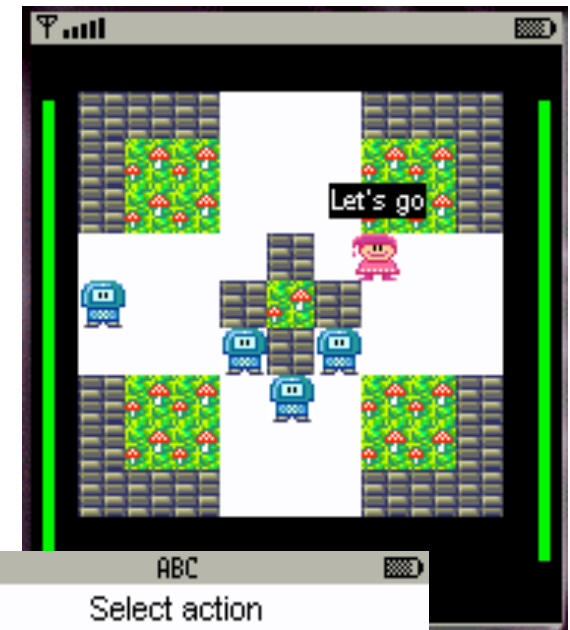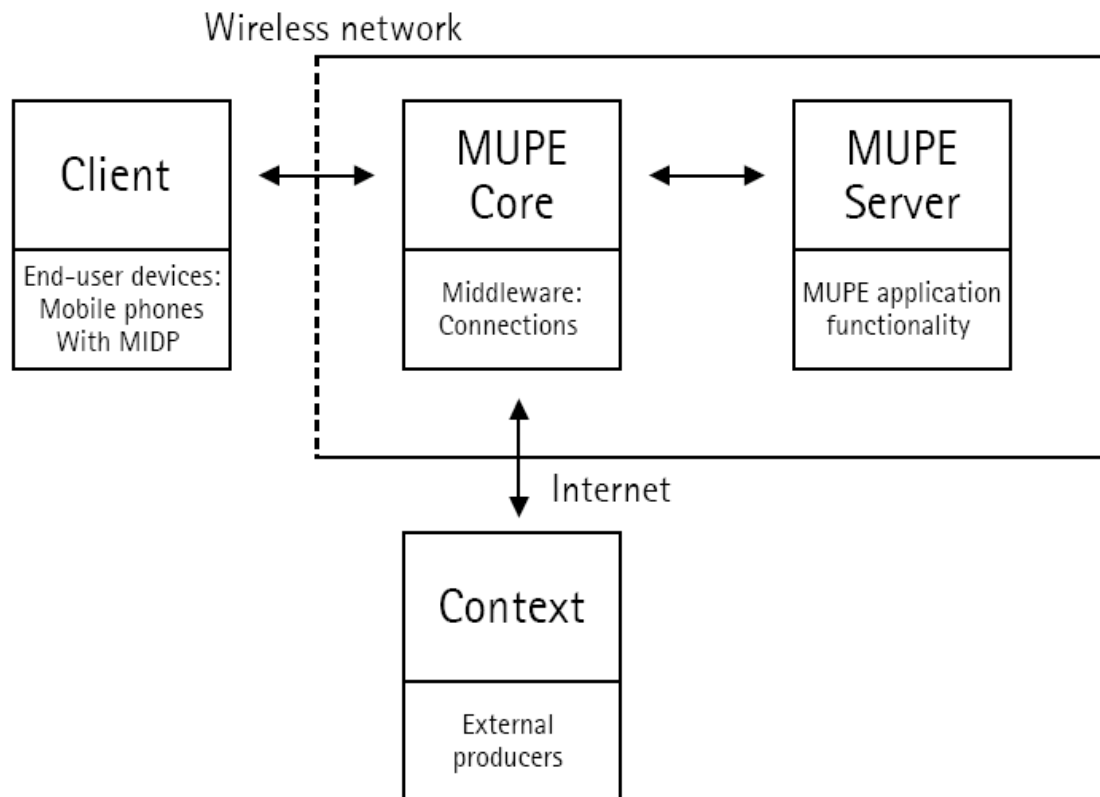MUPE (Multi-User Publishing Environment)

- Developed by Nokia Research Center

- Published under NOKOS (Nokia Open Source)

- 3+ years of development, currently several universities participate in MUPE development

- Rapid prototyping, multi-user environment, mobile application browser, context adaptation

- J2SE server framework, J2SE core, J2ME MIDP2 client, XML based application description language

- Supports Bluetooth, camera, canvas and form UI, WLAN positioning

Wireless network

Client
End-user devices:
Mobile phones
With MIDP

MUPE Core
Middleware:
Connections

MUPE Server
MUPE application
functionality

Internet

Context
External
producers

MUPELand Yard

New MUPE project

- Developing new functionality for MUPE platform
- Making the platform more secure and robust
- Extending and nurturing the MUPE developer community
- Collaboration:
  - Nokia Research Center
  - Tampere University of Technology
  - Lappeenranta Univeristy of Technology
  - VTT
  - HIIT
- Project duration: 2005-2007

Example: ContextMupe

- Integrating ContextPhone with MUPE
- ContextPhone is an open source mobile phone logging tool for context aware mobile applications
  - Developed in Finnish Academy funded "Context" research project at HIIT BRU
  - Used in MIT Media Lab and UC Berkeley research projects
  - C++ Symbian application

➔ **ContextMupe**

Versatile and powerful context aware

mobile application development environment!