Designing for the Personal InfoCloud

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Presented at: University Maryland, MIM
July 26, 2005

The Focus of the Web has Changed

Was

I Go Get

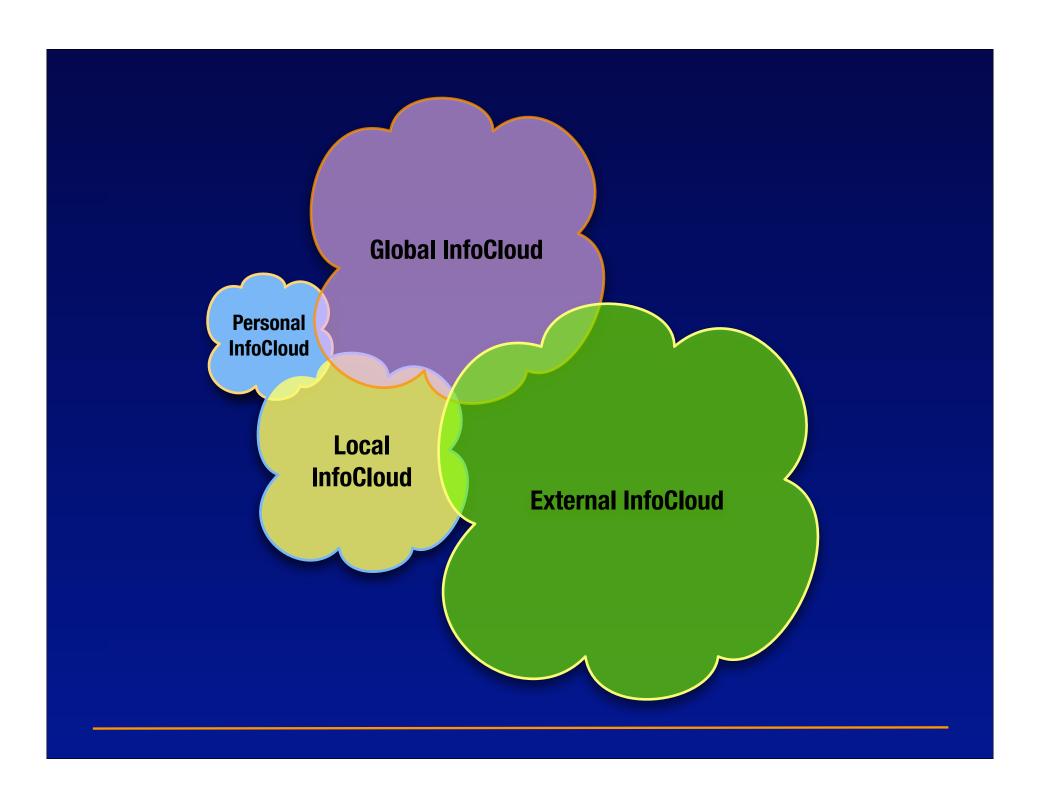
- We sought "their" information
- Focus on content provider
- One device
- One use
- Proprietary formats
- Findability focus

