

**INTRODUCTION  
& QUESTIONS**

***Workshop on  
Information Cities and  
Collaborative Portals:  
The Gateways to Next Generation  
Commerce and City Life over the Internet***

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# Convergence

- Real city + Digital activity => iCity?
  - Is e-government enough?
  - How much social, nongovernmental, non-commercial content?
  - What about real life>
- Information Site/Portal + People => iCity?
  - How much human interaction needed to raise level?
  - Is it a terminal or a station?

# City Images

- City on a Hill
- City of God
- City Air Makes One Free
  
- Athens, Florence,  
Paris, New York, ...

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- Cities of the Plain

# Some Expectations of Cities

- Knowledge creation (universities, labs, new companies, social movements)
- Knowledge Preservations (museums, libraries, opera houses)
- Commerce
- Attractors of youth and adventure
- Hotbeds of crime and license
- Protected areas for commerce
- Entrepot for ideas and products
- High density of social interactions and personal connection
- Overlapping of socioeconomic networks
- Loci of serendipity and informal communication

# Physical Cities Expanding to iCities

- How to use IT to improve physical city
- How does virtual world improve or displace aspects of propinquity?
  - Is e-government a key aspect or a convenience
- How to extend reach to other cities
- How to extend reach into surrounding region and countryside?

# Roadmap for Hong Kong-1

- Proposal: a future based on community computing
  - Grid-connected serves
  - Suitable for SMB as well as multinationals
- Proposed Actions
  - Technology
    - Commitment to Open Standards
    - Leverage Quality and Availability of applications
    - Pervasive Trust
    - Beyond Budgeting
  - Social
    - Creating Policies to Empower Society
    - Building Society of Experts – led by government and universities
    - Working with Post-Industrial China

# Roadmap for Hong Kong-2

- Ongoing questions
  - How to encourage sharing in a highly competitive culture
  - Once networked services are used, what is advantage of Hong Kong over London or New York or ...
  - How to maintain a leadership position, kepp ahead of partners?
  - How much technology creation or leadership is required to succeed?

# Virtual Sites Becoming i-Cities

- How rich does content and experience have to be
  - destination and environment
  - not pass-through portal or one-shot service
- How will I-Cities differ from 1<sup>st</sup> and 2<sup>nd</sup> generation portals?
- What will be the mix of inhabitants
  - Humans
  - Organizations
  - Computational agents
- What will be the killer app or killer mix?

# Technology Demands

- Uniformity
- Transparency
- Reliability
- Trustworthiness
- Content

# What's New?

- Broadband (Access Grid, VR, ...)
- Collaborative technologies
- Experience with real-time collaboration
- Security
- Realistic programming
- Service models
- Business approaches

# Barriers

- Broadband availability
- Mobile usability
- Adequate trust and social/legal framework
  - Trust through effort and cost => technological efficiency is not always helpful
- Depth of communication (handshake vs conversation)
- Depth of content (understanding/ knowledge/ information/ data)