



CS-525H:
Immersive HCI

Interfaces from SciFi

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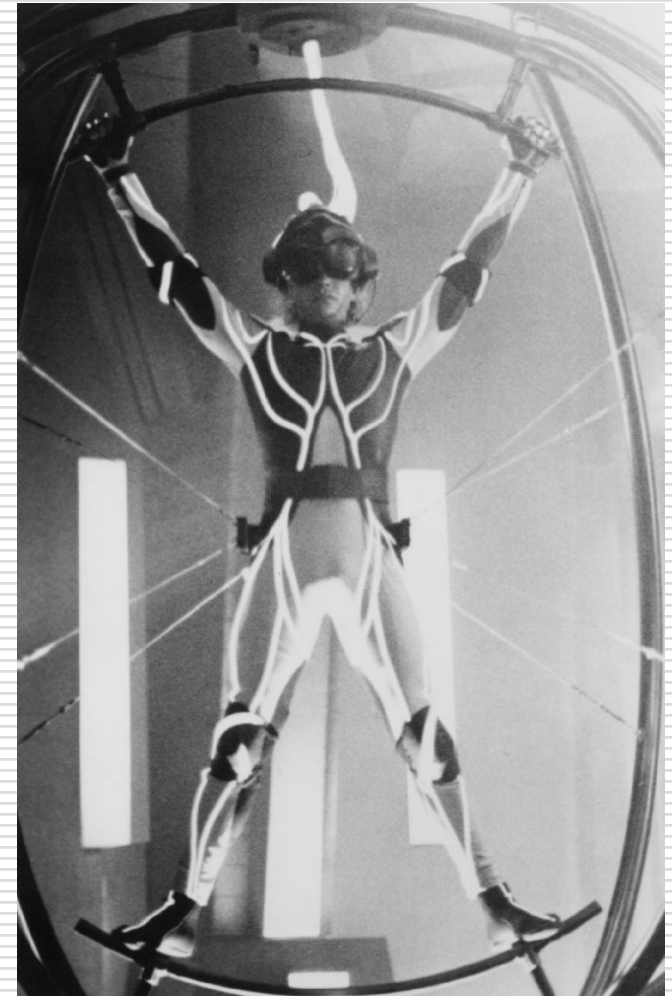
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Motivation

- "Any sufficiently advanced technology is indistinguishable from magic."
 - Arthur C. Clarke, "Profiles of The Future", 1961 (Clarke's third law)
 - English physicist & science fiction author (1917 -)
- Movies (and games) show us aspects of the future
 - None of them can predict the future
 - Most of them can predict *something* about the future
- The fun part is thinking about which parts are which

