

## Welcome to MUM 2003 in Norrköping!

We meet again, for the second international conference on Mobile Ubiquitous Multimedia (the first one was in Oulu, Finland.) As always it is exciting to see what we can do to evolve both the conference and the area as such, with this year comprising of keynotes, papers, demonstrations, tutorials and a workshop. Just as with the conference the area of Mobile Ubiquitous Multimedia is now leaving the infancy and taking its first steps in to general applications.

To reflect, we need only look at the acronym of MUM, and see we have the terms Mobile Ubiquitous Multimedia. We need to look at these words backwards to understand the historical context of what MUM is about.

Multimedia, a term that is often misunderstood, can be defined as some form of application or transmission that combines media of communication (text and graphics and sound etc.). It is also a research area that has existed during the rise and fall of the Internet bubble with the first ACM conference in Multimedia occurring in, what seems an eternity, 1994.

With “Ubiquitous” we have the “being or seeming to be everywhere at the same time.” This is an active research area with many researchers from cross disciplinary fields working together.

The final word we have is “Mobile”. In this age of mobility, mobile research is a growing research area. With “Mobile” we mean the capability of moving or of being moved readily from place to place. By adding Mobile to Ubiquitous Multimedia, we enter the realm of truly exciting research across many disciplines.

The once so bold vision of ABC (Always Best Connected) is becoming something we can take for granted and use as a foundation for new and exciting services. Because it is in the services we will see the most exciting developments. Sure there is more to do within the areas of infrastructure but given the rule of Pareto we should be able to do “80% of what is possible by using only 20% of what is available”.

So it is only natural that the papers of the second conference deal more with the “what to do” than “how to” do it. We are quickly moving from what is possible to what is practical and then beyond what is imaginable. So maybe the theme for next year of the conference will be “More Unusual Magic”.

The goal of the MUM 2003 conference is to provide an international forum for presenting recent research results mobile ubiquitous multimedia, and to bring together experts for a fruitful exchange of ideas and discussion on future challenges.

The heart of the technical program are keynote presentations and tutorials by leading experts, whom we wish to warmly thank for accepting our invitation. We wish to thank the program committee and contributing reviewers for putting together a strong program,

which, by spanning from networking and human computer interaction to applications and case studies provides a comprehensive view of the field. Last but not least, special thanks are due to the organizing committee for making the conference possible.

The main sponsor of the conference is Santa Anna IT Research Institute AB, a part of the National Swedish IT Institute, a meeting point for information technology researchers from the University of Linköping and the Local IT industry. Other major sponsors are Nokia, Microsoft, Ericsson, Norrköping Visualization and Interaction Studio, Norrköping Council, and the Department of Science and Technology at Linköping University.

We would like to express our gratitude and warm welcome to the keynote speakers, lecturers of the tutorials, authors of contributed papers, and other participants. We wish you a most pleasant stay in Norrköping. Finally, we thank ACM, and particular, SIGCHI, SIGMOBILE, and SIGGRAPH for their in cooperation support.

Martin Rantzer  
Chair, Program Committee

Mark Ollila  
Chair, Organizing Committee