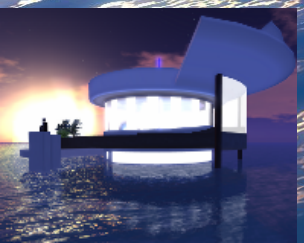
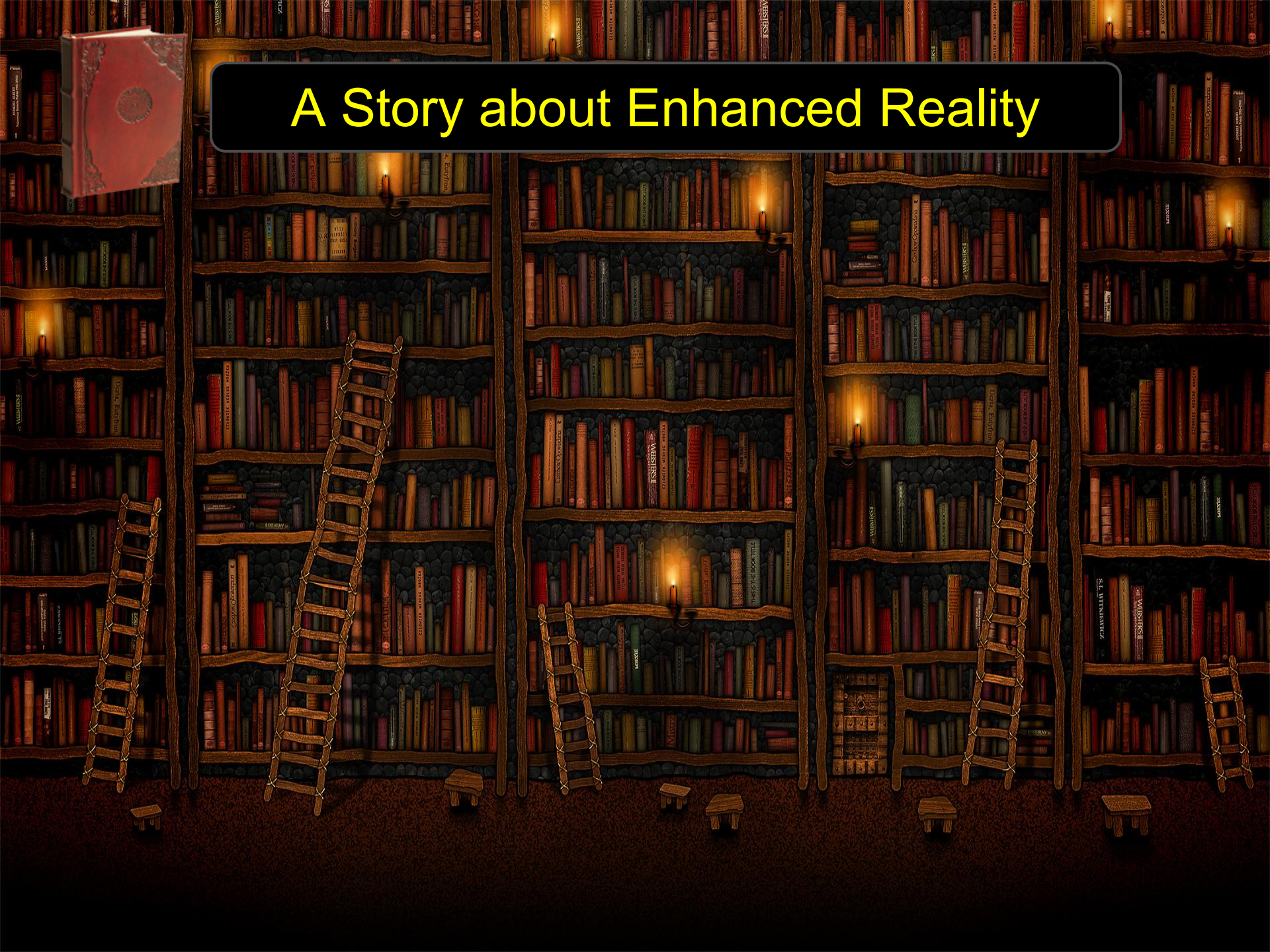
The Art of Enhanced Reality



The Science Circle
Presentation in Second Life
October 26, 2014

John Lester
about.me/pathfinder
Chief Learning Officer
ReactionGrid

A Story about Enhanced Reality
Orchid Jameson (Imprudence)
look up!
it's beautifull
set your time to midnight!
Mimetic.Core
@jokaydia.metaverseworlds.co
m:8002
Pim.Peccable
@jokaydia.metaverseworlds.co
m:8002 (Imprudence)


