MUPE
Multi-User Publishing Environment

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What is MUPE?

MUPE (Multi-User Publishing Environment)

• Developed by Nokia Research Center
• Published under NOKOS (Nokia Open Source)
• 3+ years of development, currently several universities participate in MUPE development
• Rapid prototyping, multi-user environment, mobile application browser, context adaptation
• J2SE server framework, J2SE core, J2ME MIDP2 client, XML based application description language
• Supports Bluetooth, camera, canvas and form UI, WLAN positioning
MUPELand Yard

<table>
<thead>
<tr>
<th>Name</th>
<th>Role</th>
<th>Last seen at</th>
<th>since</th>
</tr>
</thead>
<tbody>
<tr>
<td>S. Holmes</td>
<td>Detective</td>
<td>Art gallery</td>
<td>2 min 44 s</td>
</tr>
<tr>
<td>Mr. X</td>
<td>Criminal</td>
<td>Broker 2</td>
<td>1 min 13 s</td>
</tr>
<tr>
<td>Knackerton</td>
<td>Detective</td>
<td>Head quarters</td>
<td>5 min 28 s</td>
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New MUPE project

• Developing new functionality for MUPE platform
• Making the platform more secure and robust
• Extending and nurturing the MUPE developer community
• Collaboration:
  – Nokia Research Center
  – Tampere University of Technology
  – Lappeenranta University of Technology
  – VTT
  – HIIT
• Project duration: 2005-2007
Example: ContextMupe

- Integrating ContextPhone with MUPE
- ContextPhone is an open source mobile phone logging tool for context aware mobile applications
  - Developed in Finnish Academy funded “Context” research project at HIIT BRU
  - Used in MIT Media Lab and UC Berkeley research projects
  - C++ Symbian application

➤ ContextMupe

Versatile and powerful context aware mobile application development environment!