FFI Forsvarets forskningsinstitutt

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Approaching the mobile complex -
In search of new ways of doing things

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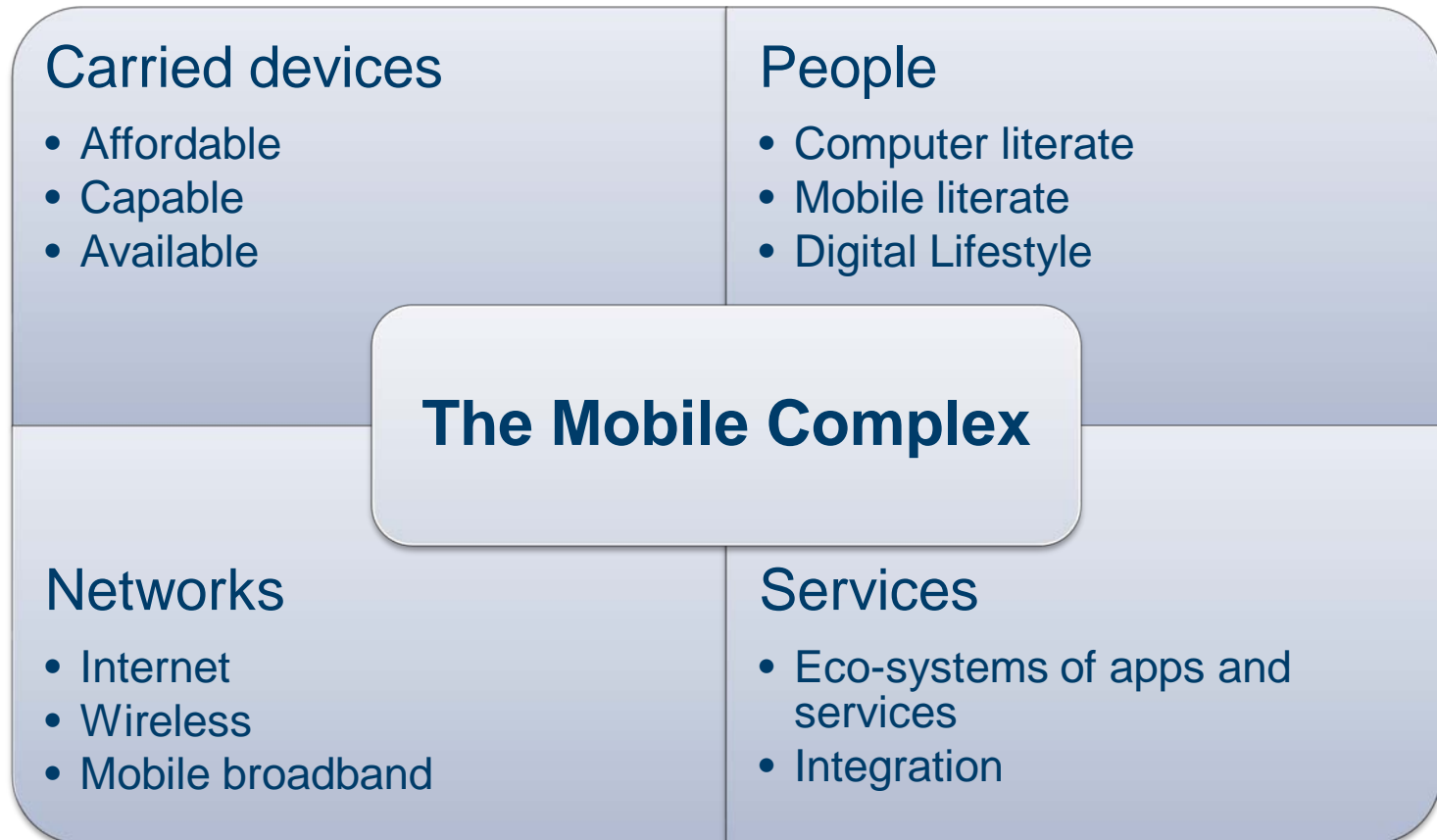## About

