**Ambient Activity Technology**

**Resident State Machine Service**

*Activity Workflow Management*

1. Retrieve Next Message

2. Process Next Message

3. Go To 1

**Responsibilities**

* Active Resident State Transition
* Profile & Environment Aware Response
* Tangible Activity Interaction
* Start/Stop Camera
* Start/Stop Audio Track
* Load/Execute/Terminate Flash Video Game

External Media

Flash Video Game

Active Resident Aware

Publish Event Message

Poll for Context

**Responsibilities**

* Manage: Resident, Profile, Private Media
* Event, Audit & Error Log
* Authentication/Authorization
* Profile Aware Response Algorithm
* Active Resident
* Publish Message
* Endpoint For Video Game Context Poll
* MSMQ Handler

**Administration Application**

Resident Management

Profile Management

All Customized Configuration

**RF Reader Service**

Reader events

ORM

Relational Database

**AAT Operations RESTful API**

**Tangible Service**

Phidget Interface

Publish Event Message

Scheduled Backup