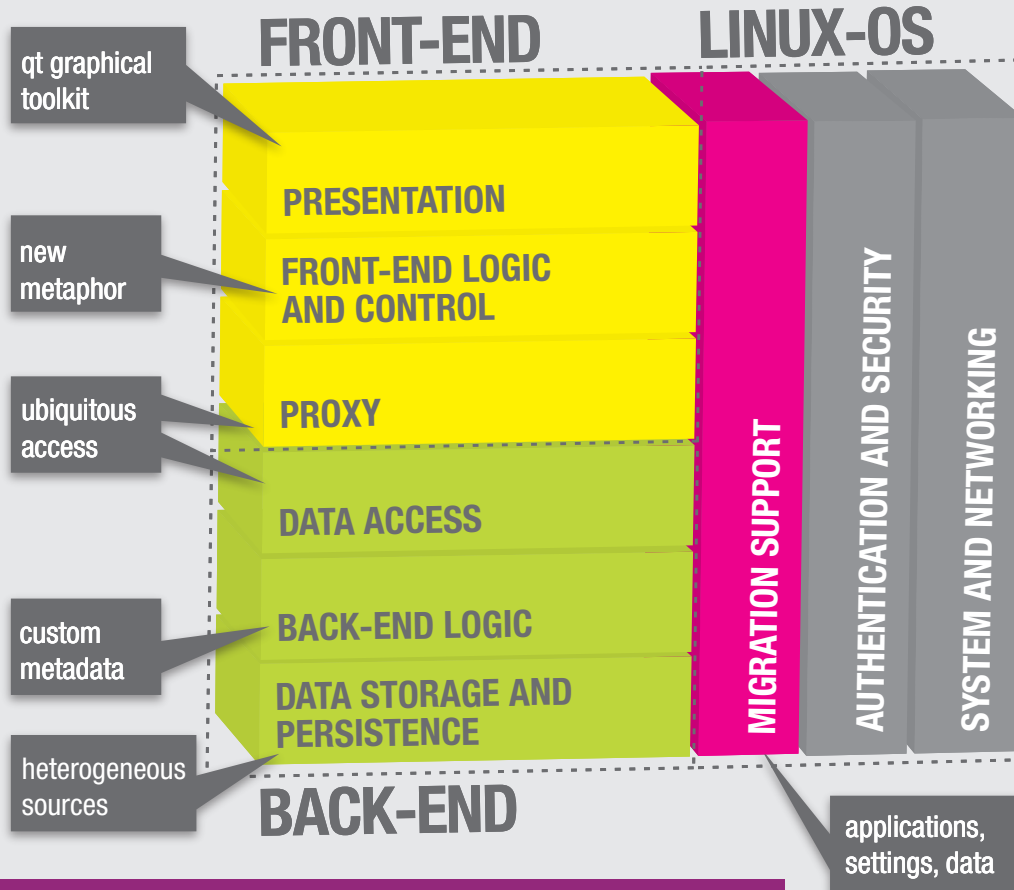


- # THE SOFTWARE
- # ITSME FRONT END
- # ITSME BACK END
- # FLEXIBILITY AND CUSTOMIZABILITY

*Itsme is an establishment that aims to bring radical innovation in the ICT domain guided by a new metaphor, "Stories and venues".*



## ITSME: A WORKSTATION WITH A NEW OPERATING SYSTEM

### TECHNICAL DEVELOPMENT

*ITSME operating system will be based on Linux and provided with a new graphical user interface, implementing the metaphor of stories and venues, exploiting the services of a specifically designed layer organizing information.*

The itsme operating system will expand the Linux operating system beyond its current horizons. It will consist of two main parts: a front-end based on the "stories and venues" metaphor and a back-end, situated between a standard Linux operating system and the front-end, delivering the services needed for supporting user interaction.

## THE FRONT END

The top layers, collectively called front-end, will be the distinctive part of Itsme, characterizing the interactions made possible to its users. It will be unique in its presentation and application logic. Our first demonstrator will be based on the QT multi-platform graphical toolkit and developed using the Python programming language. By separating presentation and logic we will allow for alternative implementations, e.g., adopting other graphical toolkits (such as GTK), even for other kinds of devices.

## THE BACK END

The itsme back-end will provide specific data management services to the front end via public network APIs. It will be open for development and for customization, as it will rely on plugins connecting and synchronizing services, and customizable rules defining how to index data through metadata. The itsme back-end will provide access to heterogeneous data sources, and grant (data and metadata) interoperability with other systems on the market.

## A SOLUTION FOR NETWORKING WORLD

The communication inside and between the front-end and back-end is being implemented through interprocess communication and keeping an eye on service-oriented solutions for network connections. As a result, the two blocks will be logically independent, potentially allowing a multitude of access possibilities.

## MIGRATION SUPPORT SYSTEM

Applications are selected based on user analysis. Open source alternatives to Windows and Mac applications are found, in parallel defining how to virtually realize these applications for users who do not want to use open source alternatives. Web services are found for all other cases.

## FLEXIBILITY AND CUSTOMIZABILITY

The flexible and customizable nature of the software architecture allows its users to interact in different mobile, and/or steady situations through a set of devices and components. Besides the first itsme demonstrator and prototype which will be developed for a new laptop-like machine, a new type of ubiquitous machine will be designed, which will be composed of some fixed and some mobile pieces, exploiting at best, the potential of micro-electronic technology.

