

e-me

Prototype - Web



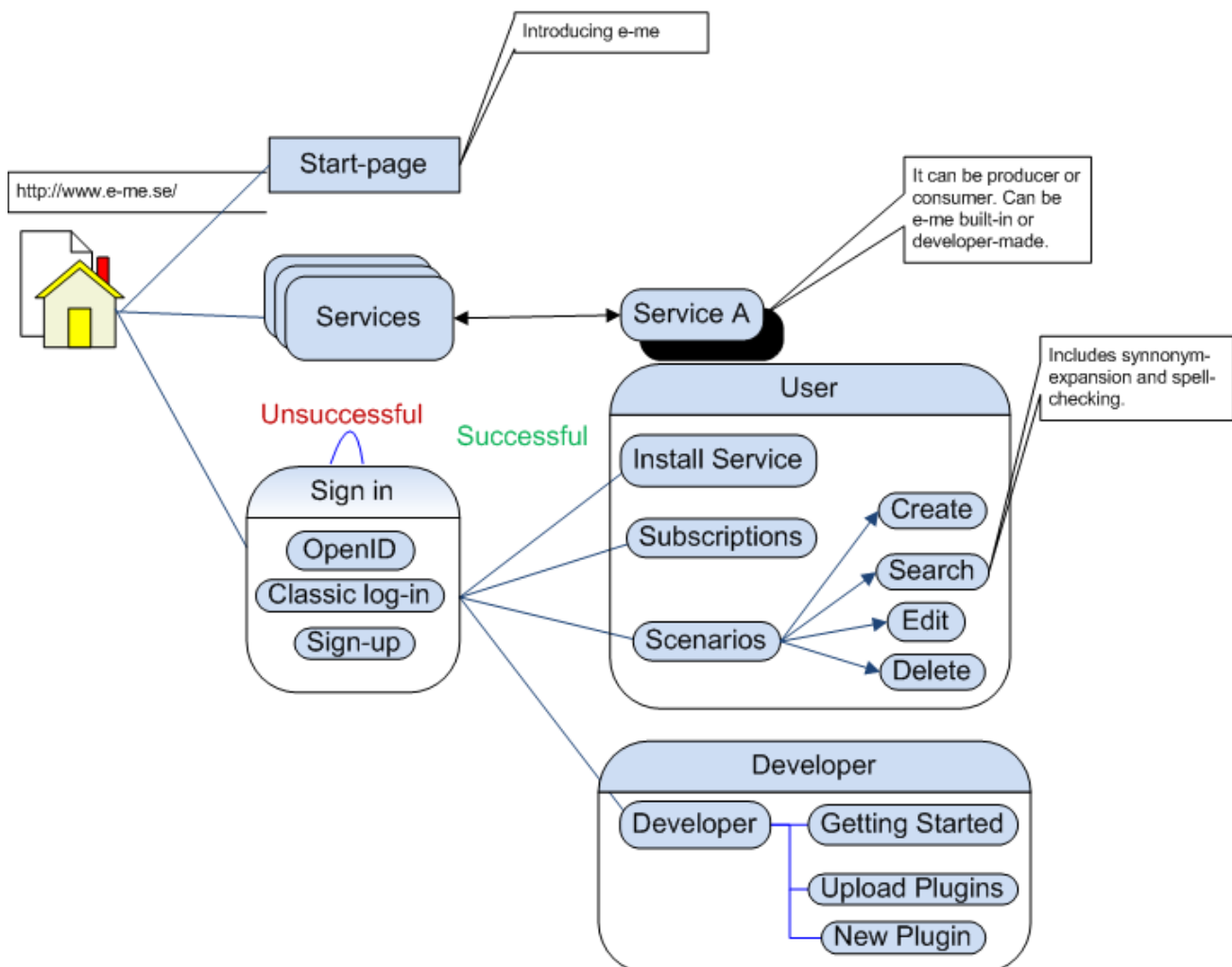
1 Prototype Web

1.1 Architecture

The start page consists of an introduction to e-me and in which areas it can help the user. Besides, the visitor can look at the list of available services without having an e-me account. The list of services includes all types of services that can be producers (services that produce information for the user) and consumers (services that consumes/receives the information from producers). The services that are available can be built-in services that are developed by e-me developers in Innovationlab or can be developed by volunteer developers in an open source manner.