This talk is mostly about the **approach** we use in
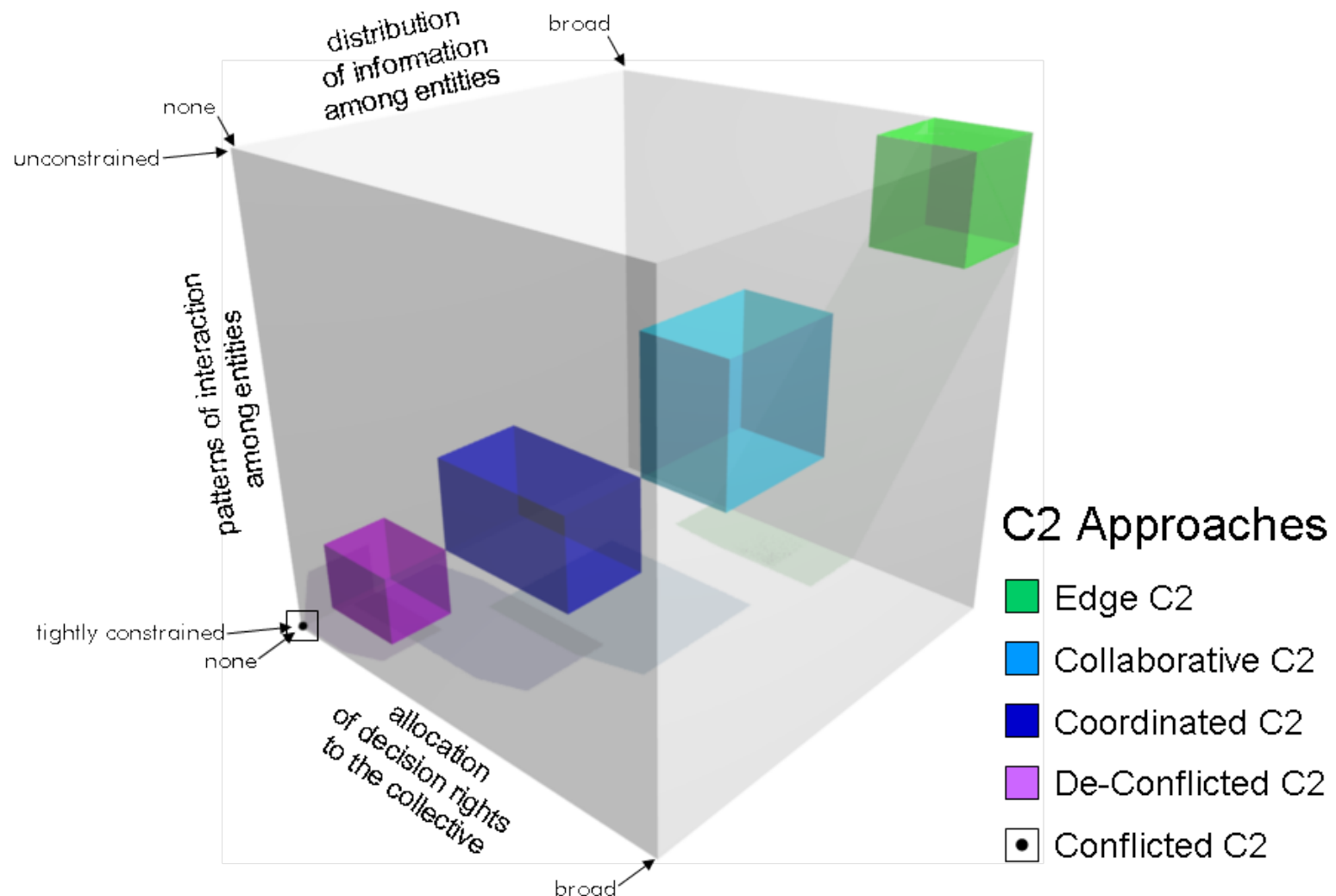
… a **CD&E activity** on

… smart phones and pads, Web 2.0 ways and designs, and the mobile internet; *The Mobile Complex*

