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sleeping: This activity category can often be generated automatically from a calendar, local time information or biometric data.
spectator: The person is observing an event, such as a sports event.
steering: The person is controlling a vehicle, ship or plane.
travel: The person is on a business or personal trip, but not necessarily in-transit.
tv: The person is watching television.
unknown: The activity of the person is unknown. This element is generally not used together with other activities.
vacation: A period of time devoted to pleasure, rest, or relaxation.
working: The presentity is engaged in, typically paid, labor, as part of a profession or job.
worship: The presentity is participating in religious rites.

The <activities> element MAY be qualified with the 'from' and 'until' attributes as described in Section 3.1.

Example:

```
<activities>
  <note>Enjoying the morning paper</note>
  <vacation/>
  <breakfast/>
  <other>reading</other>
</activities>
```

3.3 Class Element

The <class> element describes the class of the service, device or person. Multiple elements can have the same class name within a presence document, but each person, service or device can only have one class label. The naming of classes is left to the presentity. The presentity can use this information to group similar services, devices or person elements or to convey information that the presence agent can use for filtering or authorization. This information is not generally presented to the watcher user interface.

The <class> element MUST NOT be qualified with the 'from' and 'until' attributes as described in Section 3.1.

3.4 Device Identifier

The <deviceID> element in the <tuple> element references the device that provides a particular service. The element is defined

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syntactically in the data model [14] schema. One service can be provided by multiple devices, so that each service tuple may contain zero or more <deviceID> elements. There is no significance in the order of these elements.

The <deviceID> element MUST NOT be qualified with the 'from' and 'until' attributes as described in Section 3.1.

3.5 Mood Element

The <mood> element describes the mood of the presentity. They are enumerated chosen by the presentity. The mood itself is provided as the element name of a defined child element of the <mood> element (e.g., <happy/>); one such child element is REQUIRED. The user MAY also specify a natural-language description of, or reason for, the mood in the <text> child of the <mood> element, which is OPTIONAL. (This definition follows the Jabber Extension JEP-107.) It is RECOMMENDED that an implementation support the mood values proposed in Jabber Extension JEP-0107, which in turn are a superset of the Wireless Village [16] mood values and the values enumerated in the Affective Knowledge Representation that has been defined by Lisetti [15]:

A mood enumeration consists of one or more elements using elements drawn from the list below, a string enclosed in the <other> element or IANA-registered values from other namespaces (Section 7).

The <activities> element MAY be qualified with the 'from' and 'until' attributes as described in Section 3.1.

- afraid
- amazed
- angry
- annoyed
- anxious
- ashamed
- bored
- brave
- calm
- cold
- confused
- contented
- cranky
- curious
- depressed
- disappointed
- disgusted

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distracted
embarrassed
excited
flirtatious
frustrated
grumpy
guilty
happy
hot
humbled
humiliated
hungry
hurt
impressed
in_awe
in_love
indignant
interested
invincible
jealous
lonely
mean
moody
nervous
neutral
offended
other
playful
proud
relieved
remorseful
restless
sad
sarcastic
serious
shocked
shy
sick
sleepy
stressed
surprised
thirsty
unknown
worried

Example:

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```
<mood>
  <note>I'm ready for the bar BOF!</note>
  <sleepy/>
  <thirsty/>
</mood>
```

3.6 Place-is Element

The <place-is> element describes properties of the place the person is currently at. This offers the watcher an indication what kind of communication is likely to be successful. Each major media type has its own set of attributes. Omitting the element indicates that the property is unknown.

For audio, we define the following attributes:

noisy: The person is in a place with a level of background noise that makes audio communications difficult.

ok: The environmental conditions are suitable for audio communications.

quiet: The person is in a place such as a library, restaurant, place-of-worship, or theater that discourages noise, conversation and other distractions.

unknown: The place attributes for audio are unknown.

For video, we define the following attributes:

toobright: The person is in a bright place, sufficient for good rendering on video.

ok: The environmental conditions are suitable for video.

dark: The person is in a dark place, and thus the camera may not be able to capture a good image.

unknown: The place attributes for video are unknown.

For text, we define the following attributes:

uncomfortable: Typing or other text entry is uncomfortable.

inappropriate: Typing or other text entry is inappropriate, e.g., since the user is in a vehicle or house of worship.

ok: The environmental conditions are suitable for text-based communications.

unknown: The place attributes for text are unknown.

This list can be augmented by free-text values in a note or additional IANA-registered values (Section 7).

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The <place-is> element contains other elements, e.g.,

```
<place-is>
  <audio>
    <noisy />
  </audio>
  <video>
    <dark />
  </video>
</place-is>
```

The <place-is> element MAY be qualified with the 'from' and 'until' attributes as described in Section 3.1.

3.7 Place-type Element

The <place-type> element describes the type of place the person is currently at. This offers the watcher an indication what kind of communication is likely to be appropriate. We define an initial set of values below:

aircraft: The person is traveling in a plane, helicopter or balloon.
airport: The person is located in an airport, heliport or similar location.
arena: The person is in an enclosed area used for sports events.
automobile: The person is in a self-propelled passenger vehicle.
bank: The person is in a business establishment in which money is kept for saving or commercial purposes or is invested, supplied for loans, or exchanged.
bar: The person is in a bar or saloon.
bus: The person is traveling in a public or charter bus.
bus-station: The person is in a terminal that serves bus passengers; bus depot or bus terminal.
cafe: The person is in a cafe or coffeeshop.
classroom: The person is in an academic classroom or lecture hall.
club: The person is in a dance club or discotheque.
construction: The person is on a construction site.
convention-center: The person is in a convention center.
cycle: The person is riding a bicycle, motorcycle or similar vehicle.
government-building: The person is in a government building, such as those used by the legislative, executive, or judicial branches of governments, including court houses, police stations and military installations.

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