S

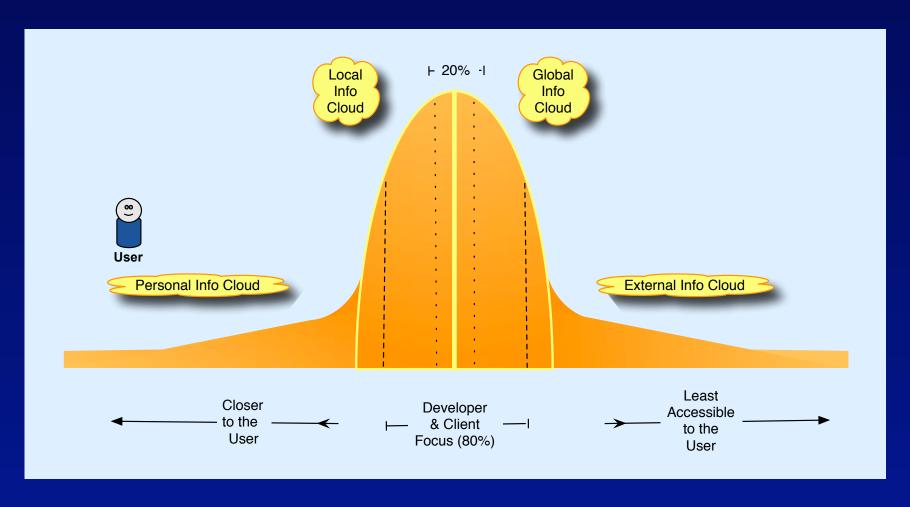
Come To Me

- Our information we found or created
- Focus on person using
- Reuse
- Attracting and keeping attracted
- Across devices
- Open formats
- Refindability focus

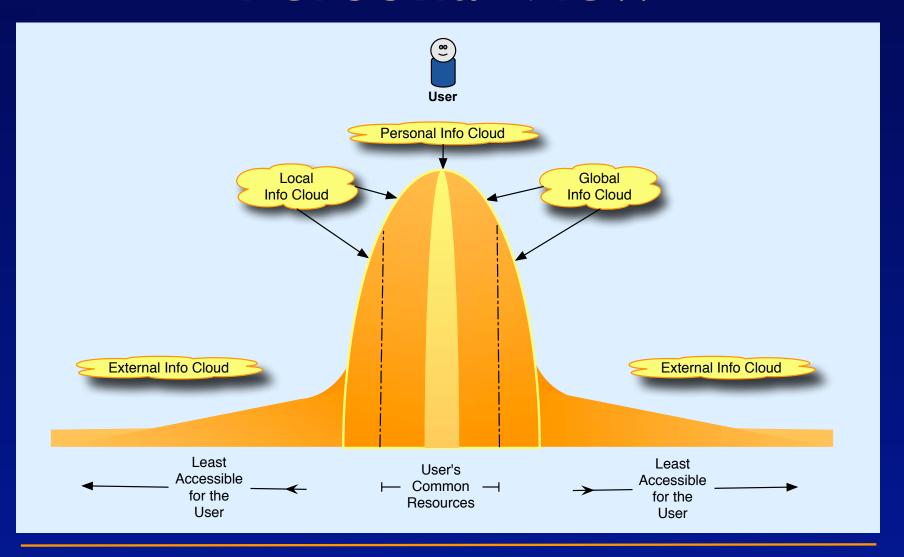




Designer/Developer View



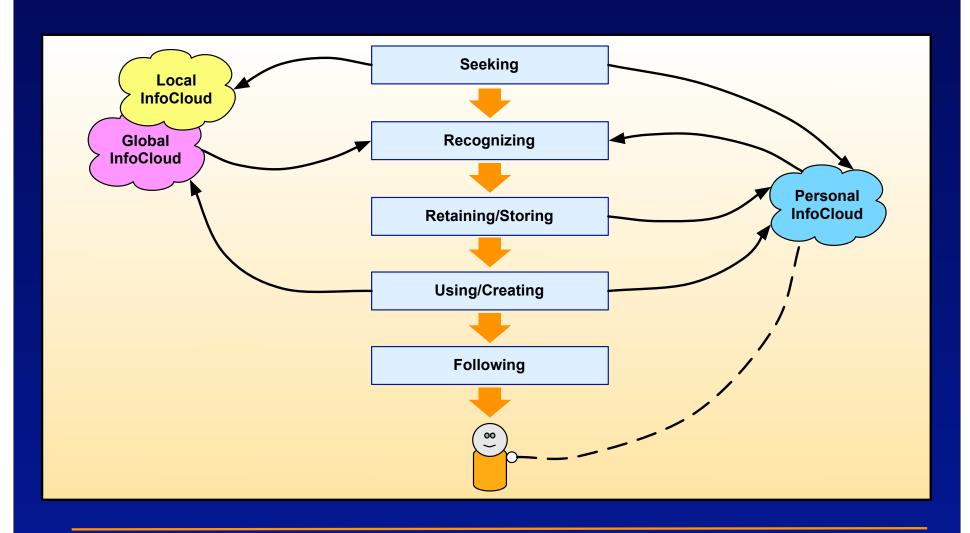
Personal View



Personal InfoCloud: Key Properties

- Person-centered
- Continuous access
- Organized for self
- Task, action, and context aware