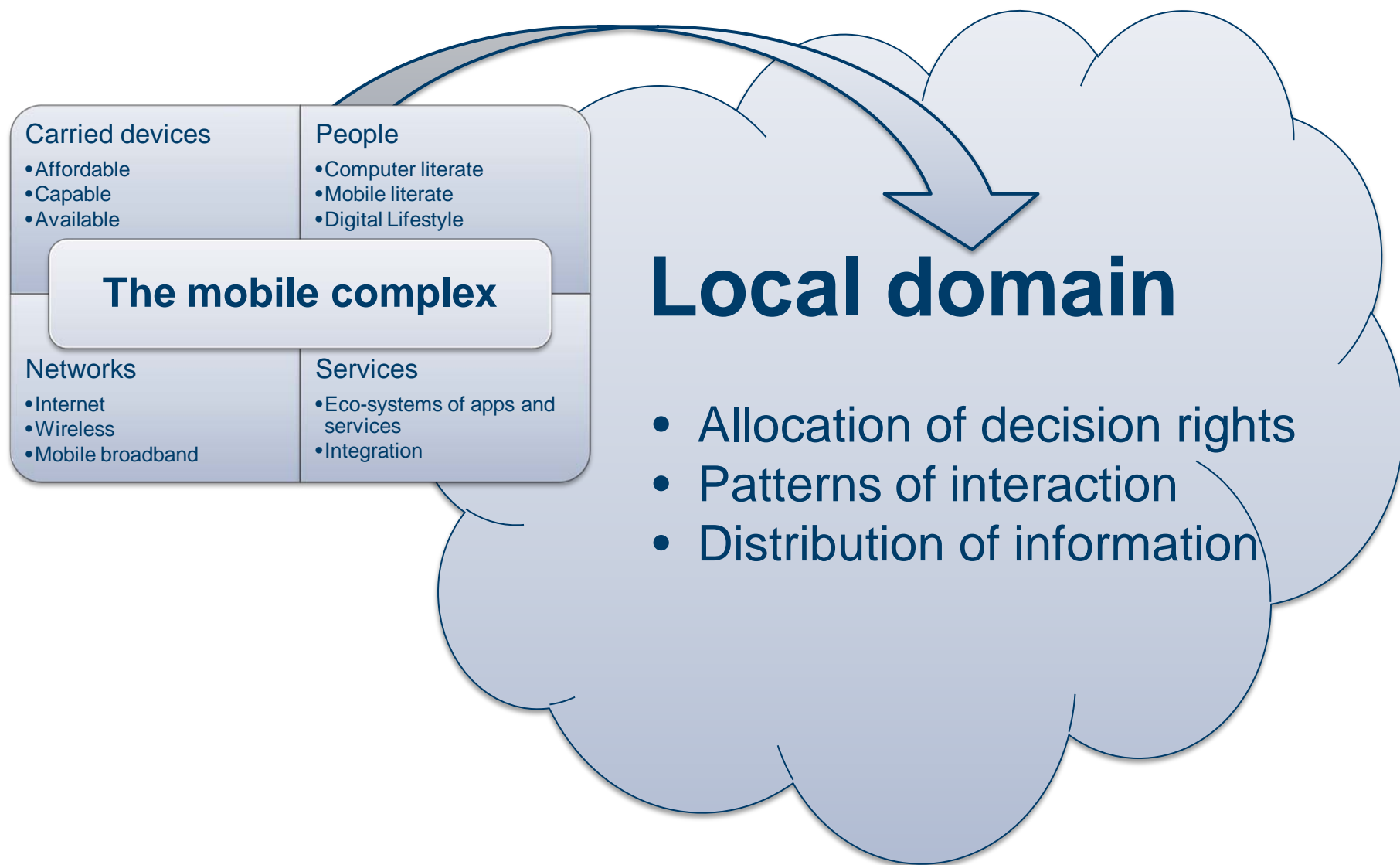…to find what **new ways and practices** this technology may enable in military contexts.

The Mobile Complex

Carried devices

- Affordable
- Capable
- Available

People

- Computer literate
- Mobile literate
- Digital Lifestyle

The Mobile Complex

Networks

- Internet
- Wireless
- Mobile broadband

Services

- Eco-systems of apps and services
- Integration

NATO NEC C2 Maturity model of SAS-065

Bringing TMC to local domains

Carried devices
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The mobile complex

Networks
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Services
- Eco-systems of apps and services
- Integration

Local domain

- Allocation of decision rights
- Patterns of interaction
- Distribution of information

Tensions and trade-offs

Carried devices	People
• Affordable • Capable • Available	• Computer literate • Mobile literate • Digital Lifestyle

