

VI JORNADAS sobre Tecnologías y Soluciones para la Automatización Industrial Vigo, 3 al 7 de noviembre de 2014

Universidad Vigo







LUNES 3, 12:30-13:00

Car Easy Apps

desarrollo de aplicaciones en el coche conectado

Ponente:



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The car: a connected object!





Antonio Fdez . BARCIELA 3th November 2014 Vigo





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- OEM:
 - PSA PEUGEOT CITROEN
- TIERS 1:
 - CONTINENTAL
- SERVICE AND APP PROVIDERS
 - ALTIA
 - IMATIA
- TECHNOLOGICAL CENTERS
 - CTAG

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- GRADIANT















Trends & connected vehicle

How big the Internet of Things could become?

75 billion of connected objects expected by 2020 (Source Morgan Stanley)

Dynamic market development Market penetration of various communication media Social Software 100 Million 100 Million Cell phone 4 years 11 years 50 Million Source: Presentation "Netzwerkkultur", Author: Peter Kruse, Psychologist Internet is the medium with the fastest market penetration. Being online anytime and anywhere is today's reality.







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Trends & connected vehicle

Internet is a very dynamic revolution where new actors arise and traditional companies are challenged







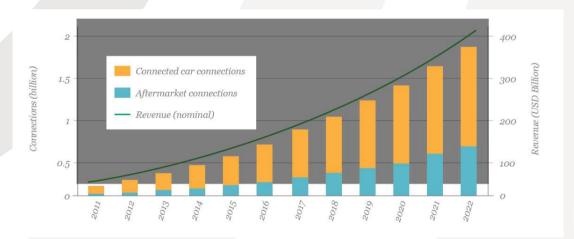


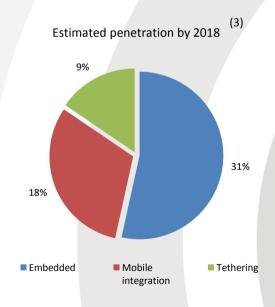


Trends & connected vehicle

Every new car will be connected by 2025 (1)

- •1.8 billion automotive connections by 2022 (2)
 - •1.1 billion Connected Cars
 - •700 million Aftermarket devices for services
- •Growth of embedded connectivity driven by regulatory mandates, smartphone integration and tethering also growing (3)





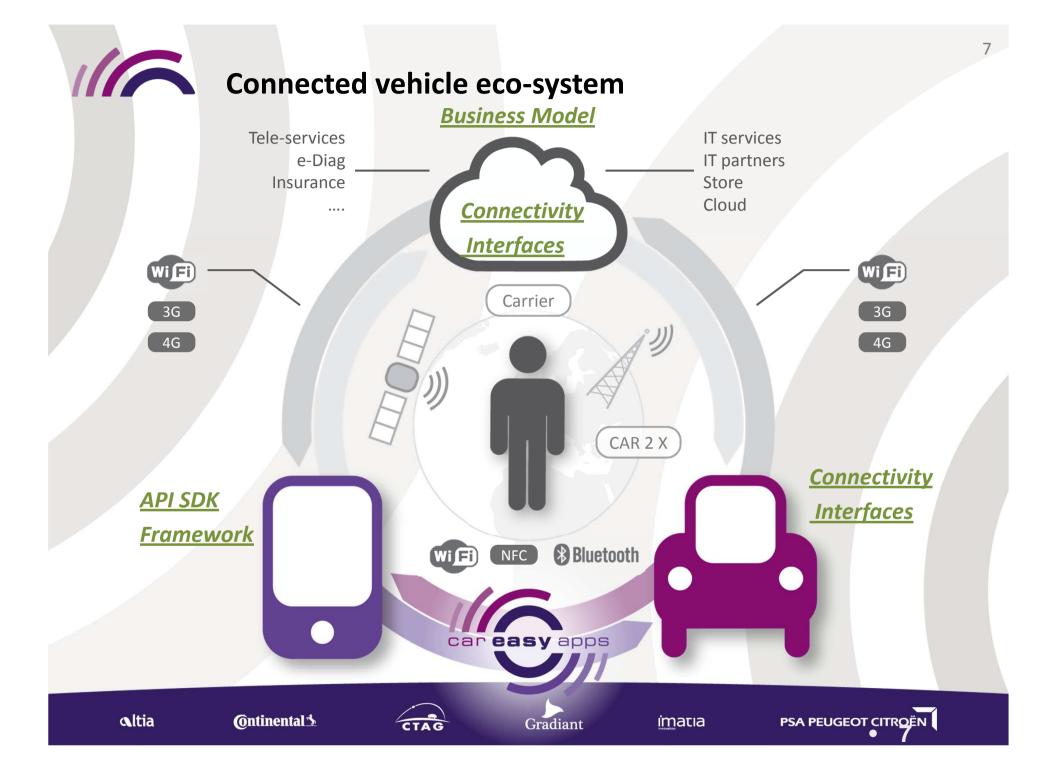




¹ Source GSMA Connected Living program me – 2013

² Telefonica Connected car industry report

³ C. Tode, Mobile marketer, June 2013







- Liability: OEM must always guarantee functional integrity of the vehicle, people and goods
- Data regulation is complex and not uniform worldwide
- Different types of data, with different needs and restrictions
 - Low risk: Entertainment and User Experience
 - Direct access to vehicle possible
 - Security risk: Car functions (engine, brakes, etc)
 - Integrity of the complete functional chain is mandatory









	Vehicle data	Connected equipment	Infrastructure Cloud	Apps (HMI)	Value Creation B2B / B2C
Main actors	OEM	Tiers 1	3rd Party	3rd Party developers	OEM, Fleet, 3rd Party
Challenges	SafetyLiabilityRevenue	Market diversityStandardizationSecurity	RegulationStorageConnectivity	Fast & easy dev.Multi OS / OEMDriving Mode	Data transformationVolume of dataRevenue Sharing
Key Success Factors	Secured solutionAccess controlAppsauthorization	 Fit for OEM / Retail / Professionals SandBox Certification 	EncryptionBig DataWireless solutions	SDK / GuidelinesSimulatorCertificationStandard solution	Data miningBuy-in from several OEMs
		Win - Win Business Model			







Objectives of the Car Easy Apps project







Liability

Provide a standardized car data access taking into account security and safety issues

- Enable the development of new value added apps using car data,
 - Stimulate 3rd Party creativity towards mobility and automotive world
 - Provide an innovative platform (SDK and APIs) to avoid the market fragmentation
 - Reuse of internet common protocols and techniques

Time to market is key

- Follow the CE evolutions
- Address existing cars









Conclusion / Synthesis





- A flexible solution easy to deploy for several OEMs and mobile OS
- Motivate more use cases based on a complete car data set
- Preserve safety, security and privacy in data access
- Enable read and write data based solutions
- Propose HMI guidelines to avoid driver distraction situations
- Provide a platform to support profitable business for OEM and third parties







Thank you for your attention!



