DISPOSITIVOS MOVILES

(LAPTOPS, TABLETS, SMARTPHONES, WEARABLES, IOT)

DISPOSITIVOS MÓVILES (LAPTOPS, TABLETS, SMARTPHONES, WEARABLES, IOT)

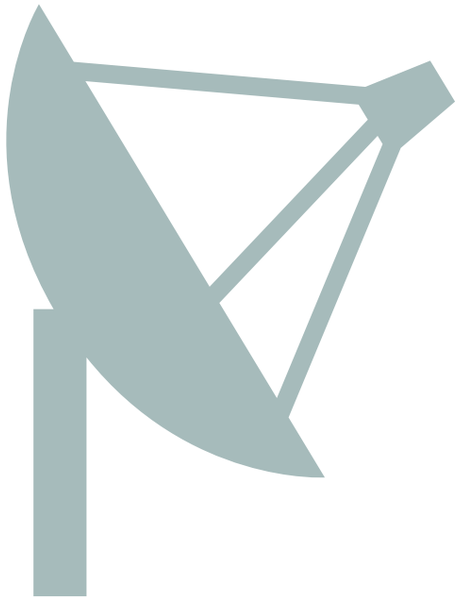
Software

- *Sistemas Operativos*
- *Apps*

Hardware

- *Capacidades (tamaños, tipos de pantalla, costos)*
- *Sensores (giroscopio, gps, etc.)*
- *Conectividad*
- *Baterías*

DISPOSITIVOS MÓVILES (LAPTOPS, TABLETS, SMARTPHONES, WEARABLES, IOT) – COMUNICACIÓN



Redes de datos inalámbricas

Telefonía celular

Servicios

Mensajería

Internet

SOAP y API

Servicios en la nube

DISPOSITIVOS MÓVILES (LAPTOPS, TABLETS, SMARTPHONES, WEARABLES, IOT) – FUTURO

DISPOSITIVOS MÓVILES (LAPTOPS, TABLETS, SMARTPHONES, WEARABLES, IOT) – SOCIEDAD

Forma de comunicarnos

Mercado laboral

Mercado económico

Educación, brecha digital

Privacidad y seguridad

Ubicuidad, pervasive

CÓMPUTO MÓVIL

Mobile computing is human–computer interaction by which a computer is expected to be **transported** during normal usage, which **allows for transmission of data, voice and video**

Mobile computing is the set of IT technologies, products, services, and operational strategies and procedures that enable end users to **gain access to computation, information, and related resources** and capabilities **while mobile**

http://searchmobilecomputing.techtarget.com/definition/nomadic-computing

COMPUTACIÓN UBICUA
Ubiquitous computing

VS

CÓMPUTO COMPENETRADO
Pervasive computing

> We believe that people live through their practices and tacit knowledge, so that the most powerful things are those that are effectively **invisible in use**. This is a challenge that affects all of computer science. Our preliminary approach: Activate the world. Provide **hundreds of wireless computing devices** per person per office of all scales (from 1" displays to wall-sized). This has required new work in operating systems, user interfaces, networks, wireless, displays and many other areas. We call our work "ubiquitous computing." This is different from PDAs [personal digital assistants], Dynabooks or information at your fingertips. It is invisible, **everywhere computing that does not live on a personal device of any sort, but is in the woodwork everywhere.**
>
> *-Mark Weise*

COMPUTACIÓN UBICUA

“**Ubiquitous computing** (or "**ubicomp**") is a concept in software engineering and computer science where computing is made to appear anytime and everywhere. In contrast to desktop computing, ubiquitous computing can occur using any device, in **any location, and in any format**.”

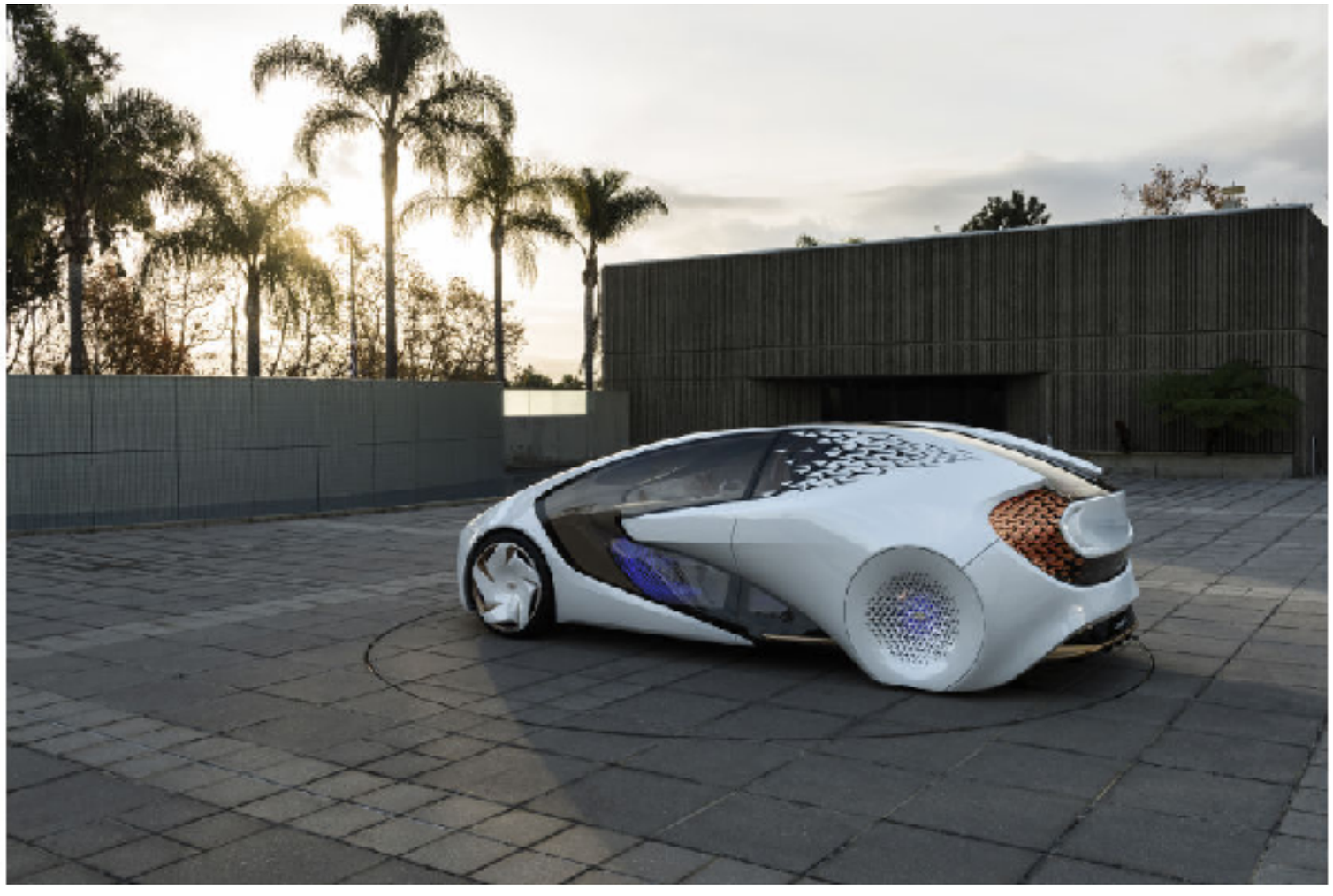
https://www.igi-global.com/dictionary/ubiquitous-computing/30811

