

Robots and Avatars Forum

Hosted by body>data>space at NESTA

November 2009

Report by Ricky Compton (Harris Federation)

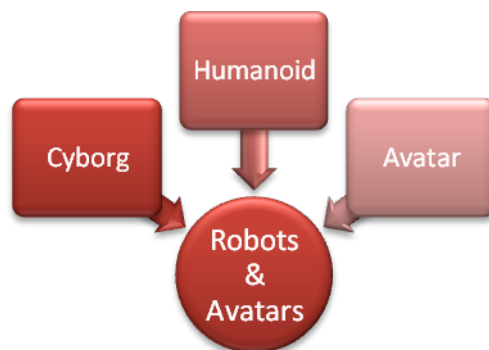
Introduction

- Participating effectively in a changing world.
- Weaving the human body into the digital domain
- 'The Multi Self'
 - Telematics / Generative / Real Time.
 - Wearables.
 - Expanded worlds.

Telematics and Networks

- Telematics
 - Full bodied online connectivity
 - Telepresence
 - Navigation / orientation
 - Virtual intimacy
 - Tele intuition
 - Bridging distances. (geographical and cultural)
 - Cultural understanding.
 - Sharing of skills and knowledge.
 - Creative environments.
 - Local to Local appreciation.
 - Networks
 - Natural and emergent.
 - Individual clarity.
 - Effective collection of systems.
 - 'I/We' Syndrome.
 - Shallow collaborations and credits.
 - Changing working conditions of the 21st century.
- Interauthorship – value of collective connectivity processes.

Robots



Imagining Work in 2020 – Pear [Apple Inc.]

- Inner Space Center – Dr Robert Ballard, Rhode Island.
- HiPer Wall – University of California, Irvine

- Teikyo University Chiba Medical Center
- Innovation – iPhone
 - Medical records.
 - Waveform data.
 - E.g. Heartbeat monitoring.

Working in 2009

- Digital lifestyle / paperless.
- Laptops and smartphones.
- Networking.
- Ethernet, WiFi and Bluetooth.
- Office / Home / Anywhere.
- 40 – 60 hour weeks.

Working in 2020 – A Prediction

- Intelligent avatars.
- Tribalized enterprise avatars.
- Language of the business avatar.
- Virtual products.
- Virtual marketing.
- Avatars as independent contractors. (Trust?)
- Robotizing office tasks.

Skills crucial to the future

- Mobility mastering – Laptops, smartphones, PDAs etc.
- Virtual collaboration.
- Online systems.
- Visual thinking
- Credibility – scepticism and trust.
- Virtual identity creation
- Team building – humans, robots and avatars.

Adopting Avatars and Robots

- Familiar techniques.
 - MP3s, mobiles, CPUs.
- Applications.
 - Digital distribution.

Ignite Fusions

Avatar:

- Representation.
- Embodiment.
- Intelligence.
- Web knowledge.

- Learning.

Interesting Figures

- **200 million** Facebook profiles established as of 8th April 09
- **53,248,312** users of FarmVille on Facebook.
- **3.4 billion** tweets on Twitter published between April – October.
- **1.4 million** students claim to operate their own web page(s).
- **72%** of teachers claim never to have played a videogame.

Five Rs of Creativity

- **Resilience**
- **Resourcefulness**
- **Relationships**
- **Reflection**
- **Risk**

Centre des Arts

- 'To Infinity and Beyond'
 - Humanised robots.
 - Movements and appearances.
- Stelarc – Body Mechanics
 - Human-machine interaction.
 - "The body is obsolete".

Derek Richards – Hi8us

- Avatars from traditional representations.
- The fifth quartile (virtual space).
- 'L8R' – Teen drama
 - Challenging / exploring issues and representations.
 - School used.
- The 'real self'
 - Can identity be defined?

Kinura

- Webstreaming of live events
- 'Power to the Pixel'
- Streaming of theatre performances to cinemas – live.

Defining an Avatar

- Avatar – graphical representation of a person in a virtual world.
 - Blur between the definition and perception of an avatar.
 - Eastern and Western views on avatars differ.

- Avatars as assistants.
 - Patterns of responsibility
 - Removing from society more than it's giving?
 - Intergeneration.
 - Social and Political implications.
- Changes in the future
 - Structural flexibility
 - Education.
 - Medicine.
 - **Imagination.**
 - Future on the edge of the present.

Robots and Avatars Statistics

- **6 million** labour robots active across the world.
 - Used in elder care and some nursery care.
- **12,000** robots are being used in Afghanistan / Iraq.
- **40** US companies claim to be developing 'auto-killing' robots.
 - Artificial Intelligence is **not** developing with any significant progression.