

Building an activity model in a cyber world through analyzing life-log utilization among online communities

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Abstract. This position paper provides workshop participants with a forum for discussing how to utilize life-logs in the cyber world. To stimulate them, this paper introduces our analysis on how life-logs can be utilized by online communities and proposes an activity model for the cyber world, "My Arena".

Keywords: Life-log, cyber world, online community, activity model

1. Introduction

Our daily life can be logged by several types of technologies. Computers and mobile devices can record user operations and the many public surveillance cameras will record people's activities. Utilizing such life-logs [GBL⁺02] is a highly anticipated approach for business [AMM⁺09]. We envision that, at the workshop, participants will obtain more details of how our digital life could be improved by life-log utilization.

2. Life-log utilization among online communities

This paper analyzes how life-logs can be utilized among online communities with a focus on typical online user activities; information search, communication and blogging. In online search, query keywords, search results, and user's selections from among the choices presented can be recorded as "information" while inputting keywords, receiving user-indicated content, and utilizing the content can be recorded as "actions". On the other hand, in communication, the history of sending/receiving messages can be recorded and reused such as quoting messages in reply. This

reuse can be controlled by the user as in partial message reuse or recipient restrictions in the cc(carbon copy)-field. Regarding blogging, real-time message following is popular in Twitter and is effective to keep users active and to expand their activity areas by the acquisition of new friends and/or new knowledge.

3. My Arena: activity model for cyber world

We propose "My Arena", an activity model for the cyber world. In this model, all user activities are defined as interaction between human-to-human or human-to-information. The area of user activity, My Arena is expressed as a closed area representing all related humans and information and all interactive actions between them. Controlled information reuse and repeated interaction by message following can enhance the user's quality of experience in the cyber world by the supportive and extendible My Arena.

References

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