

# Ubicity, 2020 Exercise

- Date: August 8<sup>th</sup> 2020
- Place: Ubicity, Earth
  - Office, Home, School, Museum, Shopping
- Activity: Digital Future
- People: You, 18 years in the future
- How: You Tell me!

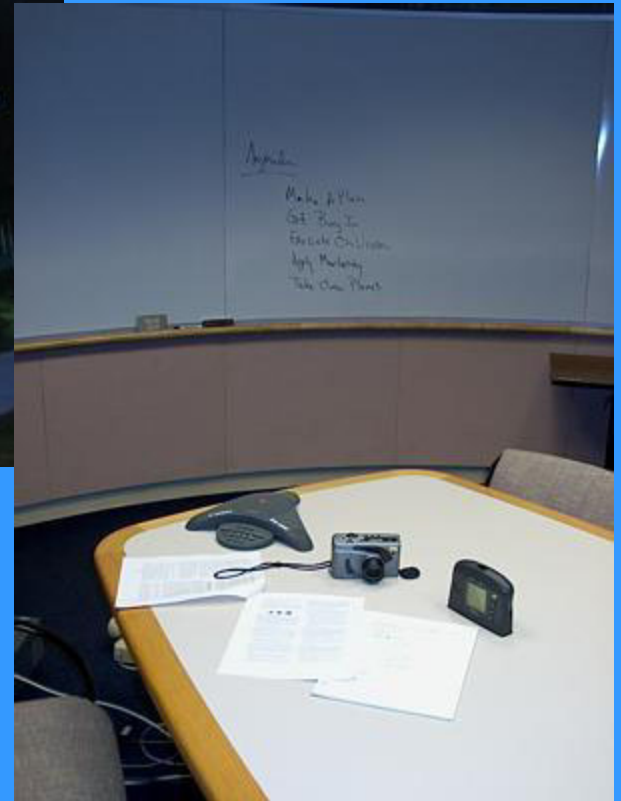
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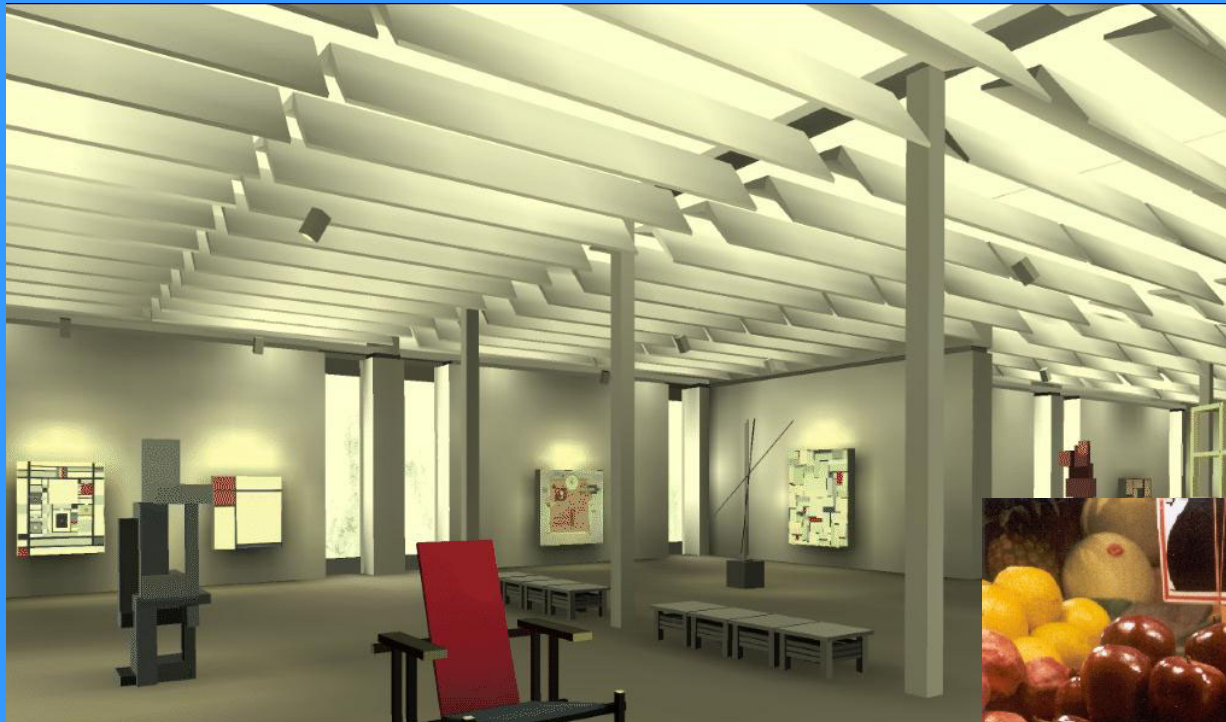
- Divide Into 5 teams
- Venues: One Per Team
  - Office, Home, School, Museum, Shopping
- Digital Appliances
  - Pictures of today's appliances for each team
  - You assign properties to appliances
    - Need not have any relation to current properties.
    - Can adjust size, etc. subject to physics and usability.
    - Some are portable, some are fixed, some can be embedded.



Home

Office





Museum

Shopping



Photograph by: Tami McDonald



School



# Mobile Digital Appliances



www.ps2fantasy.com



# Fixed Digital Appliances

# Ubicity 2020 Rules

- Any reasonable extrapolation of technology
  - E.g Moore's Law: 4000x, 6G Cellphones,...
- No Laws of Physics Disobeyed.
  - Incl. Batteries, radio range.
- No Miracles, no breakthroughs
  - E.G. No Star Trek Computers

# Ubicity 2020 Procedure

- Design Future Technologies
  - Useful and Usable in your venue.
- Record Specifications on Each Appliance.
  - Be Precise (eg 10GB, not “gobs of memory”)
  - Consider tradeoffs (screen size vs usability).
- Describe a scenario to illustrate the technologies

# Ubicity 2020 Discussion

- Discuss What Makes Ubicity 2020 Different?
  - Physical-virtual integration?
  - Spontaneous, Ubiquitous Communications?
- Now exchange scenarios
  - But do not change appliances.
  - General Purpose vs Special Purpose?
  - “my machine” vs environmental computers



# Ubicity 2020 Goal: Ubi-think:

- What happens when computers are “free”?
- Where is all the software
  - and how does it get there?
- Who is in charge, you or the environment?
  - And how is it decided?
- How do you and I interact
  - vs you and my computer?
- Is this Research?