

Mobile Node Pilot Summary and MN App

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Abstract—This short paper tries to be a little reminder of the full pilot and explains the newest contribution to it, the Mobile Node Android Application.

network. This video is captured from the phone camera and transmitted using RTSP (Real-Time-Streaming-Protocol). The most common scenario is the following

I. THE PILOT

The mobile node is a portable and auto-configurable transmission unit with wireless technology that offers mobility in the urban space. This node is designed to contribute to the digital mesh through existing networks. Furthermore, it provides connectivity with a wide range of different hardware: fix nodes, other mobile nodes, smartphones, pc, tablets, etc.

The basic idea that lies behind the concept of the mobile node, is the socialization and modeling of the networks according to the interests and needs of communities and citizens, completely changing the paradigm. At present, networks are designed and deployed based on corporate and/or government interests, this fact does not allow the house user to control its data flows and, much less, get involved in the process.

Thanks to the low costs of the equipments and to the fact that they are completely self-configuring, it is now possible to model the urban space based on people or communities who are the ones that will be using these infrastructures. It allows users to take part in the process from beginning to end, from bottom to top. Thus, the city and the data flows that govern it will be totally adapted to people, breaking the barriers that are currently imposed by the well established designs we have to deal with.

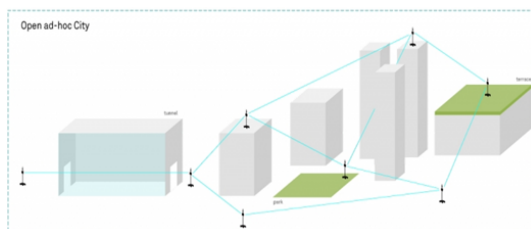


Fig. 1: Open city

II. MOBILE NODE APP

The mobile node Android application basically sends a video stream from the smartphone to any client in the same

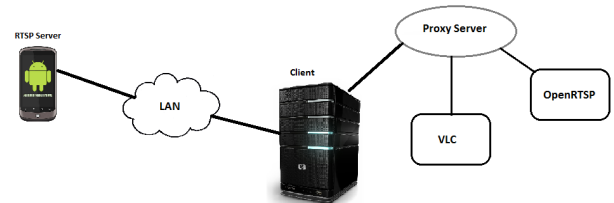


Fig. 2: MN APP

The basic idea is to be able to have more than one smartphone running the app and get all the streams, mix and upload them to a remote server and so, let everybody watch them.