A Story about Enhanced Reality

A Story about Enhanced Reality

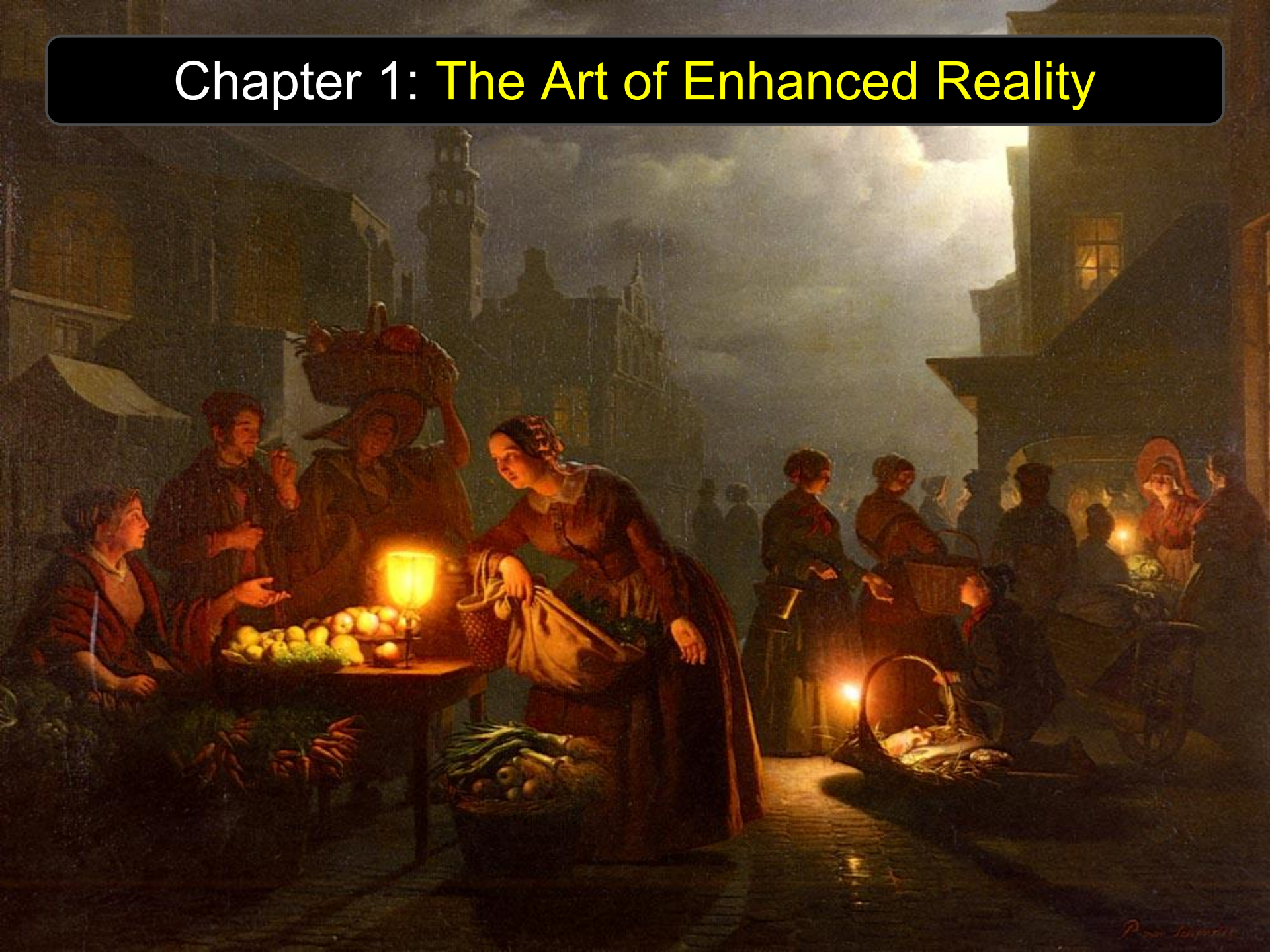
1) Discovering the Art of Enhanced Reality

2) The Promise and Peril of being Bound by our Biology

3) The Beauty of When Enhanced Reality Works

4) Horizons of Virtual and Augmented Reality

Chapter 1: The Art of Enhanced Reality



Chapter 1: The Art of Enhanced Reality

Enhanced = to raise to a higher degree

"Candlelight enhanced the beauty of the market."

