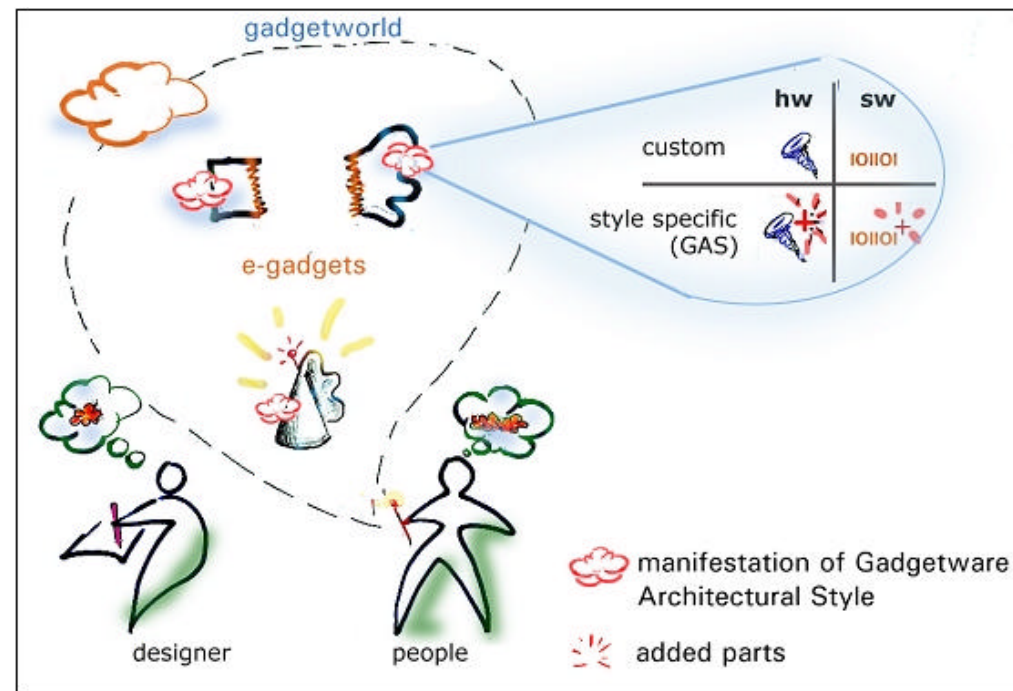


e-Gadgets will: Develop and validate **an architectural style for tangible, communicating artefacts** [=a Gadgetware Architectural Style (GAS)].

Design and develop an infrastructure and sample artefacts enabling the architectural issues and the GAS evaluation.



Extrovert Gadgets are *objects with communicative abilities*. The objects and/or their environments can be enhanced by intelligence. A multitude of loosely coupled gadgets can be bound into ad-hoc interacting clusters which display collective function, thus forming a gadgetworld.



Objectives & Focus

The Gadgetware Architectural Style (GAS)

will be comprised of: a design “vocabulary”

configuration “rules”

semantic interpretation

GAS is a generic framework

shared by both gadgetworld designers and users

The design and development of GAS and artefacts

will be implemented incrementally in three iterative cycles

e-Gadgets will conclude on the value of the idea, and will accordingly provide guidelines on the development of other styles for various application domains.

e-Gadgets focuses on: creating a generic architecture, deciding the degree and locus of “intelligence” and enabling the new emerging behaviour of gadgetworlds (as they are configured by end-users)



Project Information

List of participants

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