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This lecture describes application design for

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computers, namely context awareness. Context-aware computing takes into account a user's state and surroundings, and the mobile computer modifies its behavior based on this information. A user's context can be quite rich, consisting of attributes such as physical location, physiological

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state, personal history, daily behavioral patterns, and so forth. If a human assistant were given such context, he or she would make decisions in a proactive fashion, anticipating user needs, and acting as a proactive assistant. The goal is to enable mobile computers to play an analogous role, exploiting context

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Context-aware intelligent agents can deliver relevant information when a user needs that information.

These data make possible many exciting new applications, such as augmented reality, context-aware collaboration,

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beginning to design a wearable computer. The research directions section emphasizes remaining challenges and trends in the areas of user interface, modalities of interaction, and wearable cognitive augmentation. Finally, we summarize the most important challenges and outline future directions in wearable computing.

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