Reality = our mind perceiving and interacting with the world

sense + action

Chapter 1: The Art of Enhanced Reality

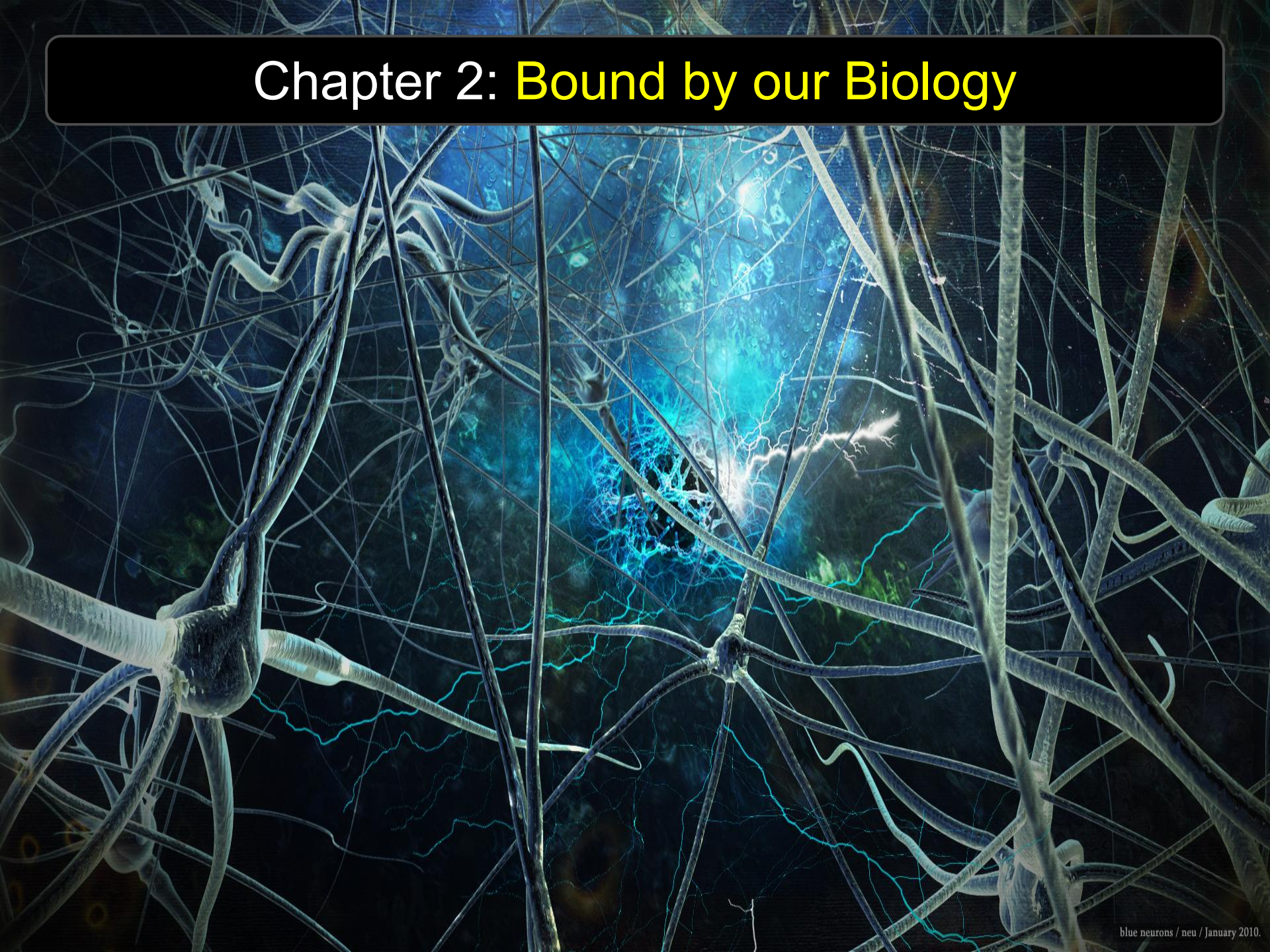
Enhanced Reality is the augmentation of our mind's ability to communicate and share knowledge through the complementary use of different tools.

These tools include media, language, the web, networked mobile devices, and virtual / augmented / immersive reality.

The Art of Enhanced Reality is achieved when we successfully use tools that leverage our biology's strengths while minding our biology's weaknesses.

Eventually we succeed at combining the fascinating with the familiar to create powerful learning experiences.