e-Me 2.0 Web Conceptual Diagram

Thursday, November 17, 2011
Created by Fatemeh Saadatmand



The visitor has two options in order to sign up for e-me website namely OpenID and classic form of login if the visitor does not have open-Id account (OpenId accounts consists of Google, six apart, Yahoo, flickr, myspace.com, facebook, wordpress, eriSign, Aol, ...¹) can sign up with the classic process of sign up including filling the sign up form with personal information and receive the verification e-mail. In addition, the log in can be for the user who will use the provided services by e-me or can be for developer who will participate in developing process of the website by developing services for e-me.

e-me YOUR ELECTRONIC ASSISTANT™

★ Start Using e-Me

T Services View or install

Do you have problems keeping track of things?

Let us introduce someone who can help you out.

What if you had an electronic assistant to take care of a lot of boring things for you, like sorting out administrative issues for you, organize offers from vendors- and more!? We run a research project which aims to do just this and more for you. We call it the e-Me.

The idea of e-Me is really to turn the Internet around so you can have your very own dedicated Internet "home service". This is where schools, authorities and companies will have to turn if they want to contact you. Instead of you having to log on to numerous sites, fill out forms and sift through uninteresting

Login to e-Me

Sign-in or Create New Account

Please click your account provider:

Google™ YAHOO! AOL OpenID

Other Provider

After successful log-in as a user, the user will be able to install the services she/he finds interesting and create keywords to filter the information flow between producer and consumer services. (The mechanism will be expressed more in following sections)

1.2 Software

The web part of e-me is developed with Grails 1.3.7 mostly, Groovy 1.8.0, java 1.6.0 and uses Hibernate 3.3.1.GA for data affairs and My SQL server 5.0 for database.