The Mobile Complex

| Networks	Services
• Internet • Wireless • Mobile broadband	• Eco-systems of apps and services • Integration

- The mobile complex is mostly a non-military phenomena
  - Not (fully) recognized in current policies
  - Does not fit well to current practices

- Disruptive technology (different package of attributes)

- Need to indentify the trade-offs.
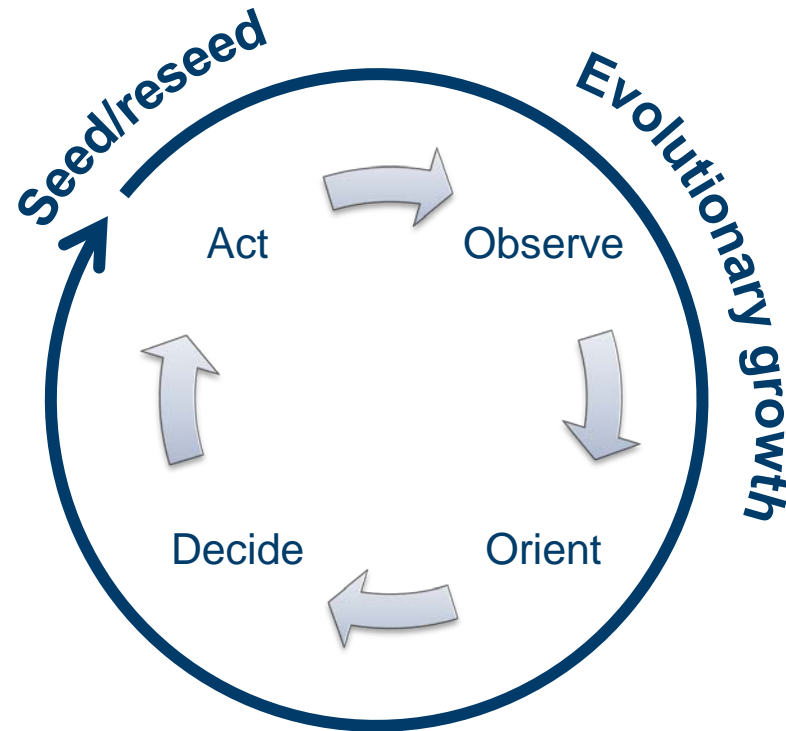 - E.g. availability vs security (non-disclosure)

Approach:
Seeding – evolutionary growth – reseeding

Seed/reseed
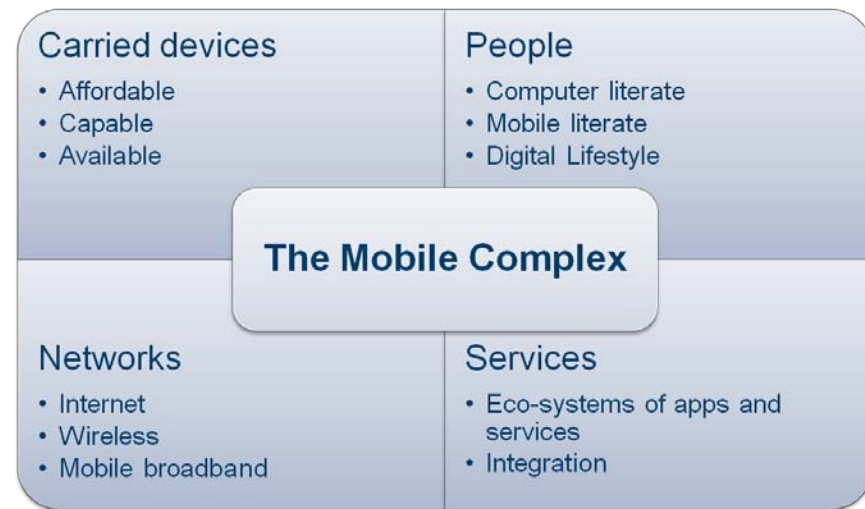
Evolutionary growth
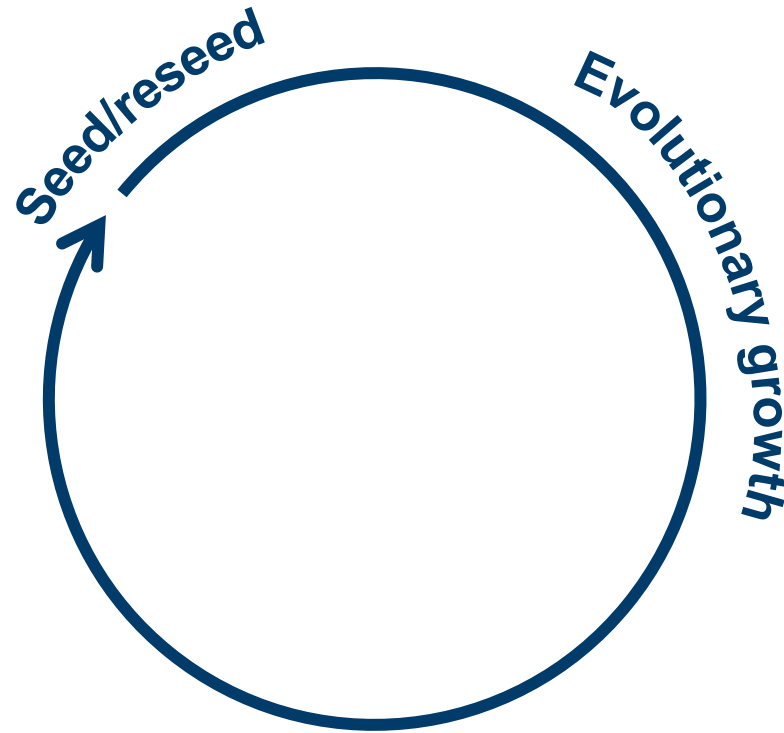
*The seeding – evolutionary growth – reseeding model, G Fisher*

