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IMGD 5100:  
Immersive HCI

Interfaces from SciFi

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# Motivation

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- "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

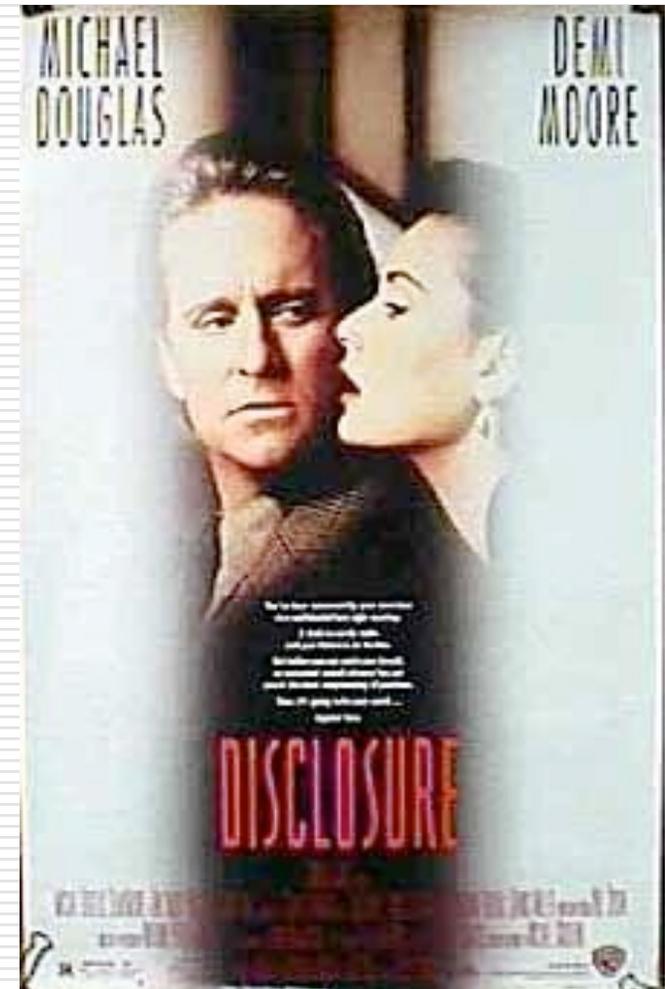
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- The Lawnmower Man (1992)
  - Showed us existing hardware, with some future software



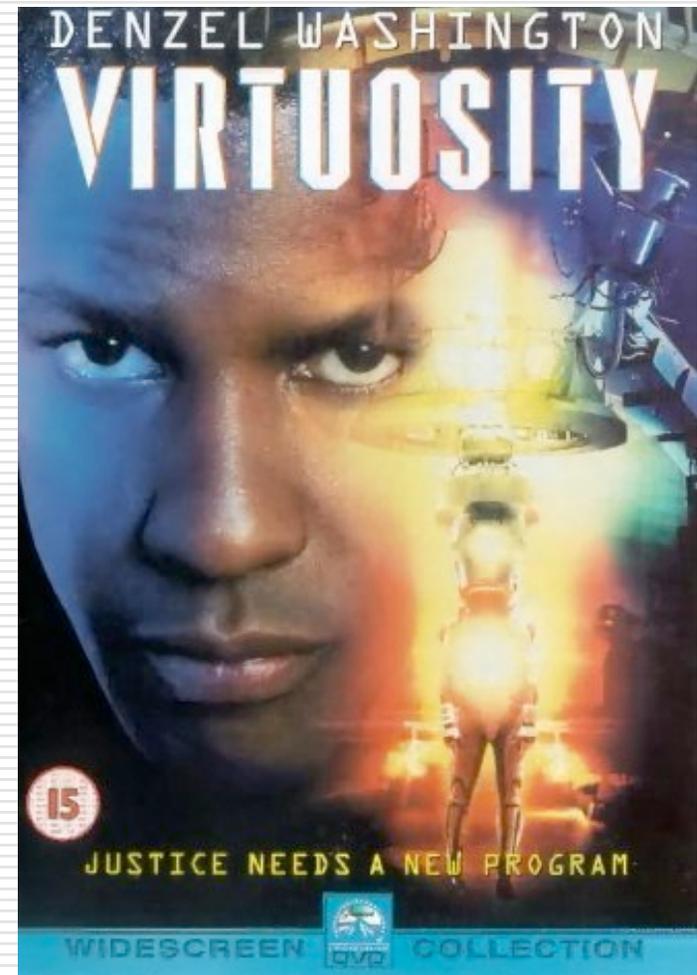
# Some Interfaces from Movies

- Disclosure (1994)
  - 3D file systems
  - (show clip)



# Some Interfaces from Movies

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



# Some Interfaces from Movies

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



# Some Interfaces from Movies

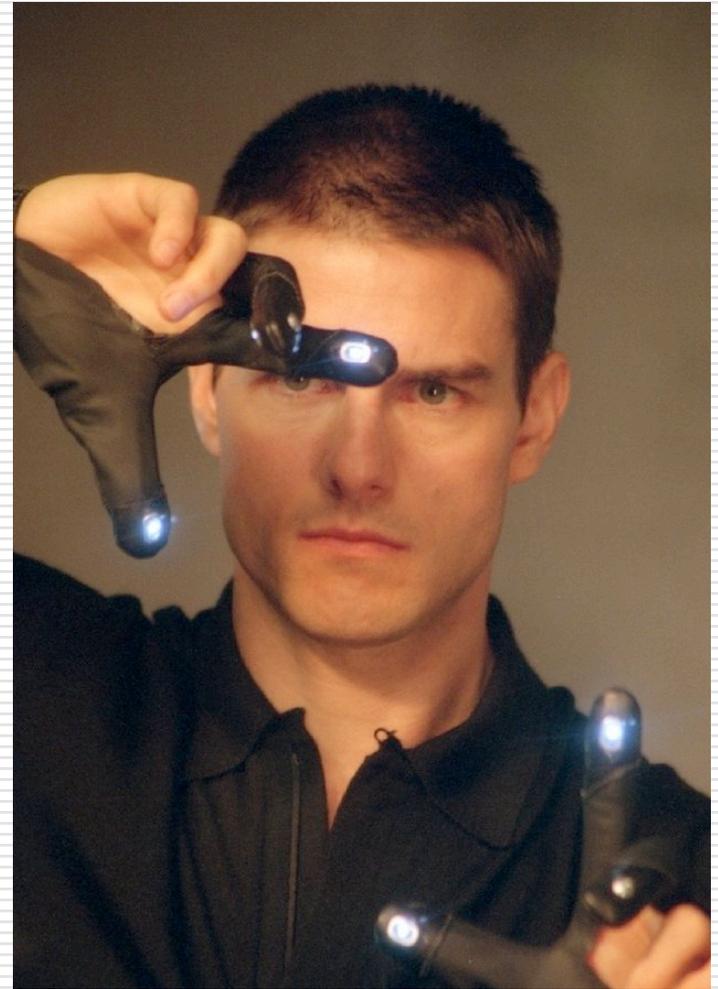
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- The Matrix (1999)
  - Possible distant future
  - (show DVD)



# Some Interfaces from Movies

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



# Some Interfaces from Movies

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



# Some Interfaces from Movies

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



# Some Interfaces from Movies

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□ Others?