

# Future Internet = Content + Services

# Assumptions

- Ubiquitous connectivity
- Everybody will be able to create new services
- Some will change the way we work and live (see previous years)
- Sensor networks

# Future Services

- Social networking
- Context-aware services
- Fully distributed archiving quality storage with guarantees
- Mesh-ups
- Ubiquitous access to sensor data leads to applications we cannot imagine nowadays
- Personalization
- Health services
- Pregnant? Ask google!
- Services optimized for your abilities and disabilities
- Complete life replay
- Locator services
- Virtual and mixed reality games
- Collaborative working
- Services optimized for your mood
- New human-computer-interaction methods will impact networks

# Revenue Models and Incentives for the User

- Advertisement
- Selling information
- Selling content
- Personalization
- Free content
- Free services
- Tit-for-tat
- “Self-exhibitionism”

# Management Implications

- Van Jacobson 3rd step: managing the data
- Resolving conflicts between users
- Context models for specific domains
- "traditional management"
- Semantic service description, mesh description language
- **Privacy management**
- Identity management
- Reliability
- Internet life guard
- Management as the psychologist of the Future Internet