VR as a Medium in the Age of the 4'th Industrial Revolution

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Defense Technology





VR

Agency for Defense Development (Korea)

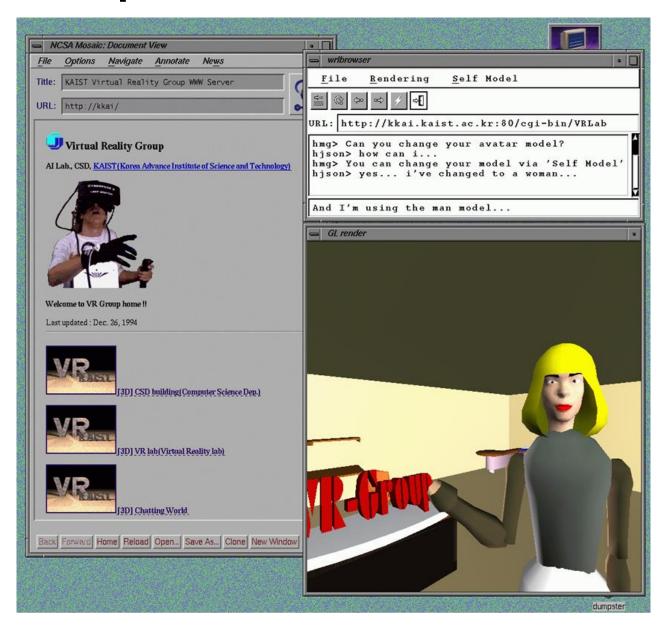
UWisconsin, UMaryland Harvard U, UPenn (USA) KAIST (Korea)

AI: Computational Studies on Intelligence

VR: Computational Studies on Reality

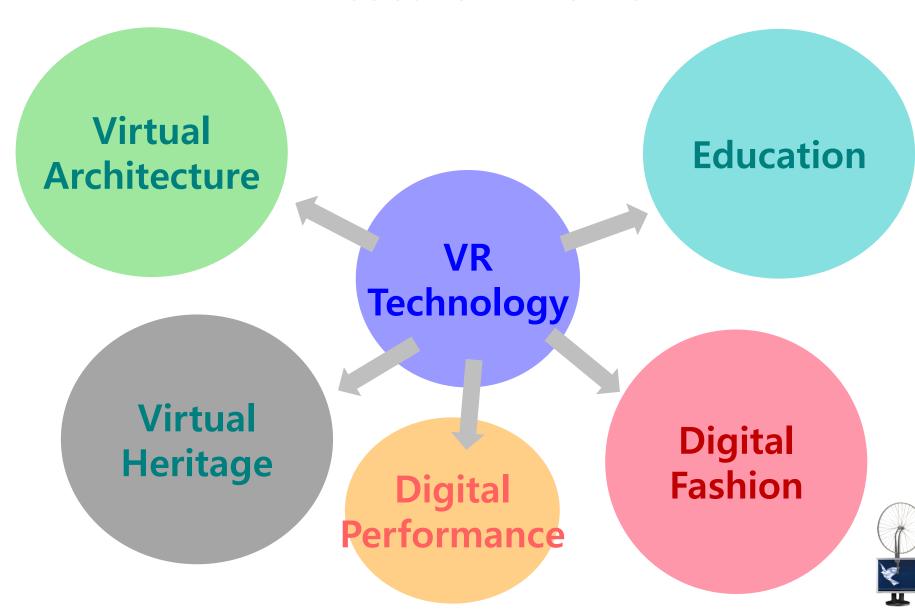


Landscape: 3D Web Browser (1994)





Research Theme



Class meets at Second Life (2007~2008)





VR as the Medium



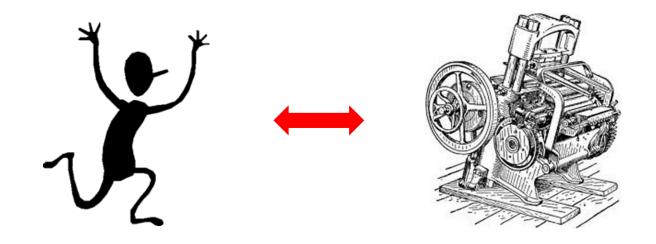
The 4'th industrial revolution, is it for real?



Klaus Schwab @ Dabos Forum, 2016



Human-Machine Interaction:



Tools \rightarrow Machines \rightarrow Environment ... \rightarrow ... Cybernetics ... \rightarrow ... Symbiosis



Energy Infrastructure



Animals ... \rightarrow Fossil ... \rightarrow ... Electricity ... \rightarrow ... Nuclear \rightarrow Re-usable \rightarrow Fusion



Socio-Cultural Geitgeist









Classical Realism → ... Romanticism → ... Modernism → Post-Modernism → ... ?