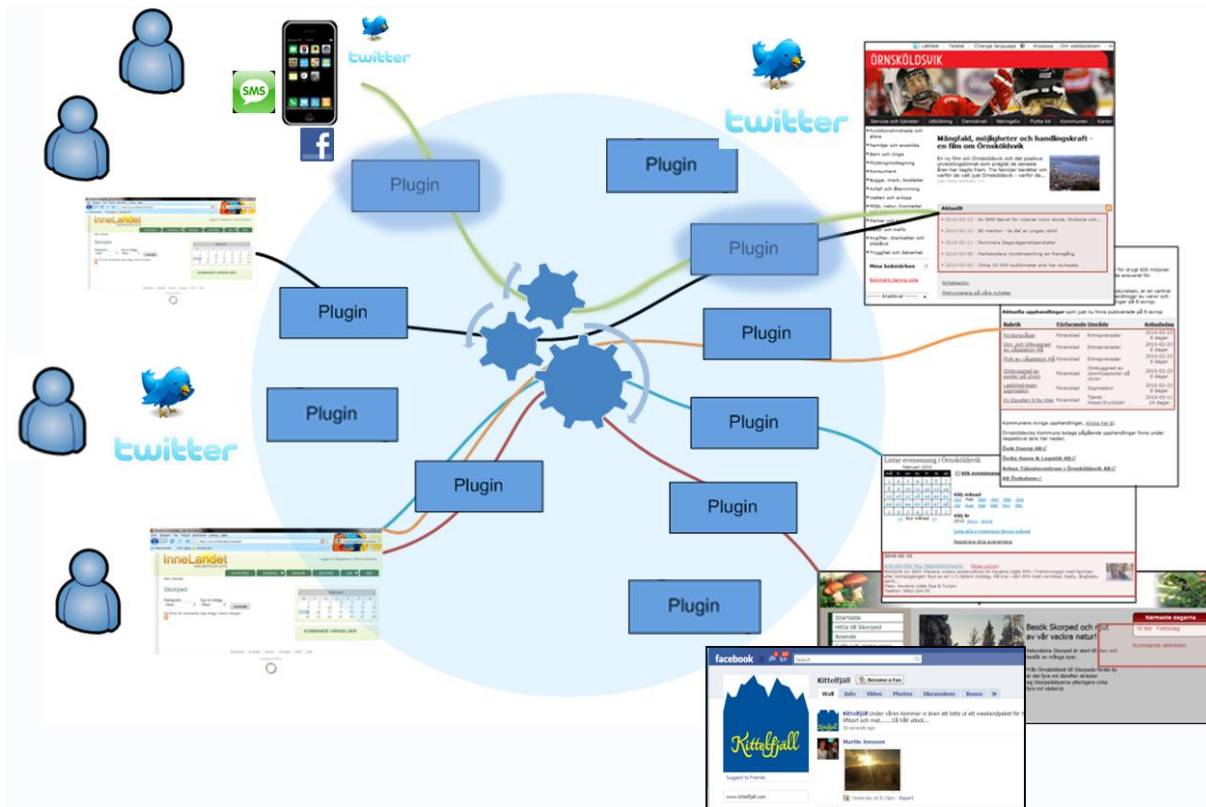
1.3 Idea

E-me is designed to be used as an electronic assistant. Instead of you having to log in to numerous sites, fill out forms and surf through uninteresting offers and etc. e-me will do it for you. E-me is actually working as an Information-bringer since its main role is to take the information the user is interested in and deliver it to the user in the way the user is more comfortable with which can be e-mail, twitter and etc.

What can make internet usage so interesting is having the information user is really interested in out of tons of information available on World Wide Web, but what can make internet so bothersome is that for any category of information user needs to remember the username and password, to log in, take care of different information and look for any different kind of information in different place. To make life easier, e-me can take care of all of this bothersome chores. The only think that user needs to do for make this miracle happen is to configure e-me once for each service user needs information from. Furthermore, e-me needs to be told how often information is needed, how the information should be delivered and etc.

1.4 Services

As stated before e-me's main goal is to move information around. Actually all e-me understands is to take information from somewhere and take it to somewhere else. The first place is known as the producer to e-me since it produces the information and the second place is known as consumer since it will consume the information to show to the user. The point is e-me does not know what is happening inside these two places. These two are services, or plug-ins in other word, which are categorized in two main groups of producer and consumer.



Plugins can be built-in services that are developed by innovationlab developers or those that are developed by volunteer developers. E-me gives any other developer the chance to upload as many plugins as they want in order to increase e-me usability and to fulfill more users with varied interests. Besides, it is believed that it can lead in to a more creative artifact. On the other hand, since the volunteered developers are planned to be students this idea will increase students' participant in e-me.

YOUR ELECTRONIC ASSISTANT™

Logged in as **fatemeh.saadatmand@hb.se**
[Edit account](#) [Log out](#)

★ Start Using e-me

T Services View or install

T Subscriptions List all subscriptions

T Scenarios List all scenarios

Services

The idea with e-me is that services can perform tasks for you. It could be simple things like making sure you don't miss that appointment next week or to make sure your Live messenger status is the same as your current Facebook status or it can be more complex tasks like migrating all your calendar's into one.

Search services

Service name:

Service description: Choose service type

Service type: Language

Search Clear

1 2 3 Next

Cuponline Producer
 Hämtar information om matcher/cuper/spelare från cuponline.

Display Install

Email Consumer
 Email consumer plugin sends all your messages to your email address.

Display Install

Facebook Consumer
 Facebook Consumer posts messages to the eMe application wall.

Display Install


Facebook Producer
 Facebook plugin that reads wall posts from a facebook applications wall.