Approach:
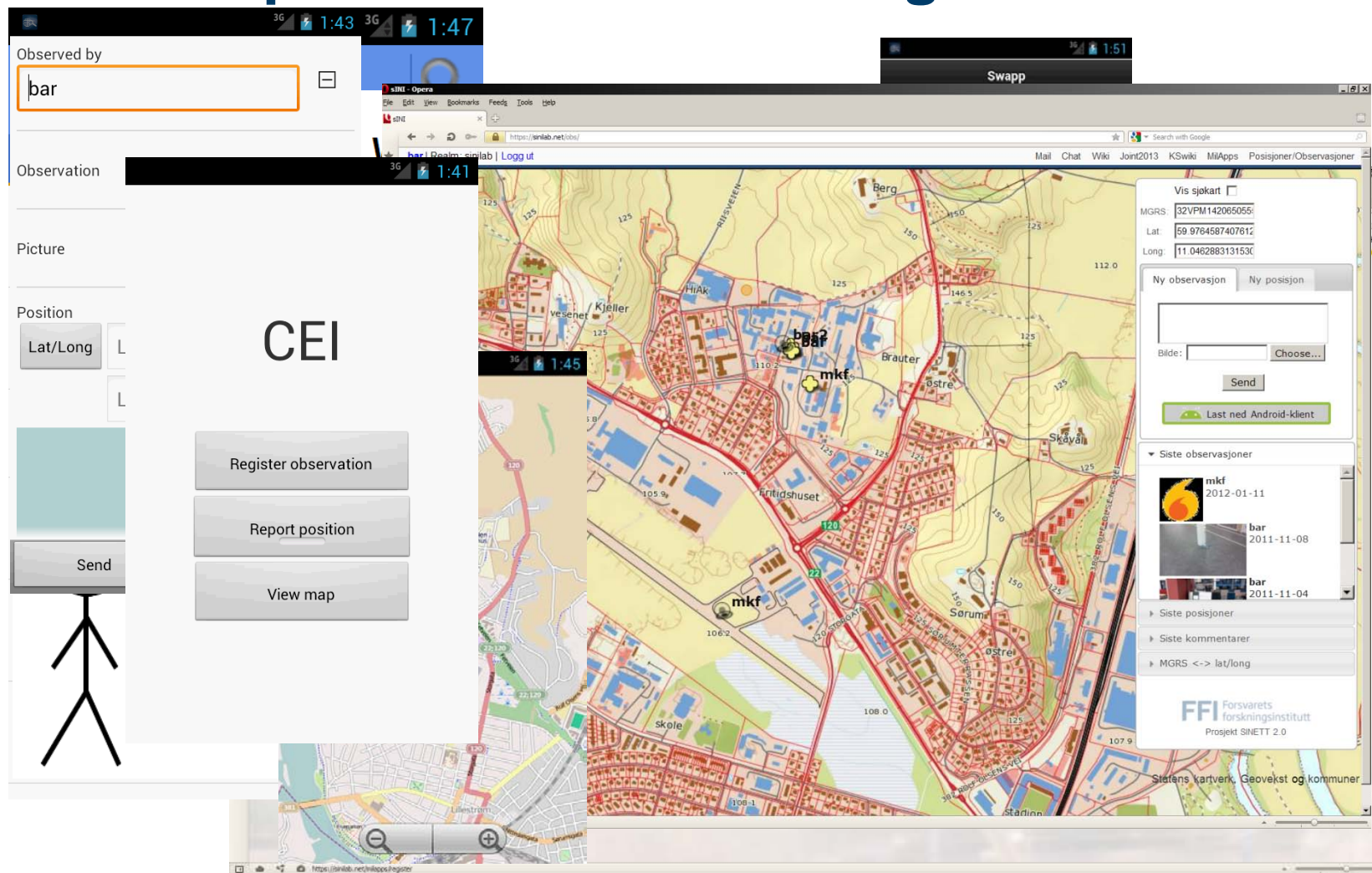# Seeding – evolutionary growth – reseeding

