Personal Content Experience. Managing Digital Life in the Mobile Age

Description: "The new era of powerful, mobile computing and sensing devices having ever larger memories and personal databases brings to light a number of difficult problems in software, interface design, search, organization of information, and methods for inferring context and for sharing personal content. The authors have done an admirable job at describing the problems and opportunities and, as such, this book should be on the shelves of researchers struggling to make these mobile devices truly valuable to the ever expanding number of their users."

David G. Stork, Chief Scientist, Ricoh Innovations

Personal Content Experience is a comprehensive introduction to mobile personal content. The book introduces and explores issues such as context capture, user interfaces for continuous mobile use, UI design for mobile media applications, metadata magic, virtual communities, and ontologies. User interactions and behavioural patterns with personal content are also covered, resulting in a 'GEMS' lifecycle model for analysing media devices, services, applications, and user interfaces. In addition, the book describes an extensible software architecture targeted at content management in mobile devices, pointing out the essential topics that will benefit anyone developing mobile content-intensive applications and services.

Personal Content Experience:

- Establishes a foundation for analyzing applications, services and user interfaces targeted at personal content.
- Provides a strong industrial insight, combining hands-on examples, application concepts and software architecture descriptions with theoretical frameworks and models.
- Offers a multi-disciplinary approach, considering both user perspective and technology aspects.

This book is a clear and practical guide to the field of personal content and will be invaluable to practitioners in mobile industry and digital content management, media-intensive application developers, content creators and distributors, academic researchers, and lecturers in computer science and multimedia.

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