Chapter 2: Bound by our Biology

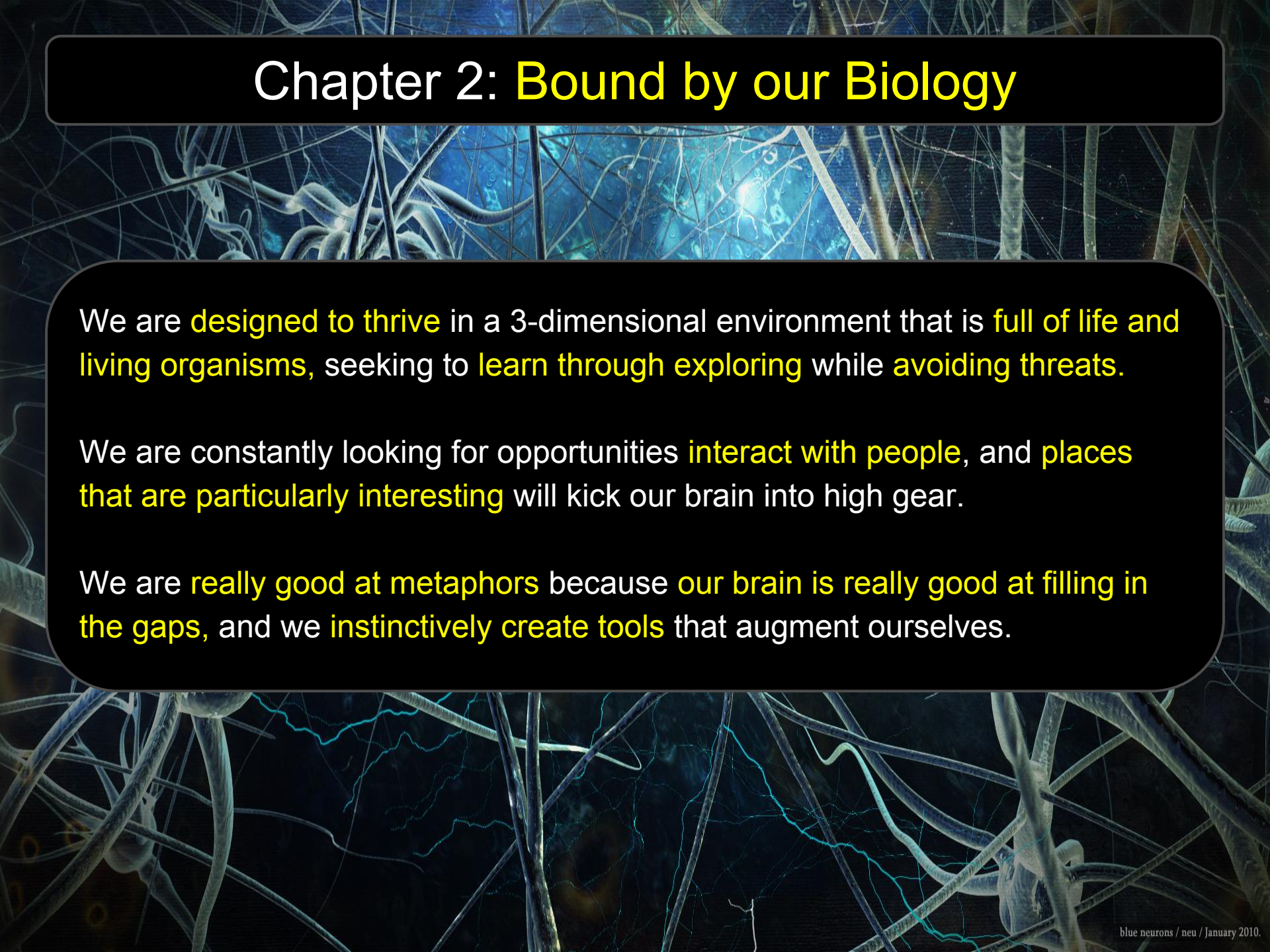


Chapter 2: Bound by our Biology

We are designed to thrive in a 3-dimensional environment that is full of life and living organisms, seeking to learn through exploring while avoiding threats.

We are constantly looking for opportunities interact with people, and places that are particularly interesting will kick our brain into high gear.

We are really good at metaphors because our brain is really good at filling in the gaps, and we instinctively create tools that augment ourselves.



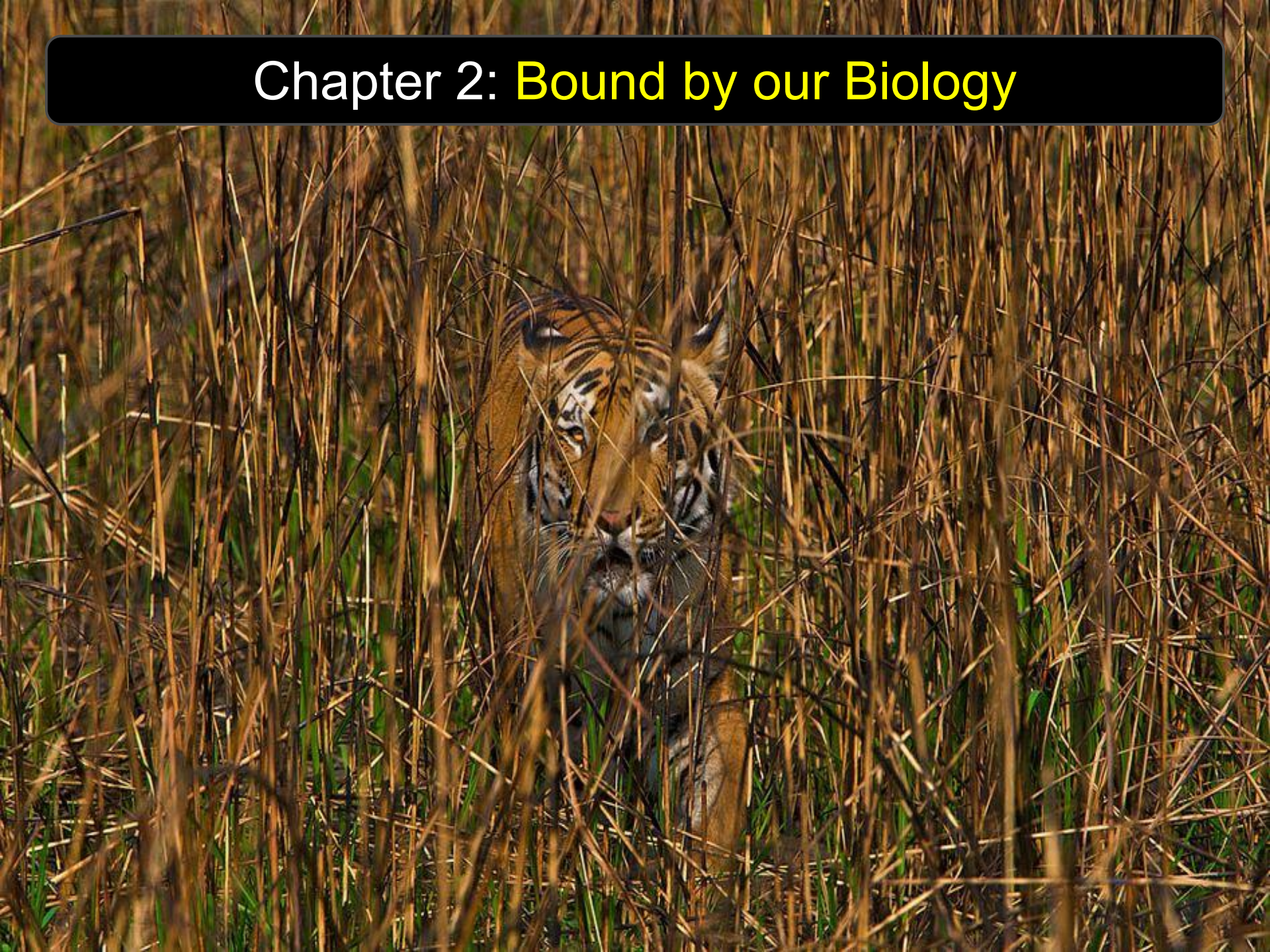
There's a reason why so many of us have desktops and mobile devices that look like *this.*

It's because we really want *this*.

we navigate and simulate *this*

while we really dream about navigating *this*.