Meta-design

- Design for evolution

- Creating spaces or environments in which users, as developers and designers, can create their own solutions to fit their needs

- Not to support a single way of doing things

- Enough structure to enable/facilitate end-user development, but not more
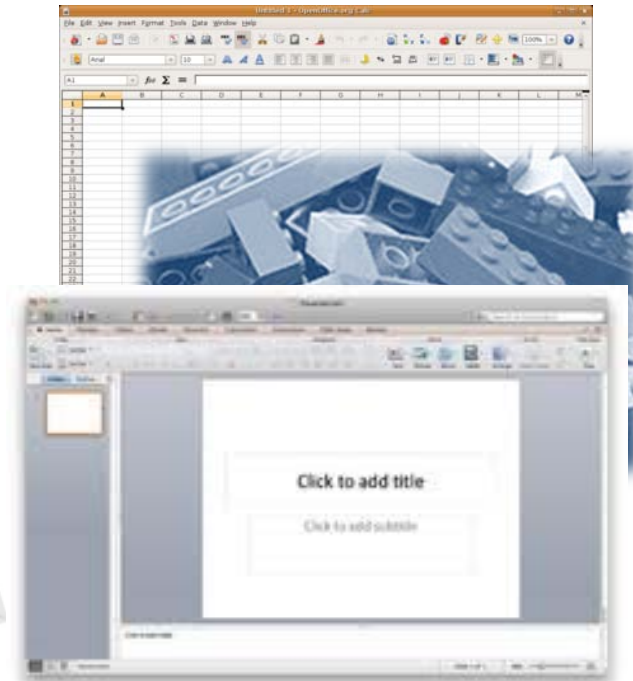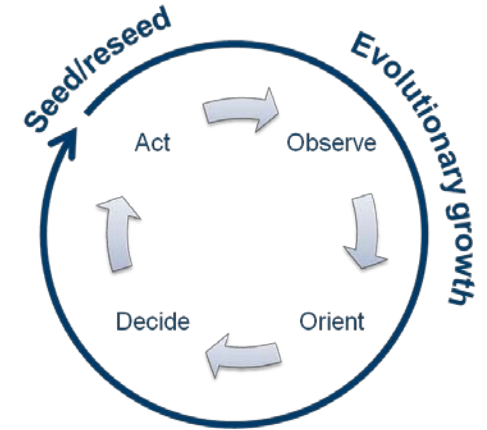
Current portfolio of meta-designs

Experiments and findings

- Experiments
    - 2011 – 2013
    - Non-intrusive and low resource requirements
    - Duration: week, months, years?

- Findings
    - Promising approach
    - Local findings and local innovation.
    - Meta design feedbacks
    - Trade-offs

Summary

Carried devices

- Affordable
- Capable
- Available

People

- •

Local domain

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- Patterns of interaction
- Distribution of information

Networks

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- Wireless
- Mobile broadband

- Eco-systems of apps and services
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