Public Media





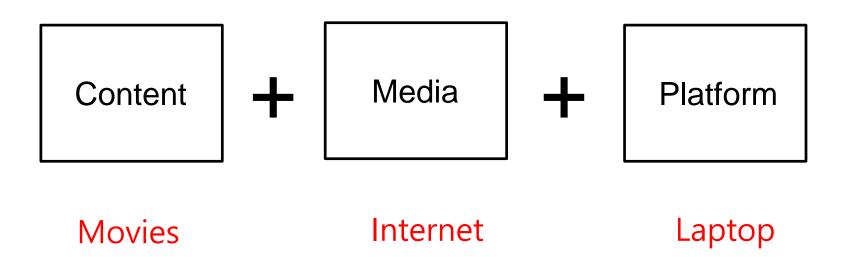




Printed Matter → Electro-Optical → Digital → VR-AR-MR (?)

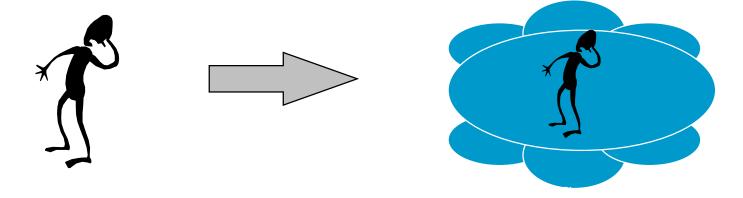


Mediated Experiences.



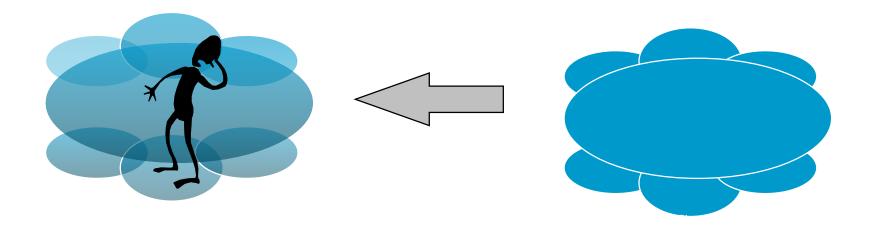


VR



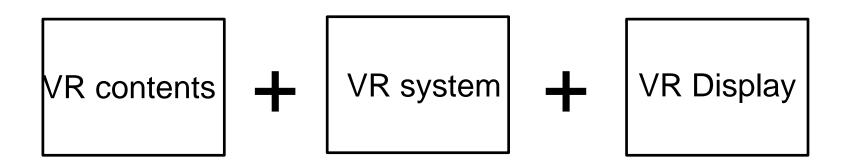


AR



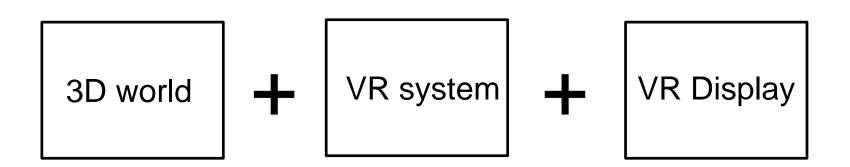


VR, Un-mediated Medium



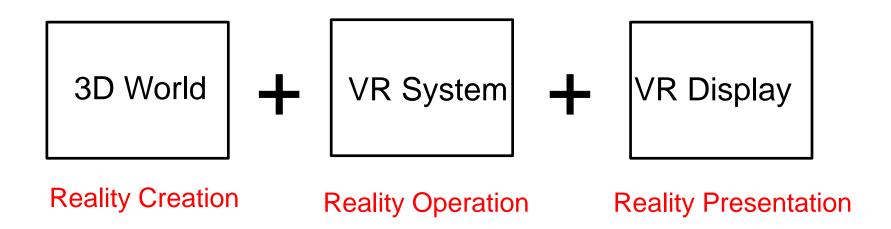


VR, Un-mediated Medium





VR, Un-mediated Medium



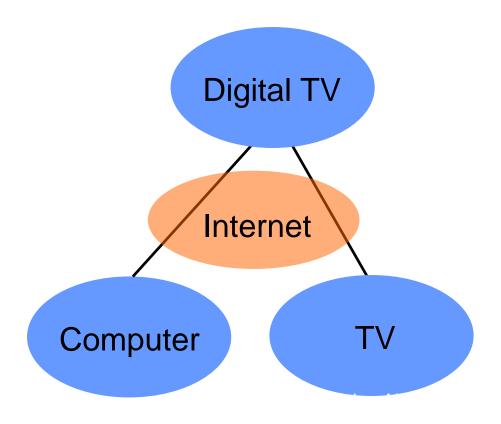


Evolution Television

- Tele-Vision → Tele-Presence
- Box → Window → Wall → Portal
- Single-Func. → Multi-Func. → Universal Func.
- Uni-Directional → Bi-Directional → Multi-directional
- Fovea → Peripheral → Environmental