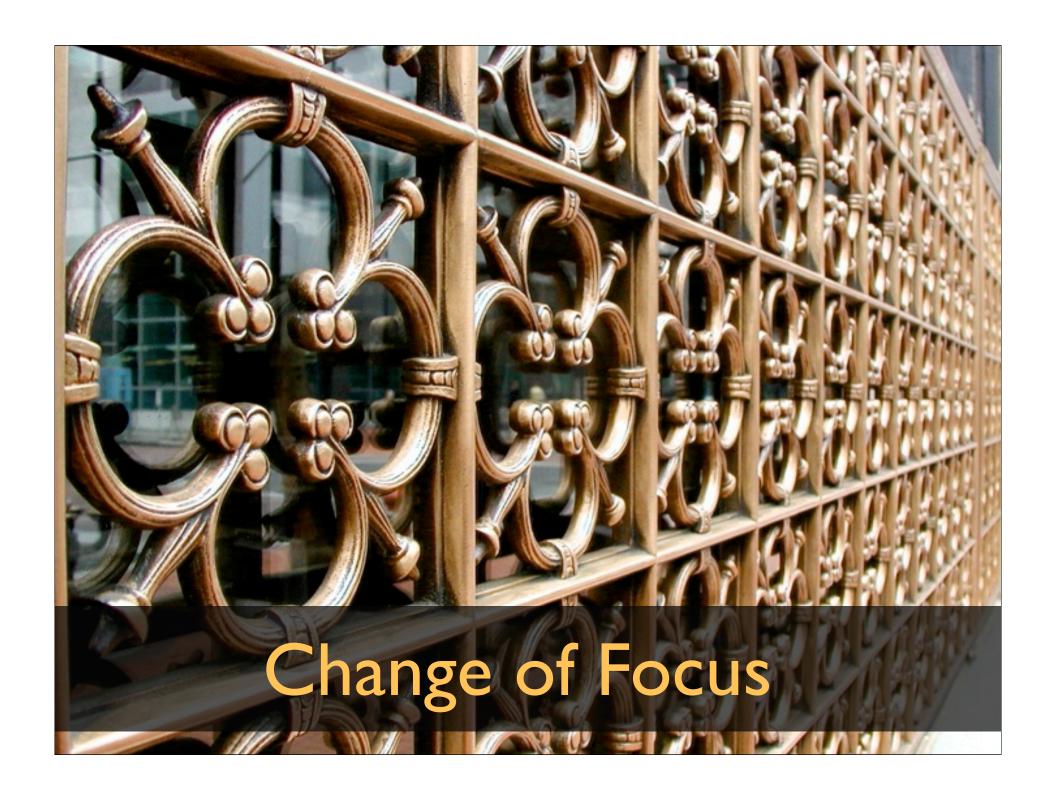
Personal Info Cycle



Designing for the Personal InfoCloud

Everybody Wins

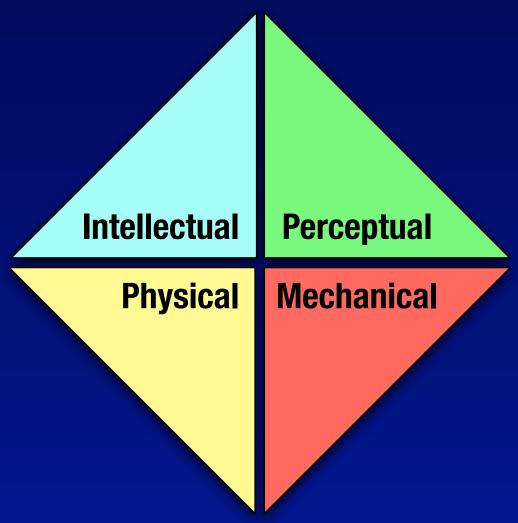
- Build a healthy relationship with users
- Strengthen the ties to people interested
- Keeping current
- Spread the word
- Everybody is connected & interconnected

