Ubicity, 2020 Exercise

• Date: August 8\textsuperscript{th} 2020
• Place: Ubicity, Earth
  – Office, Home, School, Museum, Shopping
• Activity: Digital Future
• People: You, 18 years in the future
• How: You Tell me!
Ubicity, 2020 Exercise

• 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.
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?