Chapter 2: Bound by our Biology



Chapter 2: Bound by our Biology

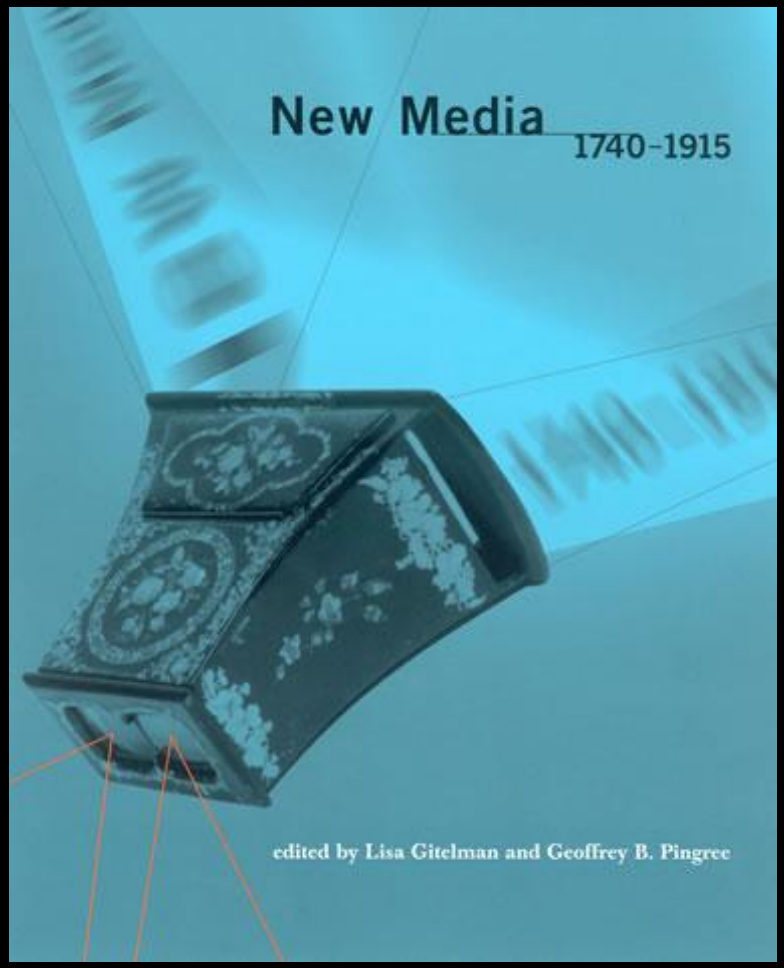
Evolutionary Advantages and the story of The Tiger in the Grass