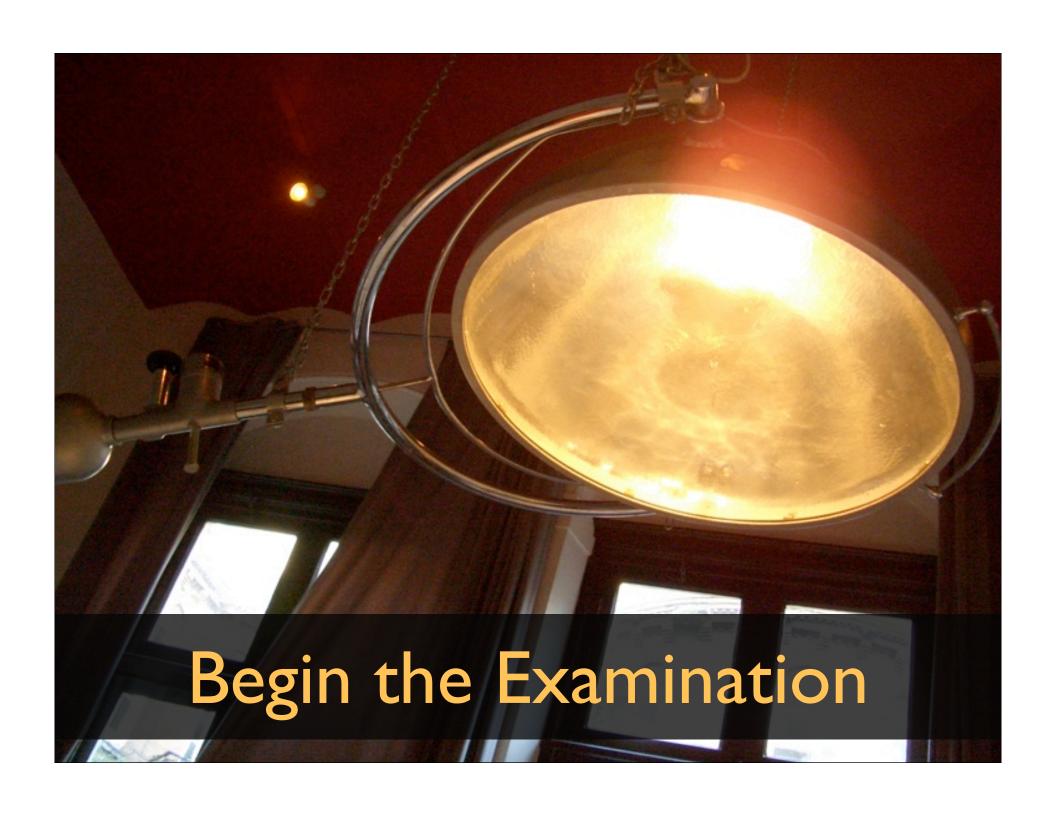


Focus on Personal Convergence

- Build for use and re-use
- Subscription model
- Portability
- Ease interaction between people and content provider

Model of Attraction - Receptors





Examination: Offerings

- Assess what you provide get granular
- Content inventory
 - Site structure
 - Page types and document types
 - Content object types on the pages
 - Related objects
 - Content volatility (frequency of change)



