

BEGINNING

Striking the balance between conceptual and blue sky and what this means for young people now.

Where we are today in relation to the visions for an environment for the future.

Trying to work towards a viable and relevant knowledge base for future skills.

How can we think creatively about the future?

Looking towards open source, creative commons and open innovation

A movement from experts having to make avatars to everyone being able to make their own avatars.

How will the 8 years old of today work and play in 20 years time? And what will the working day feel like and be?

Telematics – moving out from telepresence only being a business conference environment. Developing skills for communicating in this way.

Multi Identity is important to acknowledge because networks are reliant on people. So, it is important to acknowledge the ‘we’ – but also finding ways to acknowledge the ‘I’ within this. Robots and Avatars can extend this – because of the multi identity nature of these new forms.

I am another yourself – Mayan Saying

“Everybody is somebody’s other” – a recognition of the other.

“Always on Generation”

AVATARS IN ENTERPRISE

Opportunities for collaborating with intelligent avatars. What are the next set of questions we need to ask to create these scenarios?

Tribalizing enterprise avatars – in the future we are going to have to come together as enterprises more in order to leverage each other.

What are the prototypical steps to integrate avatars into the work place?

Avatars as independent contractors – how might avatars be put to work?

Robot-ising office tasks – having a robot to do some of the things someone does not want to do?

Jobs of the future might be: Mobility Master, Virtual Collaborator, Virtual Identity Creator

CREDIBILITY AND TRUST

Who is behind the avatars?

How to make avatars trustworthy?

What about empowering randomness and chaos, to mirror a genuine human experience, as opposed to predictability in relation to designing avatars and robots.

How do you make the leap from the current technology to the vision of sitting round a table and having meetings with avatars?

There is no intelligence behind avatars – they have no agency in and of themselves. We control them – so the same rules apply.

AVATARS AND IDENTITY

“What does creating Avatars really mean?” We have plenty of experience of various forms of representations of identity and cited the example of African Dogon Masks and rituals which have been around for thousands of years, and which played a very similar social function then as they do now. To participate you need to make a representation of yourself.

Because the web is a place where there are ‘no boundaries’ – sometimes the person you portray on line is ‘more you’. You don’t get judged by your age, your gender or your race online .

There is no core self to fall back to – simultaneously thrilling and terrifying!

Identity is not a fixed entity – it is always about transformation. But in virtual and digital space, this also applies to transformations of all the elements surrounding identity, in particular power dynamics.

SOME QUESTIONS AND THOUGHTS

Who has the power over technology?

How do we instil different patterns of responsibility in new digital spaces?

How are we “becoming” in digital spaces?

How can we harness intergenerational skills into real collaboration?

How do you look a robot in the eye?

What are the limitations of connectivity?

What are the different traditions when thinking about avatars – east/west?

The community building potential of social networking – moving beyond social networking for it's own sake.

Innovative thinking around robots and avatars necessitates an embracing of change.

When people really need to use new technologies - then change happens.

ROBOTICS

Blending of robots and avatars. Though – perhaps we should throw the definitions away – and start doing the work.

Robotics is moving at an incredible pace.

1.2million industrial robots.

Been around since 1950’s.

Service robots (started in 2000) – 6million across the planet. World Robotics Report reckons there will be 17million by 2011.

The problem of having relationships with robots – ultimately there is no-one behind the robots.

AI – not advancing as much as people might think – it's just creating an illusion that there is someone in there. It's juts sophisticated programming. So if you develop a relationship with a robot – and then it breaks – you find out that there is nothing actually there.