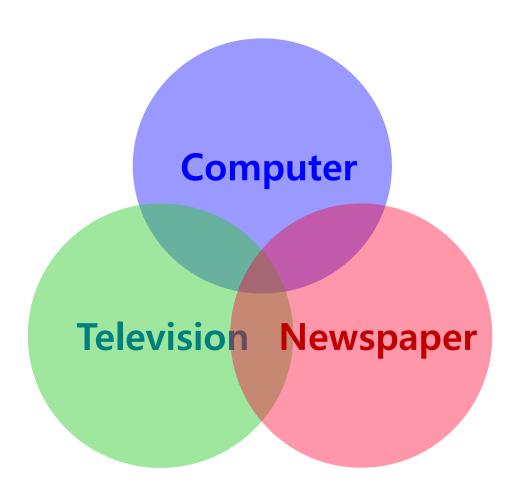


Home-based Hybrid Media

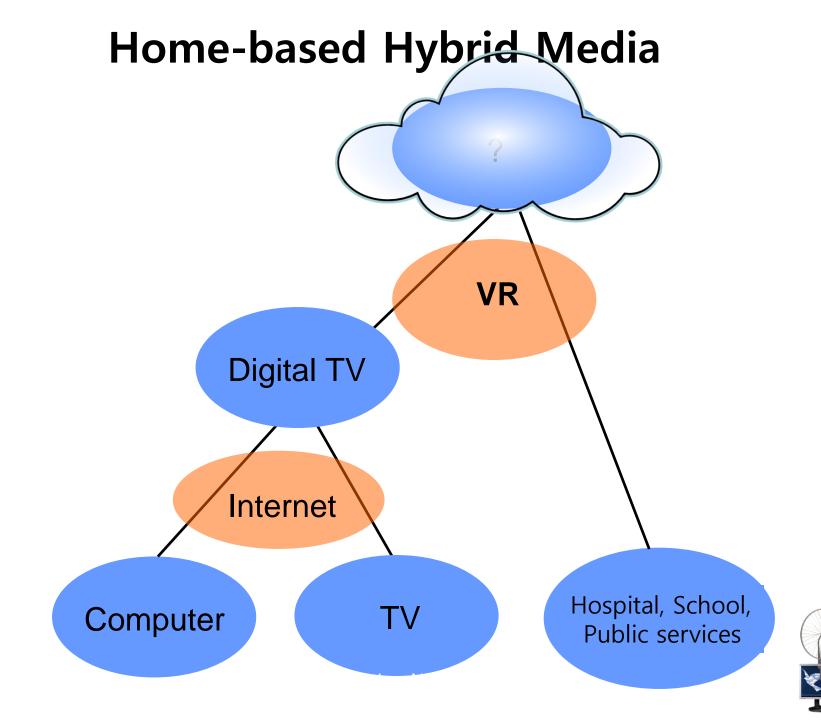


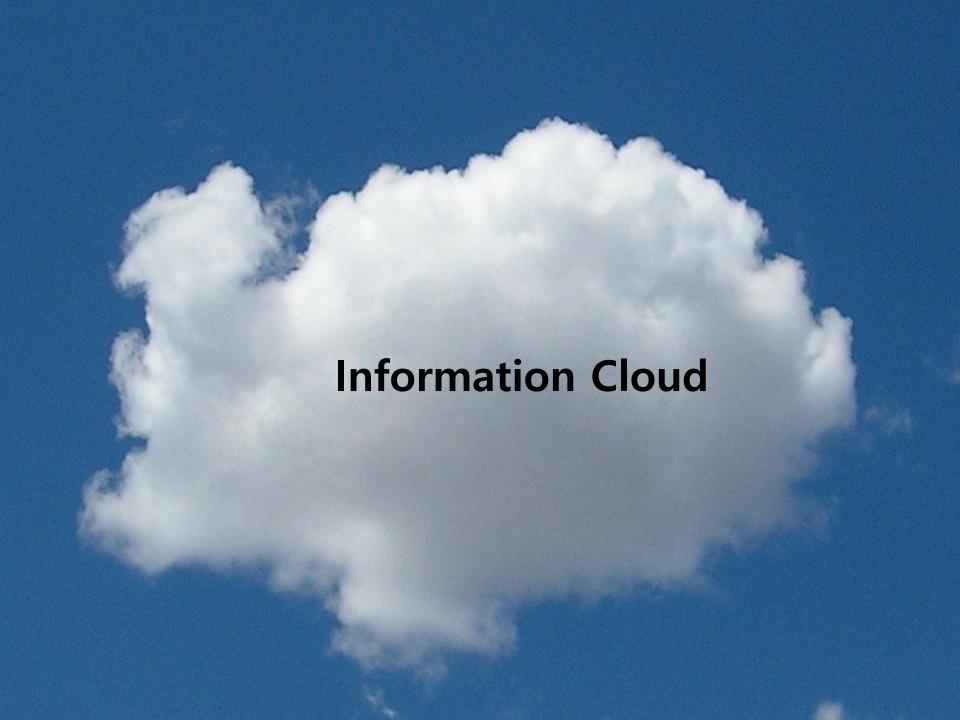


"Media of the Future" Nicholas Negroponte (~1985)

























"The medium is the message."

- Marshall McLuhan -

"The medium is the life."