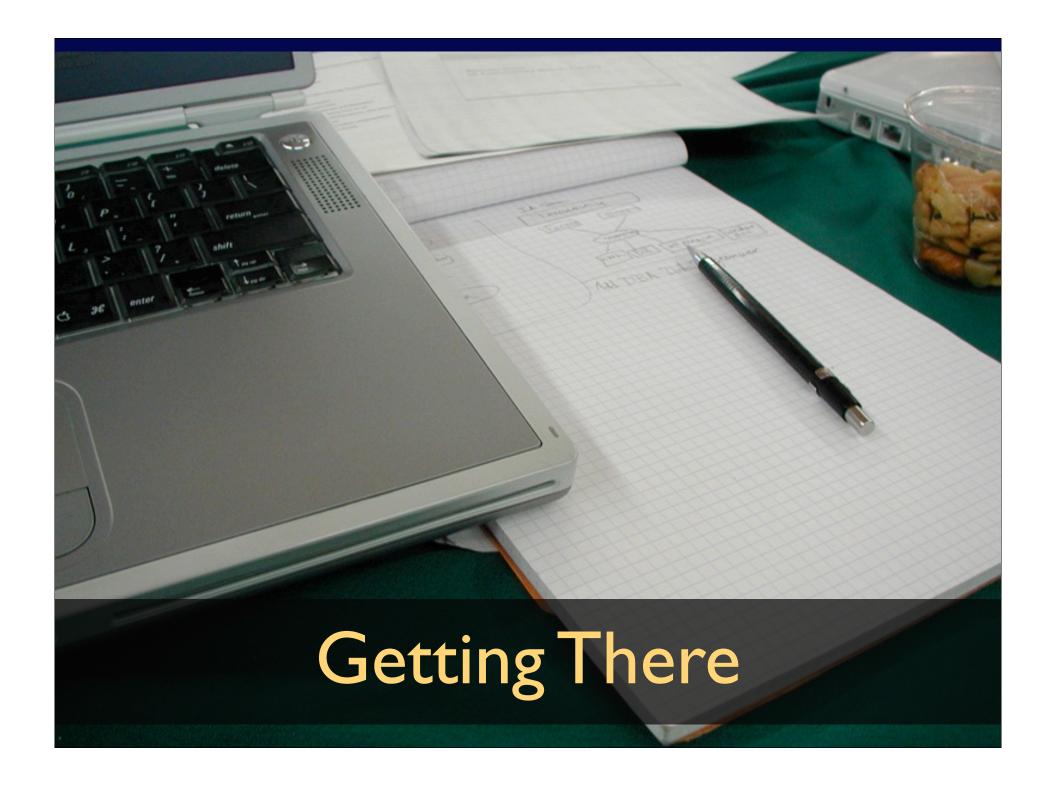
Understanding Use

Examination: Users Focus

- Learn what people do with your information
 - Want to do
 - Could do
- Various use contexts
 - What triggers use
 - Many environments
 - Actions for reuse
- Usable formats for content object type
- What action follows information use?

Examination: Gaps

- Identify the gaps between what you provide and what people want/need
 - Content
 - Delivery
 - Access
 - Format
 - Notification
- Gaps are opportunities to improve
- Current & future gaps



Design Phase

- Build persona/scenarios including:
 - Model of Attraction receptors
 - Location/environment
 - User tasks/context
 - Across devices and software
- Design for adaptability
 - People have their own perceptions, needs, and uses for the information

Designing: Structuring Info

Structure information and its container for:

- Deep linking
- Externally stored usage
 - Updates
 - Versioning
- External structuring

Designing: Standards

- Information offerings:
 - Flexible
 - Open Standards
 - Proprietary or Application-based
 Standards
 - API Friendly
- Offer more than one option

Designing: Personal Web Components

- RSS (text and enclosures (podcasts, etc.))
- E-mail
- SMS/MMS
- iCal/vCard
- Web Services
- Syncing
- Microformats
- Folksonomy
- API