Display Install

1.5 Subscriptions

Subscription makes the usage of services possible. Without installing a service, it will be useless. After installing the service by user a copy of the service will be saved for the user based on the user's configurations.

Install

**(Email Consumer)**

Email consumer plugin sends all your messages to your email address.

Subscription Information


Subscription name:

In case you have several subscriptions to a single service, you can give the subscription unique name.

Service Requirements

E-mail address:


This e-mail address to which e-mails will be sent.



Schedule:

Specify how often the service will run at e-Me:

Monthly Weekly Daily Hourly Each minute



The user can change the configuration of any subscription whenever he/she wants. Finding the subscription is so easy since they are listed under the Subscription tab of the user's e-me page, the list is provided by a search tool that searches through the list based on type and name of the service.

1.6 Connections

Connections make the relation between two plug-ins possible. Actually this relation defines the two places that were discussed before. The two places that e-me should take from and deliver to the information. A connection is always defined between a producer plug-in and consumer plug-in. Consequently, a connection shows the data flow between two different services.

To be more precise, connections are defined between two subscriptions; thus, connections can be viewed and even changed under the "service connections" tab under the main tab of "Subscriptions" as shown below:

e-me YOUR ELECTRONIC ASSISTANT™

Inloggad som erikskoglund88@gmail.com (Editera konto) (Logga ut)

Start Använd e-Me Tjänster Visa eller installera Prenumerationer Lista alla prenumerationer Profiler Lista alla profiler

Tjänstekopplingar Lista prenumerationer

Kopplingen mellan tjänsterna är skapad.

Kopplingar mellan tjänster

Du kan kontrollera vilka tjänster som för prata med varandra. Detta gör du genom att skapa en så kallad tjänstekoppling mellan dem. Du skapar en koppling genom att dra en leverantör (till höger) och släppa den på en konsument (till vänster). Efter att du har gjort detta kommer meddelanden som genereras av leverantören att skickas till konsumenterna som har en koppling till just denna leverantör. En tjänst kan vara kopplad till flera andra tjänster och det finns inte någon övre gräns på hur många kopplingar en tjänst kan ha. För att ta bort en koppling klickar du på papperskorgen som är placerad på linjen mellan tjänsterna.

Konsumenter

My email (Email Consumer)

leverantör

My couponline (Couponline Producer)

e-Me 2.1
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One can question where does a connection initiate or who and when creates the connection? The connections are all created and defined by users. The user defines a connection while configuring e-me for taking information and filtering it by the given keywords.

Clearly, the user can delete the connection whenever he/she wants, so the information will be cut as a result.

Kopplingen mellan tjänsterna har tagits bort.

Kopplingar mellan tjänster

Du kan kontrollera vilka tjänster som för prata med varandra. Detta gör du genom att skapa en så kallad tjänstekoppling mellan dem. Du skapar en koppling genom att dra en leverantör (till höger) och släppa den på en konsument (till vänster). Efter att du har gjort detta kommer meddelanden som genereras av leverantören att skickas till konsumenterna som har en koppling till just denna leverantör. En tjänst kan vara kopplad till flera andra tjänster och det finns inte någon övre gräns på hur många kopplingar en tjänst kan ha. För att ta bort en koppling klickar du på papperskorgen som är placerad på linjen mellan tjänsterna.

Konsumenter

My email (Email Consumer)

leverantör

My couponline (Couponline Producer)

1.7 Scenarios

Scenarios are where subscriptions, connections between them and instructions on how to filter the information flow from a producer to a consumer exist.

In order to create a scenario the user can define a description to make the functionality of the scenario more clear, it will also benefit the creator initially and can benefit other users of the scenario if the scenario is a public one since the creator can make the scenario public so it will be visible for every e-me user so they can utilize it.

Create Scenario: Scenario Information (1/3)

Name*
 Enter a name of your scenario.

Description
 Enter a description for your scenario.

Keywords
 Enter and add keywords for your scenario. The keywords will be used to filter messages for this scenario.