Moving from Partial Information to Cognitive Whole

From Pattern Recognition to Pattern Matching Misfires

Lost Opportunities caused by Using a New Tool like an Old Tool

We are constantly exposed to *New Media*

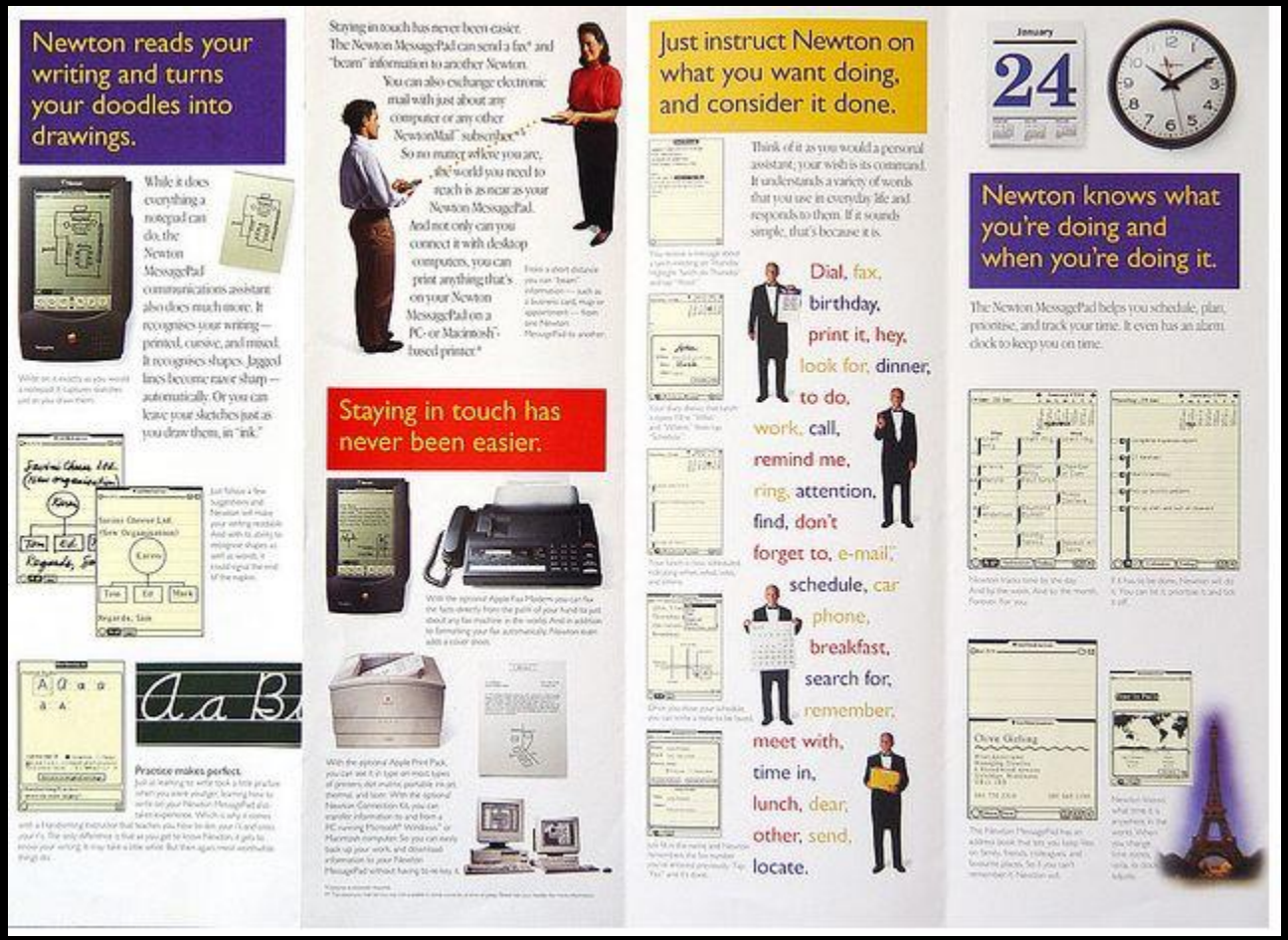


and we are constantly *using it like Old Media*

The phonograph is all about *reading aloud*

Movies are all about *filming plays*

The future of our organization's *flyer...*



...is a *website.*

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Product Information
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Preorder Mac OS 8
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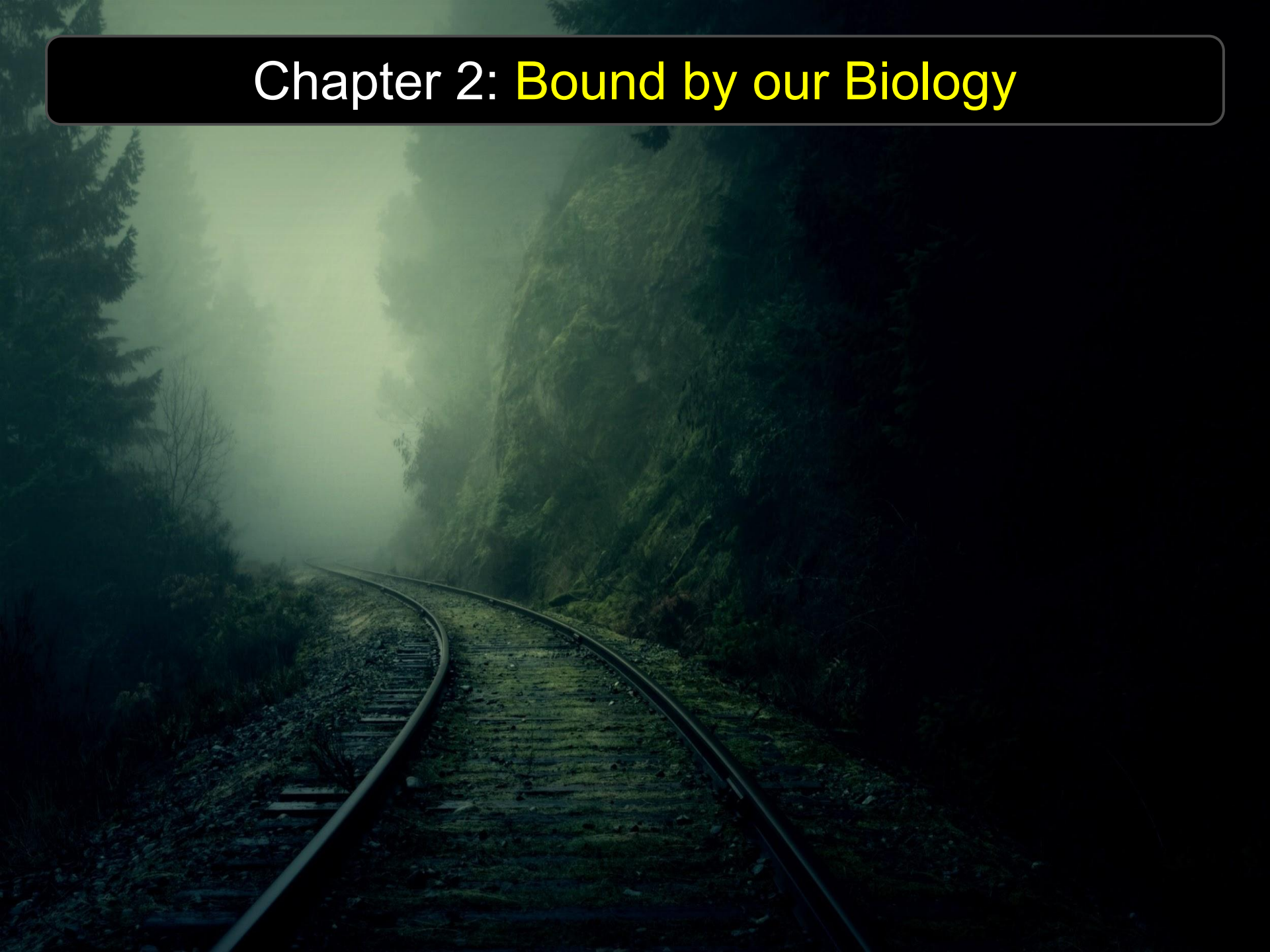
Newton Connects
Newton, Inc., will enhance network connectivity for Newton-based devices this fall via Newton Internet Enabler 2.0. Ethernet capability can connect devices to Local Area Networks.


