



The SOLOMO(N) Mashup
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Learning as an entertainment – SOLOMO(N) gamification towards education

- > smart libraries concept
- access the library by tapping your phone
- search virtually for physical objects and track them in a physical environment
- extract information and experience different media content types by tapping your phone on a book: you don't even need to be 'online'
- see, read, hear references and rankings of other readers, connect with them
- tap and get your book, get points for every "book check-in"

Awareness raising to action through SOLOMO(N)

-> sustainable city scenario

- smart terminals with user friendly interface on key public locations: choose a problem, click on the icon in your mobile app in your area, tap on the terminal and signal it to the respective public institution without being connected to internet

E.G.

- signal a public transportation issue, road problem, car accident by tapping your phone to the “hotline tag”

Fast reaction by accidents through SOLOMO(N)

- > signalisation by accidents, identification of victims
- if you encounter an older person fallen on the street
- tap your phone to his phone and get encrypted his id card, full medical background and relatives' contacts
- then press one icon on the “emergency” app, which:
- signals the problem to the closest emergency service in the area, automatically sending out your location
- sends them the person's id and medical info visible only to the hospital
- In the same time leaving an auto “emergency” msg on the mailbox of the relatives of the person in the accident

The usage of the SOLOMON mashup: combination of various services requiring data transfer, banking services, personal identification, secure connection, location detection and entertainment experience

Application examples

- healthcare
- expats' services requiring identification and data transfer across borders
- educational/smart games
- emergency help
- knowledge and information exchange
- digital storytelling for commercial purposes

Thank you for your attention

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