Abstract—This paper presents a preliminary study on modelling personal experiences, centered on the design and the issues of the modelling. The proposed personal experience gathering framework aims at providing a ground for circulating and utilizing personal mobile contents by giving them semantic meaning through automatic annotation. Among various kinds of personal experiences, the framework models spatio-temporal information, social relations, personal interests, and multimedia-content-related activities. This paper defines the data needed, explains the ways they are (pre-) processed and annotated automatically.

Keyword—Personal experience, knowledge store, mobile, knowledge, platform, collection

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