

# COMSOA

## Community Media and Service-Oriented Architecture

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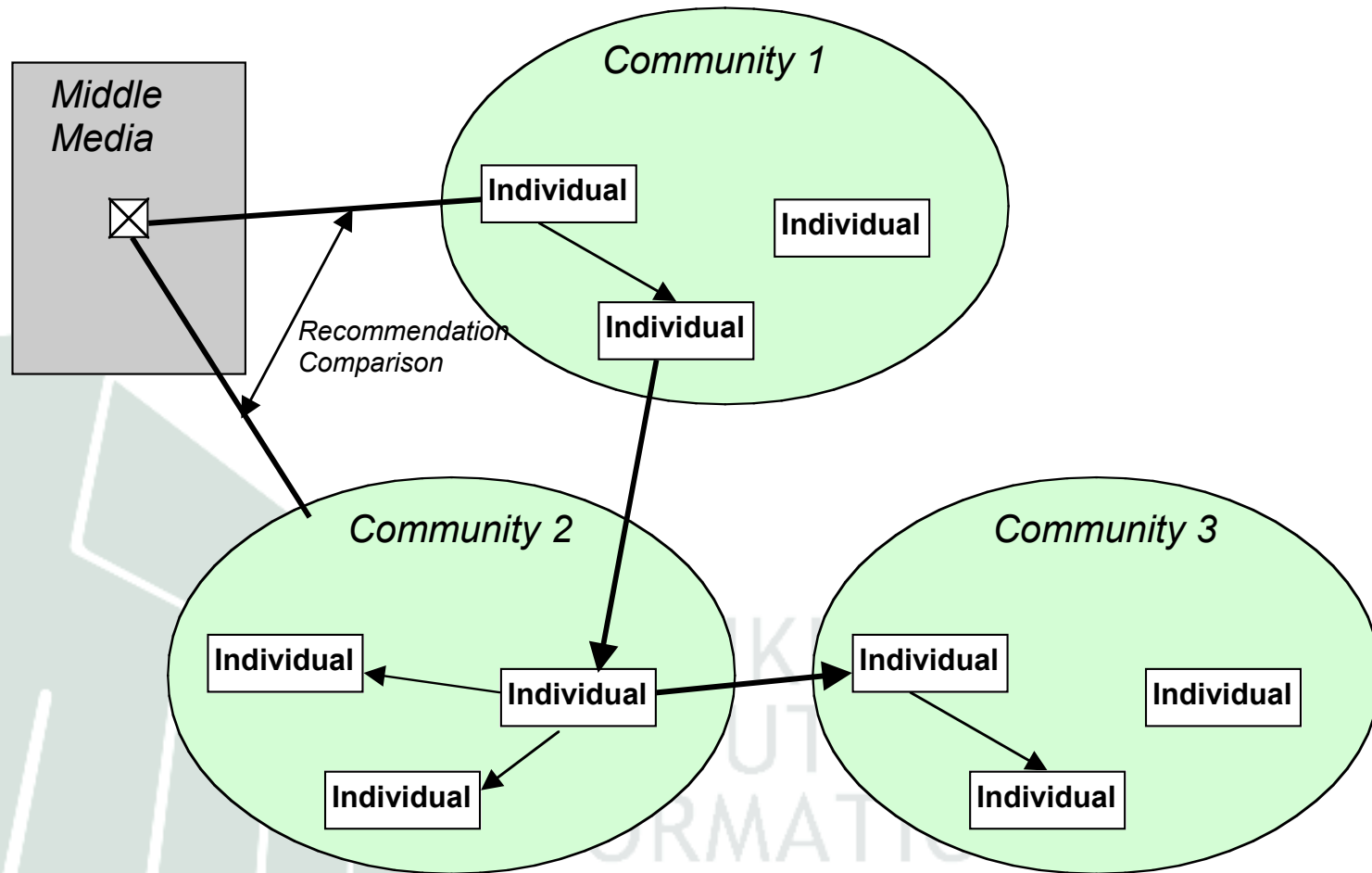
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# Community Media

- decentralized and community-oriented mode of media content creation and distribution
- systems that enable and support social creativity, participatory media and distributed problem solving
- building bridges between communities, and fostering collaboration across community boundaries
- sharing media and best practices (i.e. blogging and RSS)
- understanding how the social behavior can be used to enhance existing services (e.g. Google example)
- providing community context to media content

# Community Networking



# Service-Oriented Computing (SOC)

- service-oriented system architecture changes the way software applications are designed, delivered, and consumed
- novel, often autonomous, platform-independent computational service elements
- described, published, and discovered using standard protocols and service metadata
- Web Services (WSDL, UDDI, SOAP)



# Research

- multi-disciplinary end-to-end research from technological platforms to various viewpoints to their impact actual use
- in-depth studies of community media in real life (such as Habbo Hotel, Geocaching, MMORPGs, Flickr, Photos To Friends, etc.)
- developing new methods and tools for dynamic social network analysis (SNA)
- building new service platforms for community media
  - extending DiMaS with SOA APIs, reputation management, etc.
  - open search engine (ALVIS, Search-in-a-box)
- applying the SOC paradigm and dynamic SNA to user-centric (and community-centric!) product concept design (UCPCD)

# Project details

- TEKES Strategic Basic Research (100% funding)
- HIIT DCC, UERG and CosCo groups
- Partners: industry partners, MIT Media Lab, UC Berkeley
- Duration: 2 years (2006-2007)
- Tentative budget: 320,000 €/year