https://www.youtube.com/watch?v=JrWQtYAUD8w

CÓMPUTO COMPENETRADO

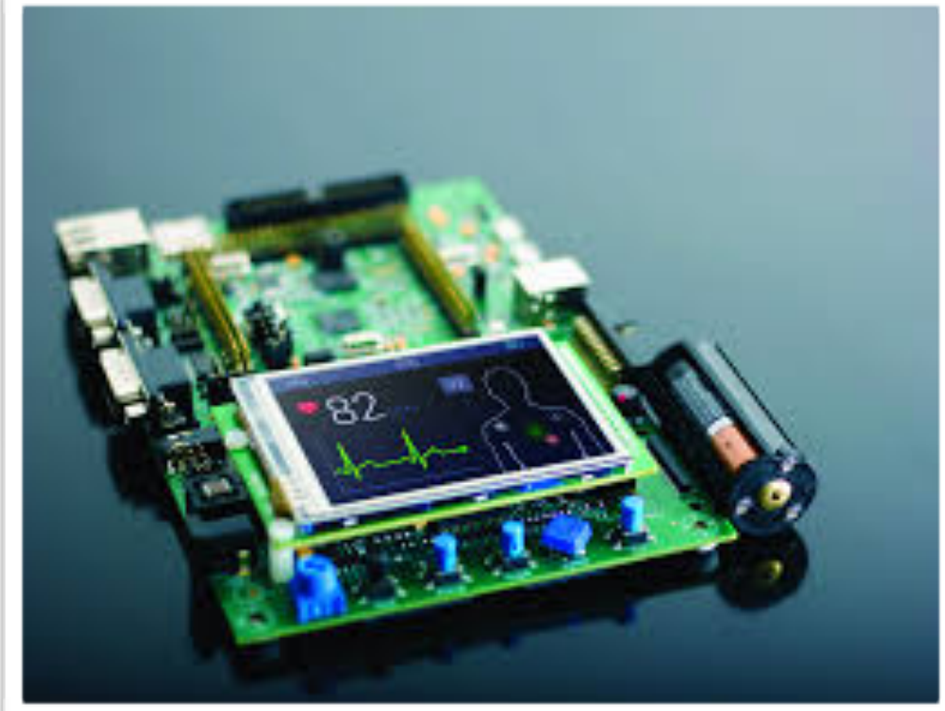
“The goal of pervasive computing is to make devices "**smart**," thus creating a sensor network capable of **collecting, processing and sending data**, and, ultimately, **communicating** as a means to **adapt to the data's context** and activity; in essence, a network that can **understand its surroundings and improve the human experience** and quality of life.”

http://internetofthingsagenda.techtarget.com/definition/pervasive-computing-ubiquitous-computing



SISTEMA EMPOTRADO (EMBEDDED COMPUTING – SYSTEM)

Un **sistema embebido**[1] o **empotrado** (integrado, incrustado) es un sistema de computación diseñado para realizar una o algunas pocas funciones dedicadas, [2] [3] frecuentemente en un sistema de computación en tiempo real. Al contrario de lo que ocurre con los ordenadores de propósito general (como por ejemplo una computadora personal o PC) que están diseñados para cubrir un amplio rango de necesidades, los sistemas embebidos se diseñan para cubrir necesidades específicas. En un sistema embebido la mayoría de los componentes se encuentran incluidos en la placa base (tarjeta de vídeo, audio, módem, etc.) y muchas veces los dispositivos resultantes no tienen el aspecto de lo que se suele asociar a una computadora. Algunos ejemplos de sistemas embebidos podrían ser dispositivos como un taxímetro, un sistema de control de acceso, la electrónica que controla una máquina expendedora o el sistema de control de una fotocopiadora entre otras múltiples aplicaciones.



https://es.wikipedia.org/wiki/Sistema_embebido
http://www.decom.ufop.br/alex/arquivos/bcc425/apostilas/EC_What_is_Embedded_Computing.pdf