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
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?

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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

Urban City Area
4G
stable connection
stable electricity

Mid Town / Mid Rural Area
3G
unstable connection
unstable electricity

Rural Area
2G
no connection
no electricity

PC
Popular languages

Mobile
Rural languages
LAB EXPERIMENTS

PC

Mobile

Raspberry Pi

Solid Application for developers

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Hello Solid

A webpage that explains some of the basic functionalities of Solid!

Created by Wouter Kok

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**Getting started!**

This is a Solid Client application to explain you the basics of Solid and is build upon an existing application created by Melvin Carvalho. It is created as part of my master thesis. The goal of this application is to help developers interested in developing Solid applications. Both rdflib and Idlex are used for the basic functionalities, and you can switch between them by commenting the appropriate files in the scripts section. As there is a lot to explain, let me first show you some websites where you can find more information on Solid. The Protocol Specification is an in-depth explanation of the Solid Protocol where you can read more about e.g., authentication, storage, reading and writing resources and more. In the Developer Tools there is a big list of tools that can help developing for Solid. If you are struggling with the interface of your Pod at the Solid Community Server, you can check the Pod Interface User Guide. The cheatsheet and the websites on rdflib and Idlex were helpful towards creating the reading and writing functions. Most other sites speak for themselves.

**Solid websites**

- Home
- Pod Interface User Guide
- Protocol Specification
- Developer Tools
- Other apps
- Github
- Forum
- Reddit
- Gitter
- W3 Community Group
- Wiki
- Additional cheatsheet for retrieving POD data

**Other helpful websites**

- Understanding graph data-structures
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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