



Digitisation and copyright issues ■ Ethical challenges of Twitter as a data source ■ New bibliotherapy platform ■ Privacy & security online

welcome



We've been busy working on our MMIT Conference for 2016, and announce our keynote speakers on page 3. In keeping with the digital inclusion,

privacy and security themes of the conference, two of our authors this issue give their advice on tackling these challenges.

Warm regards,

Catherine Dhanjal, Managing Editor

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technology roundup

Bulbh — light with a cause

Kickstarter is a new model for funding projects that has led to many successful product launches in recent years. Well, now there is another, Bulbh, where a young Bangalore inventor has created a coin-sized micro-USB powered 1.2 watt white LED bulb, known as the Bulbh. It emits twice the usual light than a one-watt compact fluorescent light (CFL) bulb. It emits up to 130 lumens of light as compared to the normal 60 lumens per watt of a CFL and 15 lumens per watt of an incandescent lamp.

Typical uses expected for the Bulbh are as an emergency light, a cycle light, night light, in wardrobes, for photography, or as a helmet light. It can be powered by any micro-USB chord that can be connected to a power source such as a

mobile device adapter, a laptop, a power bank or a desktop computer. It has been designed ergonomically for use in different conditions and the custom casing of silicon/thermoplastic alloy prevents Bulbh from heating up, even after a day of continuous use. Cleverly, on the outside, each Bulbh is fitted with a neodymium magnetic base so that the users can stick it on any metal surface.

The model they are using to launch it is “buy one, donate one” model, so that for every Bulbh that is sold online, one unit gets donated in India to the communities that are still using incandescent bulbs to reduce their cost of living.

Visit: www.indiegogo.com/projects/bulbh-light-with-a-cause or www.bulbh.com

LG 360 VR

VR will be a mass consumer product. It will of course find professional niche areas such as gaming, movies, navigation, medicine, psychology, online shopping and more. The IT giants know this is a consumer product for the next generation. Google’s forming of a new Virtual Reality division makes sense. Virtual Reality is the future. It is a no-brainer for those in the tech industry. Proper VR (not the poorer cheaper augmented reality devices) does what it says on the tin – it deceives us into becoming immersed in a virtual world. The entire world and their grandmother will be spending extraordinary amounts of their lives online in the days ahead yet there are limitations to the sensory experience which comes with that interaction with a keyboard and 2D screen.

LG have just released their LG 360 VR, a virtual reality headset announced alongside the LG G5 at Mobile World Congress 2016 in Barcelona. VR is one of the hottest technologies on display this year. This LG 360 VR headset is different to many as it is actually tethered to the LG G5 via the USB Type-C cable. Many others differ in that you place your phone into the front. E.g. Cardboard or Samsung Gear VR.

Early reviews say that it is much easier to wear as you do not have to hold it to your face all the time. It comes with a padded nose support and some padding inside those arms.

Movement, however, is not quite as easy as it is say with the Gear VR as moving your head quickly can lead to it falling off. You are also trailing around a cable to the connected phone. The other weakness is that it does not completely block out light coming from behind you. You also cannot wear glasses at the same time.

The headset comes with controls for your VR environment, with an ok and back button for basic click navigation. It also has motion sensors, to allow you to look around the virtual world you are walking around in. The headset itself has two 1.8-inch IPS displays inside, one for each eye, each with a resolution of 960 x 720 pixels. This results in 639 ppi. That is a sharper resolution than a typical Quad HD smartphone in a VR headset. It is shipped with a 3.5mm audio headphone socket on the underside of the 360 VR headset otherwise you would have to rely on the audio coming out of your smartphone, which may be some distance away, or perhaps in your pocket. The entire headset weighs only 117g.

VR is simply the poster boy at present for the future. Proper allows one to experience a world where you can be properly scared, thrilled, relaxed, aroused and entertained. Like many landscapes before online – those who arrive first, do it well and plant the flag may own it forever e.g. Shopping (Amazon), auctions (eBay), Social Media (Facebook) etc – so LG are not simply going to sit back and allow Facebook (who own Oculus Rift), Microsoft (HoloLens) or Samsung (Gear VR) grab that prize. This product has potential.

Visit: www.lg.com/uk/mobile-phone-accessories/lg-LGR100?clid=CPPFhaqSvssCFQhuGwod7r0DLw



Image: © Bulbh website



Image: © LG

► Samsung Galaxy S7 flagship smartphone

The need to reinvent the smartphone has never been greater, as once booming sales have slowed across almost all manufactures, including Apple. The problem is that rival companies have focused on creating faster processors, better displays, and better cameras year after year. The worldwide smartphone sale percentage leaders are Samsung with 22 percent, Apple with 14 percent, Huawei with 9 percent, Xiaomi with 6 percent and the others have 50 percent.

Now that the technology has moved far enough along, people are finding it harder and harder to justify buying a new smartphone. So many companies will begin bundling their phones with new accessories like virtual reality headsets, 360-degree cameras that will film content for those headsets, and extra batteries. As you can see, Samsung are the world's leading handset manufacturer and at Mobile World Congress 2016, they unveiled their latest flagship phone the Galaxy S7.

Like many phones in recent years, the Galaxy S7 is basically about refinement. Starting with the camera, Samsung have dropped the resolution from 16 megapixels to 12 megapixels but those bigger pixels allow in 56 percent more light. It also has a f/1.7 aperture and a rearranged sensor layout for faster focus speeds. It really has become a top notch camera for a phone. Samsung have surprisingly brought back the expandable memory slot, so owners can increase storage by adding a cheap micro-SD card.

Other notable extras include its water resistance (IP68) and support for MST/NFC for mobile payments. It also allows Qi and PMA wireless charging. Finally, the most innovative new feature is possibly its always-on-display. This allows the phone to constantly show the time, calendar, notifications and wallpaper designs.

It runs Android 6.0 (Marshmallow) OS with TouchWiz and underneath has a powerful Snapdragon 820 processor/ Exynos 8890.



Images: © Samsung



The screen is 5.1-inch with a 2560x1440 resolution with a Super AMOLED 577 ppi. The RAM is 4GB and storage is 32GB with the option of that additional microSD up to 200GB. The battery is 3000 mAH. We expect it to sell for approximately £600 from mid-March 2016. This could yet again be a big success for Samsung.



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May 2016

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