Chapter 2: Bound by our Biology

Chapter 2: Bound by our Biology

We instinctively recreate the familiar.

We do this because familiar feels safe.

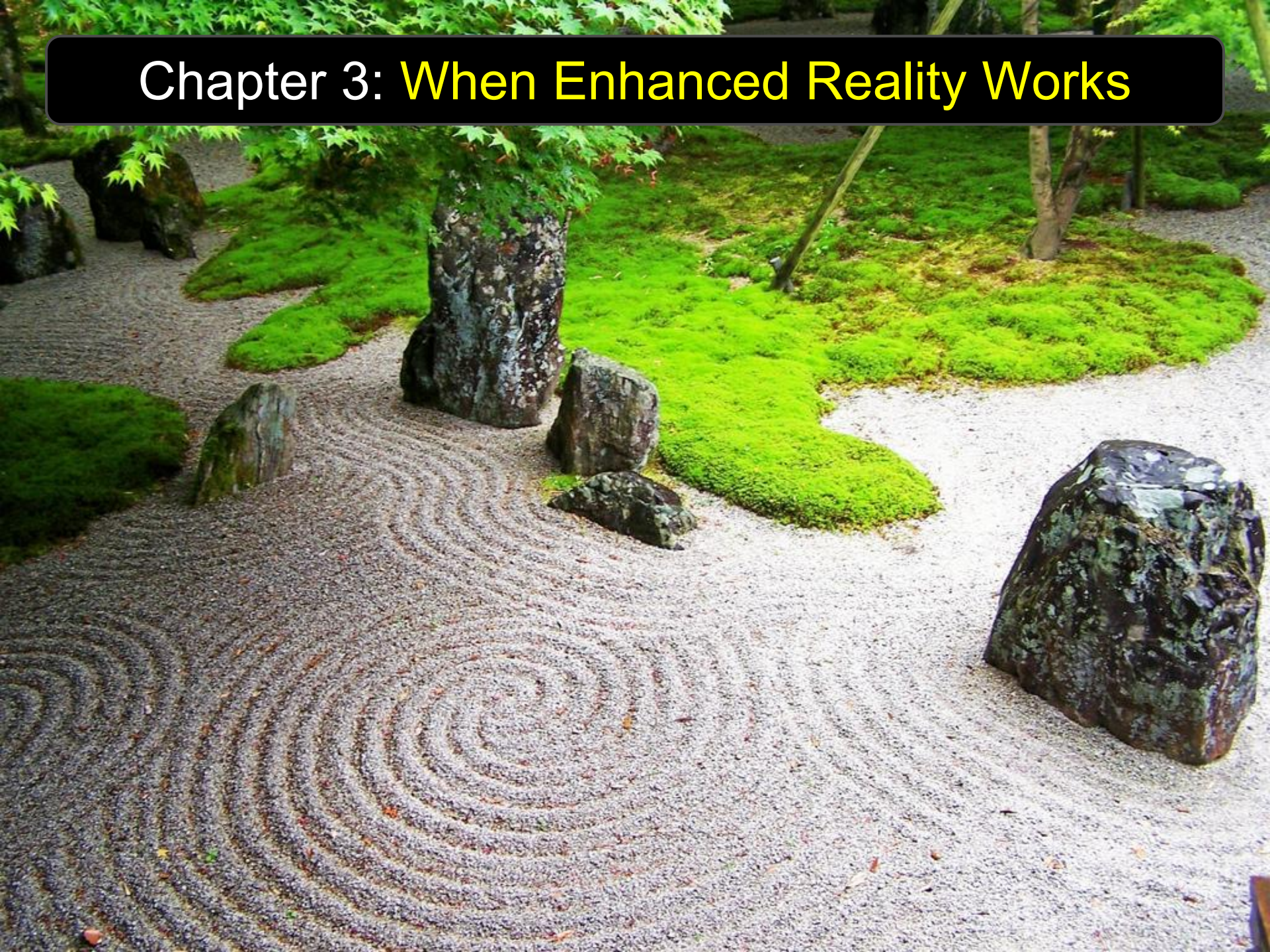
The deepest learning does not happen when we feel completely safe in a completely familiar environment.

The deepest learning happens when we are fascinated with and challenged by our environment.

Safe and Familiar

Interesting, but still Safe and Familiar

Is this really *innovative*?


