IS SOLID READY FOR LOW-RESOURCE ENVIRONMENTS?

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THE PROBLEM OF USER DATA

Big tech data silos

Analyzed to increase revenue

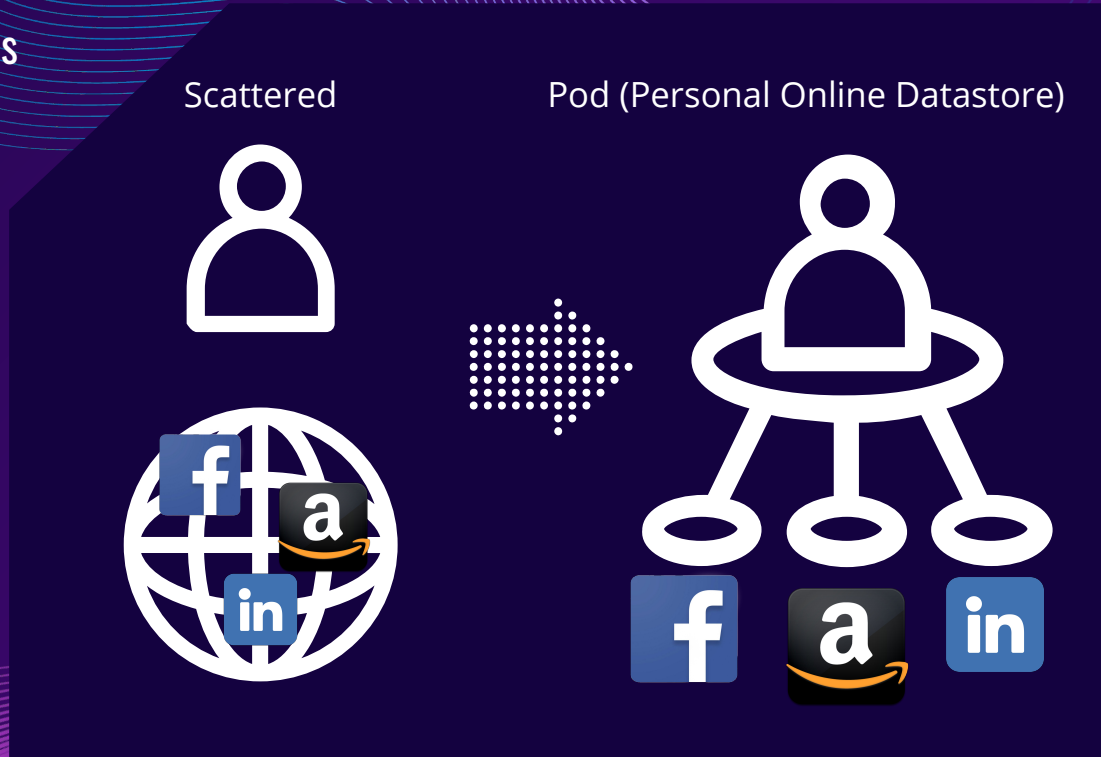
No data transparency as customer

No data ownership as customer

SOLID (SOCIAL LINKED DATA)

Solid, a technological solution initiated by Sir Tim-Berners Lee, the creator of the web at MIT