No keywords entered yet.

Filtering ☐

If you chose to filter, all your messages will be filtered on your keywords. For you to receive a message it must contain atleast one of your keywords.

Next, user can add as many subscriptions as possible but for sure they have to be at least two subscriptions including a provider and a consumer to make Information fetching possible. If the user does not find the desired subscription he/she can install a new service and return to creating process without losing data.

Finally, the connection between different subscriptions will be defined so e-Me knows which information should be delivered via which consumer.

1.7.1 Search Scenarios

Searching scenarios includes an advanced search including synonym-expansion search and spell-checking.

- **Synonym-expansion search:** the search result of any word that the user searches will not be restricted to the typed word by the user but also will consist of any scenario matching the typed word's synonyms. Currently it covers both English and Swedish version of the site.
- **Spell-checking:** If there is any spelling problem in the search query, the probable equivalents of the word will be suggested as a link which

will lead in to the search results for that word. Suggestions will be showed from the most probable to the least probable one.

1.7.2 Keywords

The information flow between producers and consumers is filtered via keywords so they need to be selected accurately. Keywords are configured while creating the scenario. Each scenario can have as many keywords as possible and it means that all the connections that are defined in the scenario which are created between each producer-consumer pair will lead to fetch the information that match the entered keywords.

1.7.3 Ranking

Public scenarios can be ranked by users to help others to find the most appropriate one that matches their interest.

As stated earlier, scenarios can be of two types of public and private. Private scenarios are only visible to the owner of the scenario while public scenarios are visible to all e-Me users so that users with same interests can use a common scenario.

On the other hand, there might be scenarios with almost same result so it will be always useful to have a ranking feature in such cases; thus, users can find the best one that suits their needs. Besides, they can rank a scenario in order to let others know the usability degree of the scenario.

1.7.4 Commenting

Comments are allowed on public scenarios, too. Users might not need only the usability of the scenario but also more explanation on the scenario that can second the description of the scenario mostly along with shortcomings and strong points.

1.8 Oauth

OAuth (Open Authorization) is an open standard for authorization. It allows users to share their private resources (e.g., photos, videos, contact lists) stored on one site with another site without having to hand out their credentials, typically username and password.

OAuth allows users to hand out tokens instead of credentials to their data hosted by a given service provider. Each token grants access to a specific site (e.g., a video editing site) for specific resources (e.g., just videos from a specific album) and for a defined duration (e.g., the next 2 hours). This allows a user to grant a third party site access to their information stored with another service provider, without sharing their access permissions or the full extent of their data.¹

e-me uses Oauth technology in order to link to the user's facebook account whenever is needed.

1.9 API

One of the features e-me provides web developers who has a website that would want to integrate it with e-me is an api feature. Any website that wants to use facilities of e-me can simple use this api to send the information to. In order to do that e-me needs to verify their identity. E-Me provide any such websites by a key called api-key that they need to send it via their information or they will fail using facilities of e-me.

1. OAuth definition accessible at <http://en.wikipedia.org/wiki/OAuth>, last access 11.17.2011.

Below you can see one of the examples of integrating e-me in Cuponline. Cuponline makes sports cups available on the internet which means you can administrate sport cups, get information as a cup participant,... .

The screenshot shows the Cuponline.se website. The header includes the logo and navigation links: Om CupOnline, Funktioner, Referenser, Sök cup, Partners, Beställ, and Kontakt. The main content area features a 'CupOnline' section with a Facebook integration showing 492 likes. A prominent advertisement for 'Helt ny prismodell' (New prize model) for 995.- is displayed. Below this, the 'Cup Skogsbo SK U14' registration page is shown. It includes details about the tournament, registration fees, and a 'Prenumerera' button, which is circled in red with an arrow pointing to it. The right sidebar contains 'Nyheter' (News) and 'Partners' (EURO, Cuper.se, coreIT) sections.

In this case e-me is used as to get information from the website and take it to the user's email.

