

# Smart-M3 Demos

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## Abstract

We show two demonstrations using Smart-M3 platform. First is the personalized gaming experience demo where information from four domains is combined to form a better gaming experience. We insert personal exercise information, game information and information about person's phone into M3 space. The demo also includes a Mood Renderer that plays varying music according to person's context. For example, if the person receives a phone call, the music pauses for the duration of the phone call. The game also uses the context available in the M3 space, and awards a bonus based on exercise information and pauses when a phone call is received. The four components only communicate via M3.

The second demo is an automotive use case. The basic idea is that we have two orthogonal use cases which are stacked together. The first use case is "follow-me-music" where the music rendering that has been initiated on the user's mobile device can be executed in different environments using the best available resources. In this case the music rendering can be directed to car entertainment system and controlled by means of steering wheel buttons. The second use case is "reading of incoming message", where a received message is read aloud. In order to have these use cases work together the music rendering is stopped for the duration of the read message. This is part of an ongoing effort in ARTEMIS/SOFIA project to enable similar kind of interoperability based on semantics.