- Projetc starts: December 2012- Project ends: December 2015

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SCOPE

The Internet is expected to ultimately interconnect billions of people and trillions of devices. The challenge undertaken by the ITEA2 SITAC project is to create a unifying architecture and 'ecosystem' comprising platforms, tools and methodologies that enable the seamless connection and cooperation of many types of network-connected entities, whether systems, machines, devices or humans with handheld devices. This ecosystem must make business sense and therefore cover the needs of various types of industrial stakeholders: device manufacturers, telecom operators, service providers and companies acting as users.

SITAC aims at delivering an open platform to enable such actors to monetise their products and services - whether communication infrastructures, installed sensors, data flows or labour – as well as share revenue. much in the way that cloud computing platforms do. The project will innovate by using the 'social networking' paradigm to facilitate and unify interactions both between people and devices and among devices. It will propose a distributed framework for enabling the Web-based service representation of smart spaces and the object they include.

BENEFITS

FOR COMPANIES

The new ecosystem provided by SITAC will make use of intelligent service creation and composition that will facilitate the deployment and exploitation of new applications. Device manufacturers, telecom operators, service providers and industry companies will see how their costs of investment can be reduced.

• FOR END USERS

Innovative online features will engage end users to be involved in an environment where everything is connected and where an exciting wide spread of services and applications are ready to use.

INNOVATIONS

- Facilitating seamless connection and cooperation among devices and users through the use of social networks and crowdbased applications.
- · Allowing casual users to take control of such massively deployed objects in a convenient and safe manner.
- Providing a platform which enables the development of Social IoT and crowd-based applications and its relevant businesswise ecosystem.
- · Enabling in-node content analysis and decision making to decrease the amount of data flows.
- Addressing technical challenges related to data analysis and recommendation techniques when leveraging the social network and crowd-based paradigms.





