CupOnline.se

Om CupOnline | Funktioner | Referenser | Sök cup | Partners | Beställ | Kontakt

CupOnline

Med CupOnline gör ni er idrottscup tillgänglig över internet. Registreringar sker via en webbläsare och kan utföras av deltagande lag, sekretariat och cupadministratörer m.fl.

Med CupOnline underlättar ni arbetet före, under och efter er cup.

CupOnline på Facebook
492 personer gillar CupOnline.
Facebooks sociala inbudsprogram

Cup Skogsbo SK U14

Skogsbo SK Team-98-99 hälsar er välkomna till SkogsboSK Cup

Plats: Outokumpuhallen - Skogsbo

Datum: Lördag-Söndag den 1-2 oktober 2011

Anmälan: Anmälan görs på mail till: Olle.K.Karlsson@posten.se men senast 2011-08-31

Avgift: Anmälningsavgift 4000:- sätts in på bankgiro 53910147 avgiften betalas senast 2011-09-08 och är bekräftelsen på att delta. 300:-/deltagare, betalas vid ankomsten, 3 ledare åter gratis.

Spelform: Cupen spelas som rak serie med slutspel enl. Svenska Ishockeyförbundets regler. 6 lag kommer att delta i cupen. Varje lag garanteras minst 6 matcher. Speltid: 2x15 min effektiv tid i grundspel – 2x20 min effektiv tid i slutspel.

Vid lika poäng vid färdigspelat grundspel gäller:
1 Målskillnad
2 Flest gjorda mål
3 Inbördes möte
4 Lottning

Vid lika poäng i placeringsmatcher, 3 straffar växelvis, därefter "suddenstraffar". Finalmatch, 5 minuters förlängning med sudden death därefter straffar enligt ovan.

Helt ny prismodell 995.- 0.-

Uppdömscuper använder CupOnline kostnadsfritt med CoreIT som huvudsponsor.

Prenumerera på 'Cup Skogsbo SK U14'

Information om cupen kommer att skickas till din e-post.

e-post adress:

Hur ofta vill du få e-post med resultat?
Varje minut

Powered By e-me YOUR ELECTRONIC ASSISTANT™

Nyheter

2011-06-21 22:41
[Samarbetsavtal mellan InnebandyZ och CupOnline](#)
CupOnline har gläden att meddela ett samarbete med Innebandy...

2011-05-17 09:15
[KB65 väljer CupOnline](#)
CupOnline får ytterligare en klubb som väljer att köra alla...

2011-04-14 14:25
[Nytt anmälningsformulär](#)
CupOnline har lanserat ett nytt anmälningsformulär, som gör ...

2011-03-24 17:41
[41 cuper i helgen](#)
Under den kommande helgen kommer 41 cuper att nyttja CupOnli...

2011-01-27 09:15
[År 2010 med CupOnline](#)
Nedan följer lite statistik för CupOnline för året som ...

2011-01-03 17:51
[70 cuper på 2 veckor](#)
Under perioden 26 december 2010 till 9 januari 2011 använder...

[Nyhetsarkiv](#)