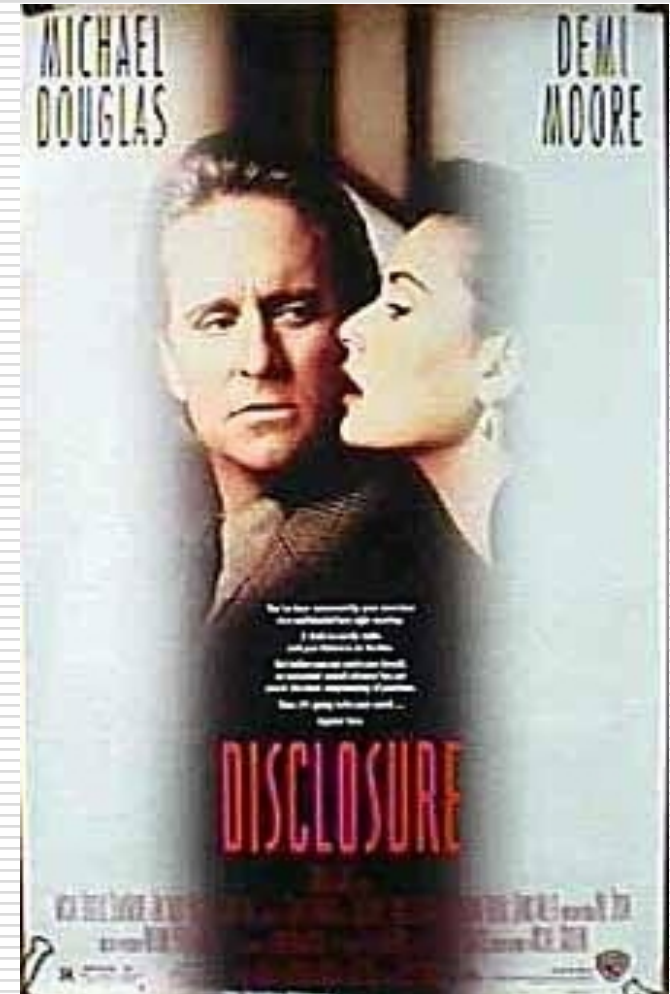
Some Interfaces from Movies

- The Lawnmower Man (1992)
 - Showed us existing hardware, with some future software



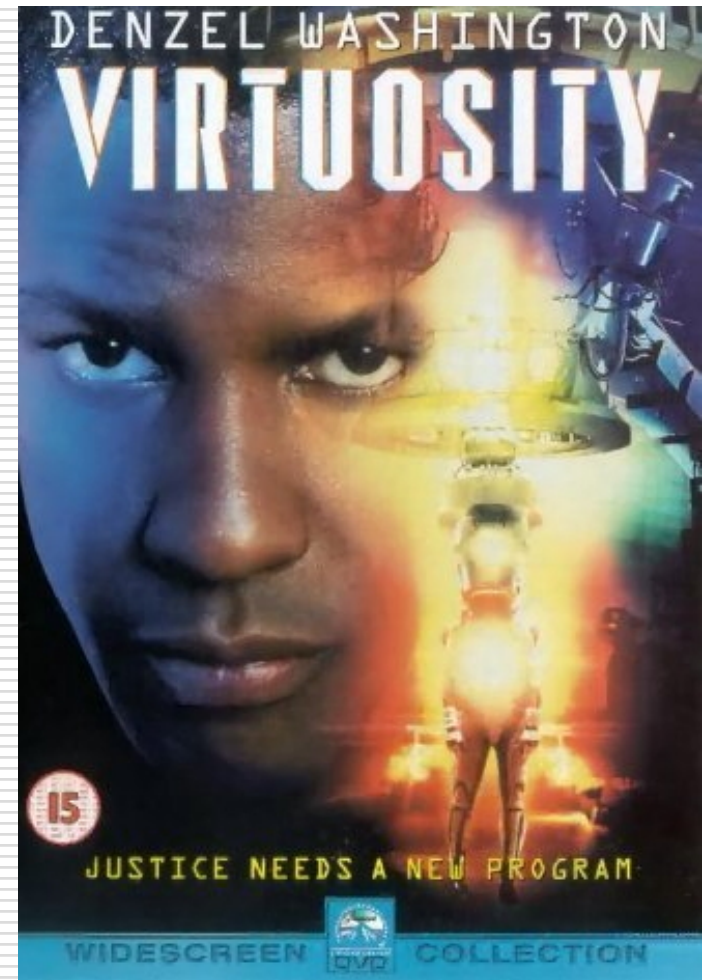
Some Interfaces from Movies

- ❑ Disclosure (1994)
 - 3D file systems
 - (show VHS)



Some Interfaces from Movies

- Virtuosity (1995)
 - Possible interface
 - (saw clip)



Some Interfaces from Movies

- ❑ eXistenZ (1999)
 - Future gaming interface
 - (show DVD)



Some Interfaces from Movies

- The Matrix (1999)
 - Possible distant future
 - (show DVD)



Some Interfaces from Movies

- ❑ Minority Report (2002)
 - Future hardware
 - (play DVD)



Some Interfaces from Movies

- Avatar (2009)
 - Holgrams, neuro-interfaces (show clips)



Some Interfaces from Movies

- ❑ Iron Man 2 (2010)
 - Imaging in the air
 - Gesturing in the air
 - Anywhere?
 - (show clips)



Some Interfaces from Movies

□ Others?