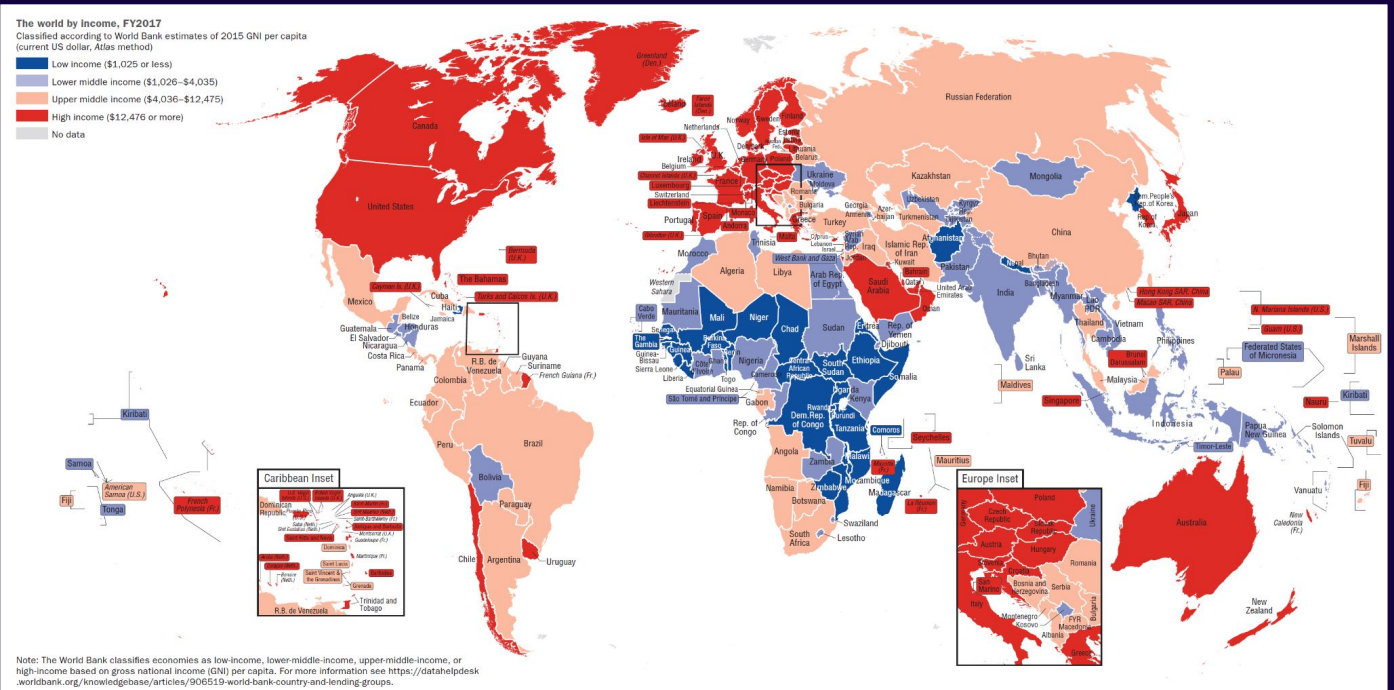
Decentralized platform to bring back the user's control over their data



LOW-RESOURCE ENVIRONMENTS

Environments that lack resources that we in Western countries view as commonplace

Is Solid applicable in low-resource environments?



What can be done to increase the accessibility of Solid in low-resource environments?

Goals	*Method*
What is the current state of Solid technology?	Quantitative research 3 Interviews 1 Survey
What are challenges for Solid in Low-Resource Environments?	3 Interviews 1 Presentation
Which devices are supported by Solid?	Lab experiments on Laptop, Mobile and Raspberry Pi

