Interactive Multi-media systems

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What kind of IMMs will we construct 5-10 years from now?

- Immersive in controlled environments
- Entertainment, art, and health (e.g. museum, exhibitions, ...)
- Reducing phenomenon to match technology
- Embedded “intelligence”
What kind of IMMs will we construct in 20-50 years?

• Integrated in the real-world and common in life
• Uncontrolled environments
• Generic problem of complexity
• Less “intelligent” due to scale up?
What are the key enabling technologies?

- Wireless (from WAN to PAN)
- Positioning systems (Satellite, radio and human-based, CCTV)
- Identifiers (RFID)
- Sensors
- IPv6
- How and where is done the processing?
What are the key enabling concepts?

- Mobility and space
- Context-awareness
- Subtle (≠ intelligent)
- User appropriation and control (e.g. opting out)
- Seamless-seamful
- Implicit-explicit
- Interconnected objects
• Pervasive game
• Bridging the physical and digital
• Collaborative hunt
• Objects reaching first-class citizenship
• Entering our physical and digital worlds as a crowd, not individuals
• Pre-historical Spimes (Bruce Sterling)