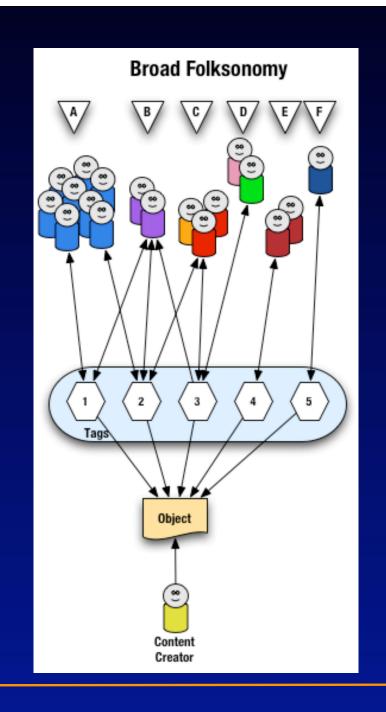


What is Folksonomy?

- Actual vocabulary used for objects in a community and across communities
- Network-based selfish bookmarking
- Free-tagging
- Socially shared
- Externally structuring content

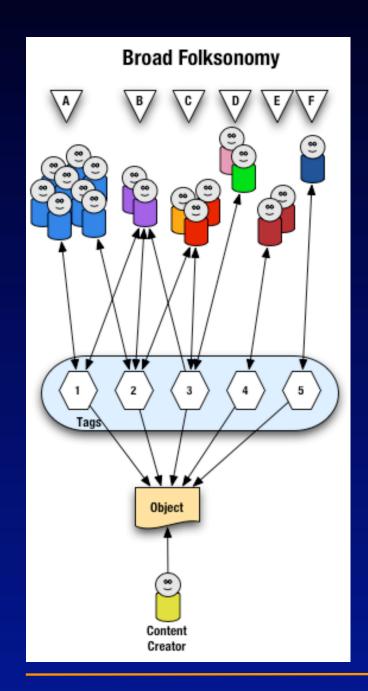
Folksonomy Reference Points

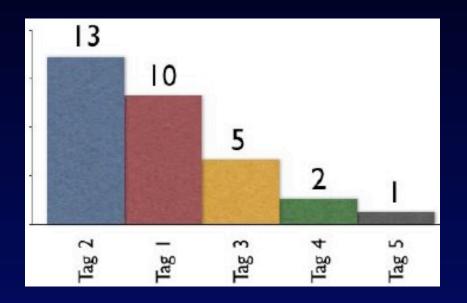
- I. Object being tagged
- 2. Tag term
- 3. Individual tagging



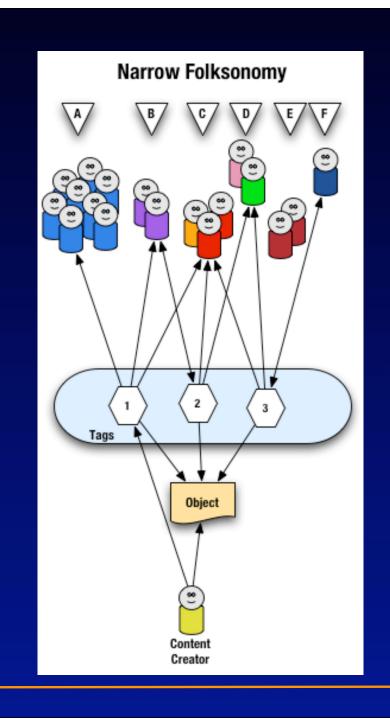
Broad Folksonomy

- Many consumers tag objects with their own vocabulary
- Builds trends, but also builds options
 - Power Curve
 - Long-tail
- Provides cross-discipline and cross-cultural opportunities for understanding
- Find emergent vocabularies and trends
- Informal terms can wrap to formal terms









Narrow Folksonomy

- Content owner tags object
- A others tag directly on the object
- Social tagging not readily exposed
- Improvement for non-text objects
- Can be emergent
- Trends not easily seen

The Anti-Google

- Google
 - Finds what you know you want
- Collaborative Bookmarking
 - Finds what you don't know you want

Simply

- Be friendly
- Strengthen ties to people who use offerings
- Listen, watch, and embrace
- Get granular
- Test frequently
- Let it grow

Contact

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