Partners

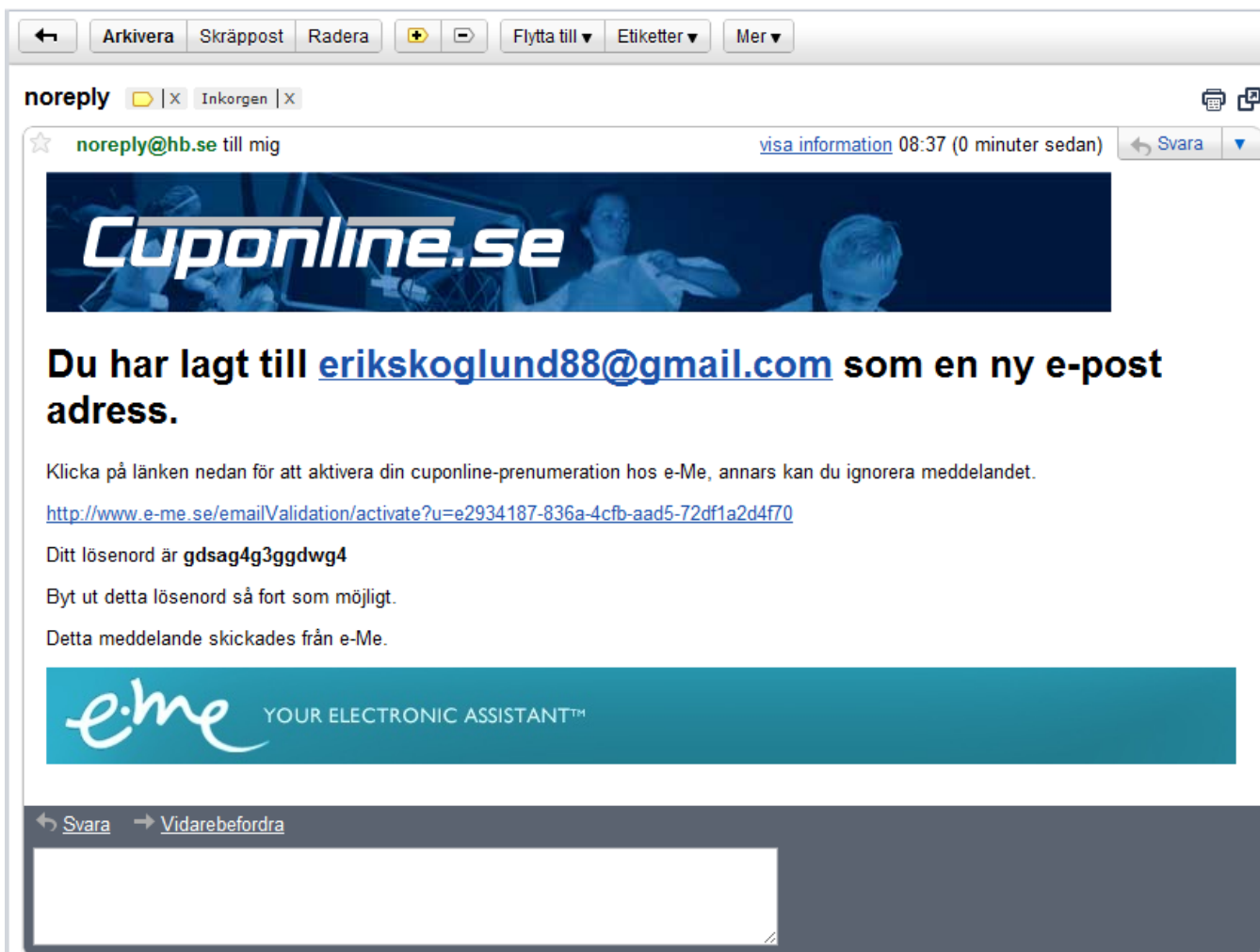
EURO
ACQUEDOTTI

Cuper.se

coreIT

Cup-Gallerier

By clicking on the subscribe button, user will get the needed scenario created automatically. If the user is not already registered in e-me, will be registered in e-me automatically before making the scenario. After everything is done he/she will be provided by an e-mail shaped as below:



If the user is already registered will be led to login page so can see the automatically-made scenario directly.



Bofors IK

Name: Bofors IK

Description:


Visar Bofors IK

Keywords:

Bofors IK

Message producers:

The following services produces information.



My Cuponline (Cuponline Producer)


→

✉

Hämtar information om matcher/cuper/spelare från cuponline.

Message consumers:

The following services consumes the information.



My Email (Email Consumer)

←

✉

Email consumer plugin sends all your messages to your email address.

Public scenario: ☒

Filtering ☒

Connections:

The following connections between consumers and producers are currently active for this scenario.

