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Intro to Enterprise Computing

Paper: Some computer science issues in ubiquitous computing

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Summary:

The idea of ubiquitous computing is to make computing technology so seamlessly engrained in daily life it does not seem as separate as technology; essentially make them as mundane as paper based medium. Examples include wall based display replacing whiteboards, or digital notebooks or post it notes. The hardware prototypes for these are the pad and the tab. There are a number of problems such as low power, wireless capacity and others.

Strengths:

1. The paper lists a bunch of interesting plausible applications of ubiquitous computing.
2. The paper provides a good account of the current technical challenges of achieving ubiquitous computing.

Weaknesses:

1. The paper does not seem to provide any solutions for the current problems with ubiquitous computing.
2. The paper does not seem to add any additional ideas for ubiquitous computing type in the future.

Reflections.

It is eerie how prophetic this article. Is the tab and pad ubiquitous computing ideas of the 90s were pretty much realized with the development of the iPhone and the iPad in the 00s. I think it is amazing to look back at the past and see how much progress has been made.