

Project Profile

Smartening up our cities

Interoperable mobile e-city services will provide a new approach to citizen support

SUS is a Europe-wide effort to introduce interoperable e-city services based on the latest mobile technologies and ubiquitous mobile computing techniques. Such services and interoperability characteristics will be prototyped and validated in a core group of European cities. The project will provide a new service infrastructure and delivery platform using the latest mobile technologies. It will prototype this platform on a set of innovative or cross-city interoperable services meeting the needs faced by modern cities in an integrated Europe.

European cities are facing new challenges to develop their territorial attractiveness in a context of continuous globalisation and ever fiercer competition. Key objectives are to attract investment, qualified workforces, tourists and consumers with high buying power into their towns, as well as improving the quality of life for citizens while optimising local productivity.

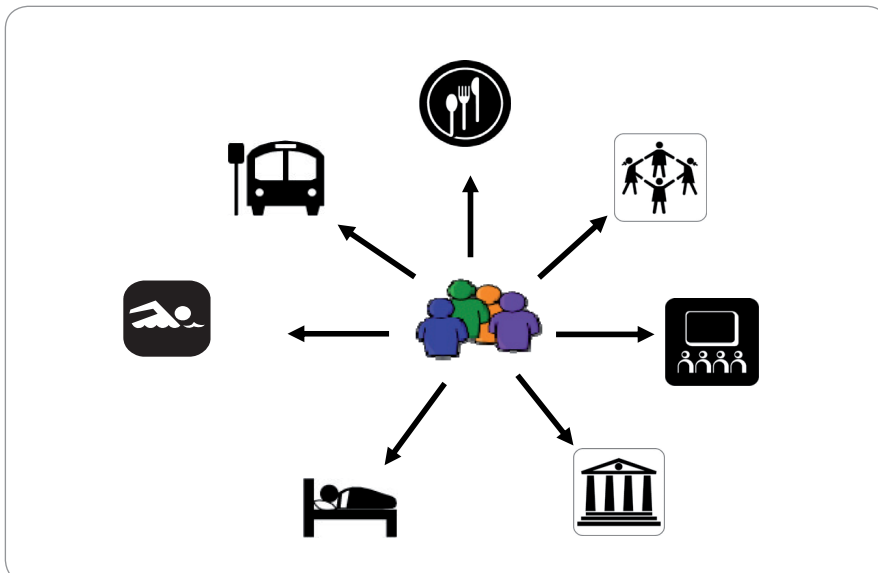
To approach this goal successfully, cities have to make concerted efforts to develop a clear and unique image.

They need to differentiate themselves by enhancing their local identity, deepening their regional positioning and increasing their international awareness by strong networking actions. This means local administrations have to communicate consistently and in an integrated way to influence people's positive perceptions.

At the same time, increased mobility and the drive towards greater efficiency in modern service management at city or regional levels are creating the needs for platforms that will enable users to keep in touch with their local administrations in a more and more ubiquitous context. This applies not only on a national basis but also on a cross-border level, especially within the EU, where harmonisation of e-administration is a key target.

ENABLING CITIES TO INTRODUCE ADVANCED MOBILE SERVICES

SUS aims to develop design frameworks and urban standards that will enable European cities to introduce easily and seamlessly the most advanced mobile technologies in new interoperable e-services for their citizens.



SUS

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Partners

AICIA	ITMC
Applicam	Luottokunta
Avanzis	Moviquity
CBT	MSG Software
CEV Group	NXP
City of Bilbao	Semiconductors
City of Caen	FR
City of Gijon	Palma Tools
City of Melissia	Telvent/ARCE
City of Oulu	Thales
City of Paterna	Top-Tunniste
City of Pobla de Vallbona	Uni of Bordeaux 1
City of Saint-Lô	Uni of Caen (PRINT)
City of Valencia	Uni of Oulu
Elisa	Venyon
ESI Tecnalia	Visual Tools
Fara	VTT Technical
Forum Virium Helsinki	Research Centre of Finland
Gemalto	
Intelligéré	

Countries involved

Finland
France
Greece
Spain

Project start

July 2009

Project end

June 2012

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These services will target improving the daily life of citizens in their specific contexts as well as improving the productivity and efficiency of local administrations, especially in the management of their relationships with both citizens and urban service providers.