FIRST FINDINGS: CURRENT STATE OF SOLID

Early Development

Core Functions

Need for more Solid Applications

Low adoption of other applications

Notepod, Media Kraken

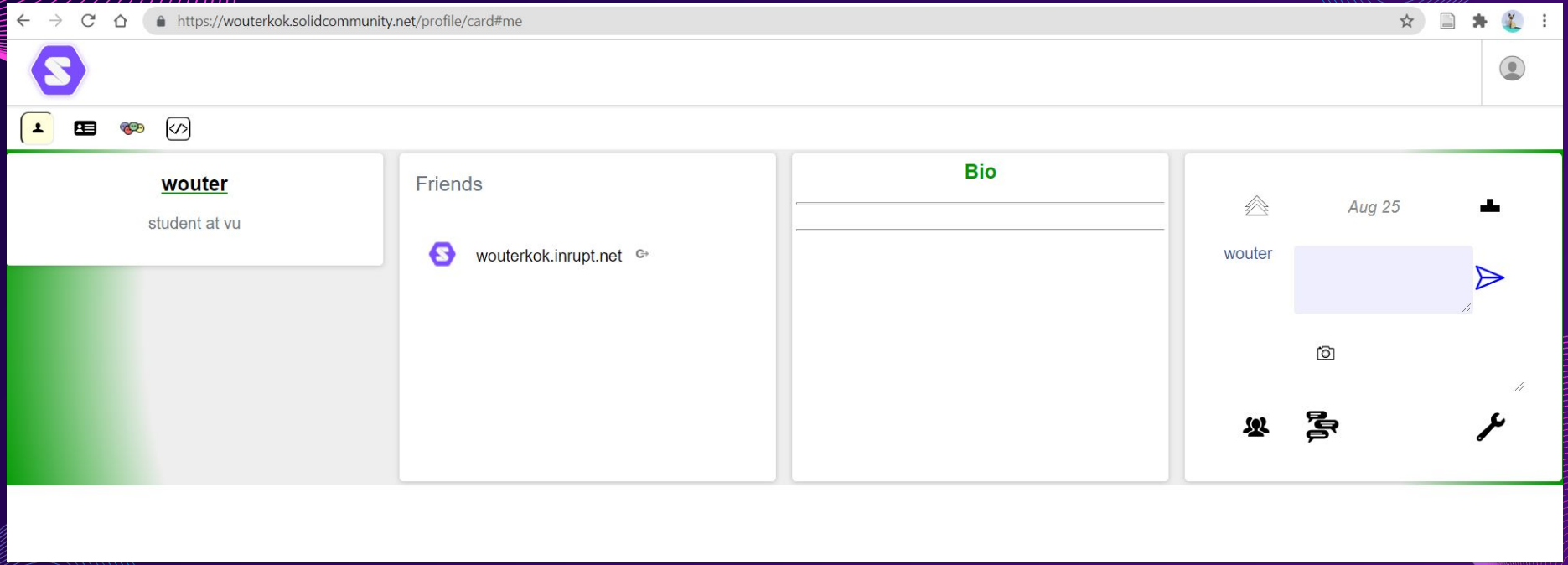
Not user-friendly

Too technical focused

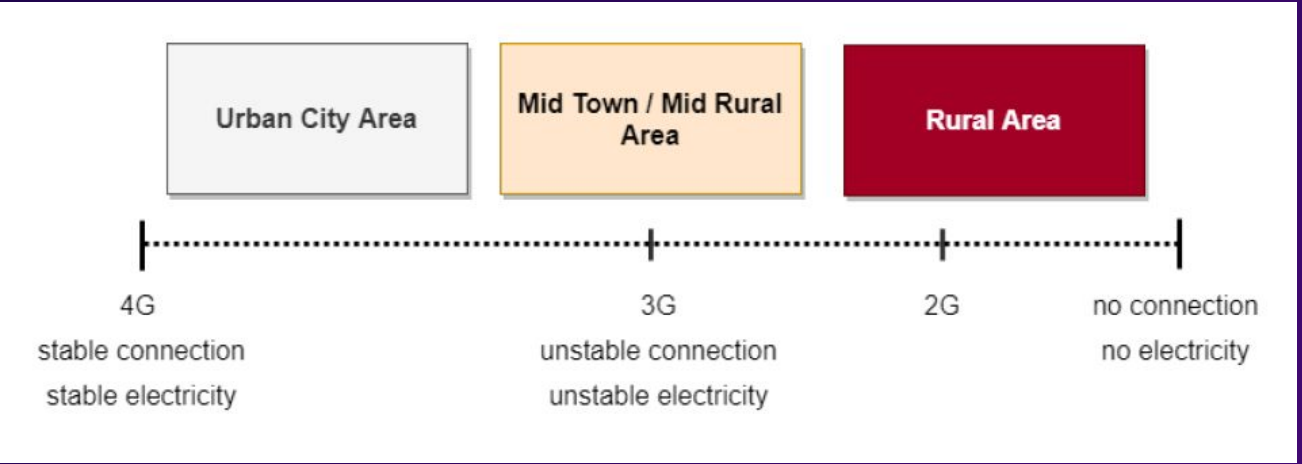
Unclear user-interface

Difficult developer experience

User interface of a Pod



FINDINGS: CHALLENGES IN LOW-RESOURCE ENVIRONMENTS



PC
Popular languages

Mobile
Rural languages

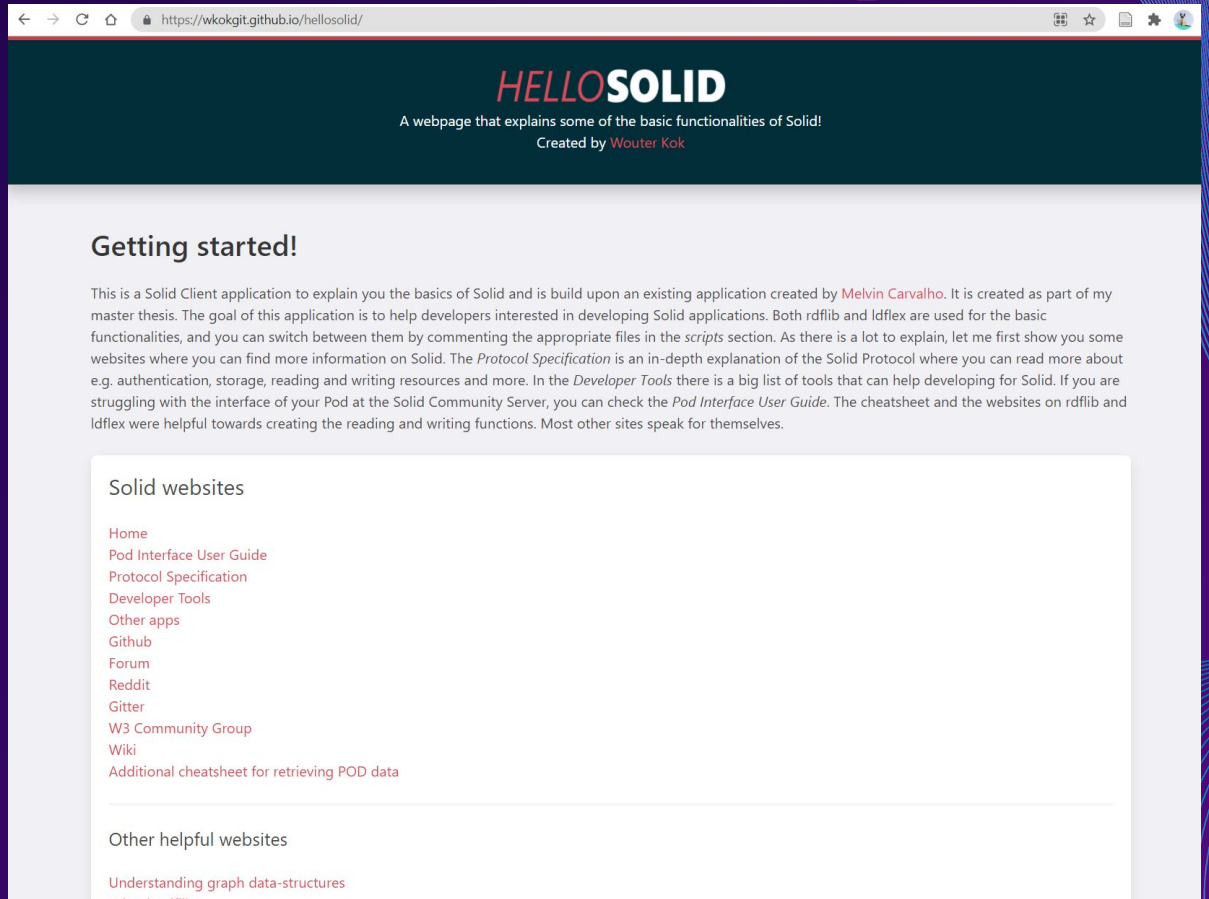
LAB EXPERIMENTS

PC

Mobile

Raspberry Pi

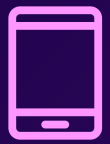
Solid Application for developers



Finally: Is Solid applicable in low-resource environments?

In its current state, Solid is not applicable in low-resource environments.

What can be done to increase the accessibility of Solid in low-resource environments?



Mobile Solid Pod Support

Offline-First Support

Multilingual Support

User-Friendly

Collaborations

Thanks for listening!

Do you have any questions?

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