Key elements involve:

- Providing software technology bricks and design frameworks that can be used for designing and adopting mobile, context-based, local and interoperable services in cities/urban spaces;
- Building a network of European cities aiming at specifying, bundling and validating such local and interoperable services through pilot experiments in line with their e-administration strategies and ensuring their promotion at European level; and
- Developing an initial set of European urban services standards.

To reach these goals, the project is bringing together nine city organisations from four EU countries that are strongly committed to offering pilot sites for the project with relevant technology, connectivity and service providers, and research organisations.

LINKING USERS AND USE SITUATIONS DIRECTLY

The project will also link users and use situations directly with the latest technology concepts and designs in the ubiquitous mobile computing area. This could include mobile city portals with RSS feeds and syndication, on-line subscription/de-subscription capabilities and creation of instant urban communities through mobile ad-hoc network concepts.

On the services side, SUS will investigate new delivery methods based on a combination of contactless proximity technologies such as near field communication (NFC) with context-aware technologies like instant messaging, location-based services and Galileo global positioning.

On the administration side, the project will dedicate effort to over-the-air (OTA) provisioning of services with all the associated intermediation components: trusted service managers, mobile trusted third parties, etc. Generic service ontologies

and related administration models will be designed to feed project results seamless in legacy environments.

DEVELOPING COMMON VERTICAL BUSINESSES

Common vertical business interests for the cities in the consortium include:

- Mobile payment;
- Mobile ticketing – with a specific focus on transport, especially to eliminate costly and inefficient paper tickets for visiting tourists;
- Smart posters;
- Couponing and loyalty services;
- Taxi services;
- City-event and building management; and
- Tourism – such as interactive visits of city sights or museums.

SUS will also deliver specific mobile interfaces for elderly or disabled people, contributing to the global European effort on e-inclusion.

Specific attention will be paid to privacy and identity management in the urban context. The objective will be to provide a minimum of information on service users to enable cities to monitor continuous quality improvement, while fully respecting European privacy and security laws.

TARGETING STANDARDISATION AND SERVICE INTEROPERABILITY

Interoperability of services between European cities will involve the aspect of service standardisation – for example in areas such as mobile payment or mobile ticketing, which today are mostly proprietary initiatives, but also electronic posters, e-city tourist guides and loyalty programmes.

As a consequence, SUS will raise the needs for standardisation essential for interoperability and propose a set of associated 'urban standards'.

Information and communications technology infrastructures and applications installed in a local community and manipulated by the local public administration need to create the proper environment where citizens – local and visitors – will meet Information-Society targets. In parallel, a first network of interconnected cities will be established, aimed at sharing best practices, tools and platforms on a European level.

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- ITEA 2 – Information Technology for European Advancement – is Europe's premier co-operative R&D programme driving pre-competitive research on embedded and distributed software-intensive systems and services. As a EUREKA strategic Cluster, we support co-ordinated national funding submissions and provide the link between those who provide finance, technology and software engineering. Our aim is to mobilise a total of 20,000 person-years over the full eight-year period of our programme from 2006 to 2013.

- ITEA 2-labelled projects are industry-driven initiatives building vital middleware and preparing standards to lay the foundations for the next generation of products, systems, appliances and services. Our programme results in real product innovation that boosts European competitiveness in a wide range of industries. Specifically, we play a key role in crucial application domains where software dominates, such as aerospace, automotive, consumer electronics, healthcare/medical systems and telecommunications.

- ITEA 2 projects involve complementary R&D from at least two companies in two countries. We issue annual Calls for Projects, evaluate projects and help bring research partners together. Our projects are open to partners from large industrial companies and small and medium-sized enterprises (SMEs) as well as public research institutes and universities.



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