Chapter 3: When Enhanced Reality Works

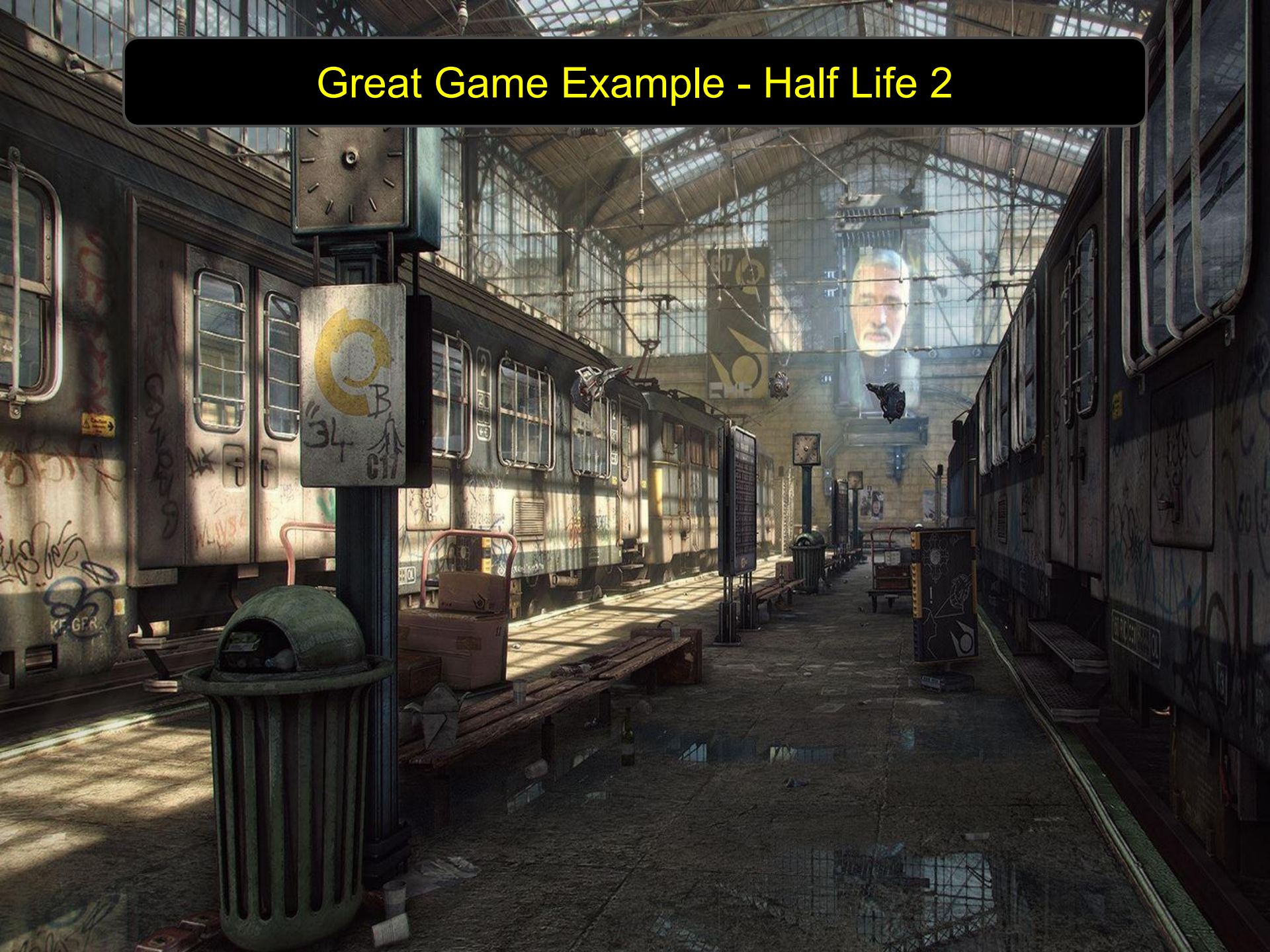
Chapter 3: When Enhanced Reality Works

When it all comes together, you'll know.

Combine the Fascinating with the Familiar.

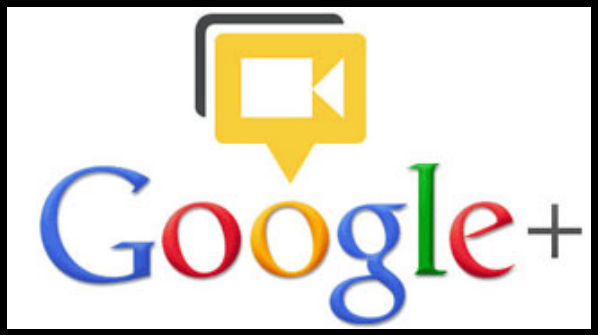
Great game developers do this a lot. Learn from their best work.

Great Game Example - Half Life 2

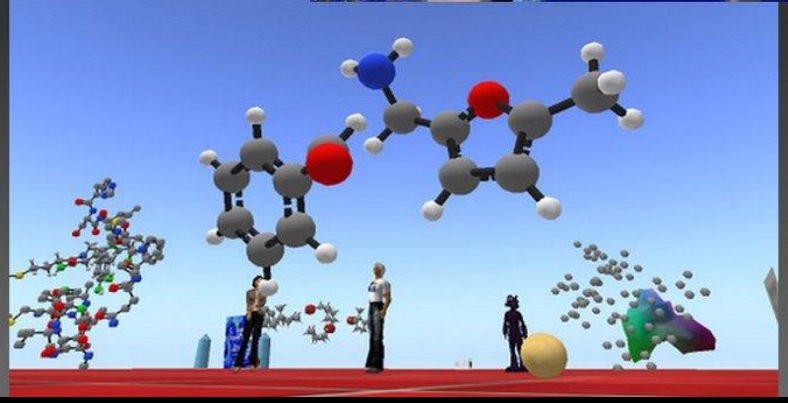


Another Great Game Example - FRACT

Innovative Tools for knowledge management and communication

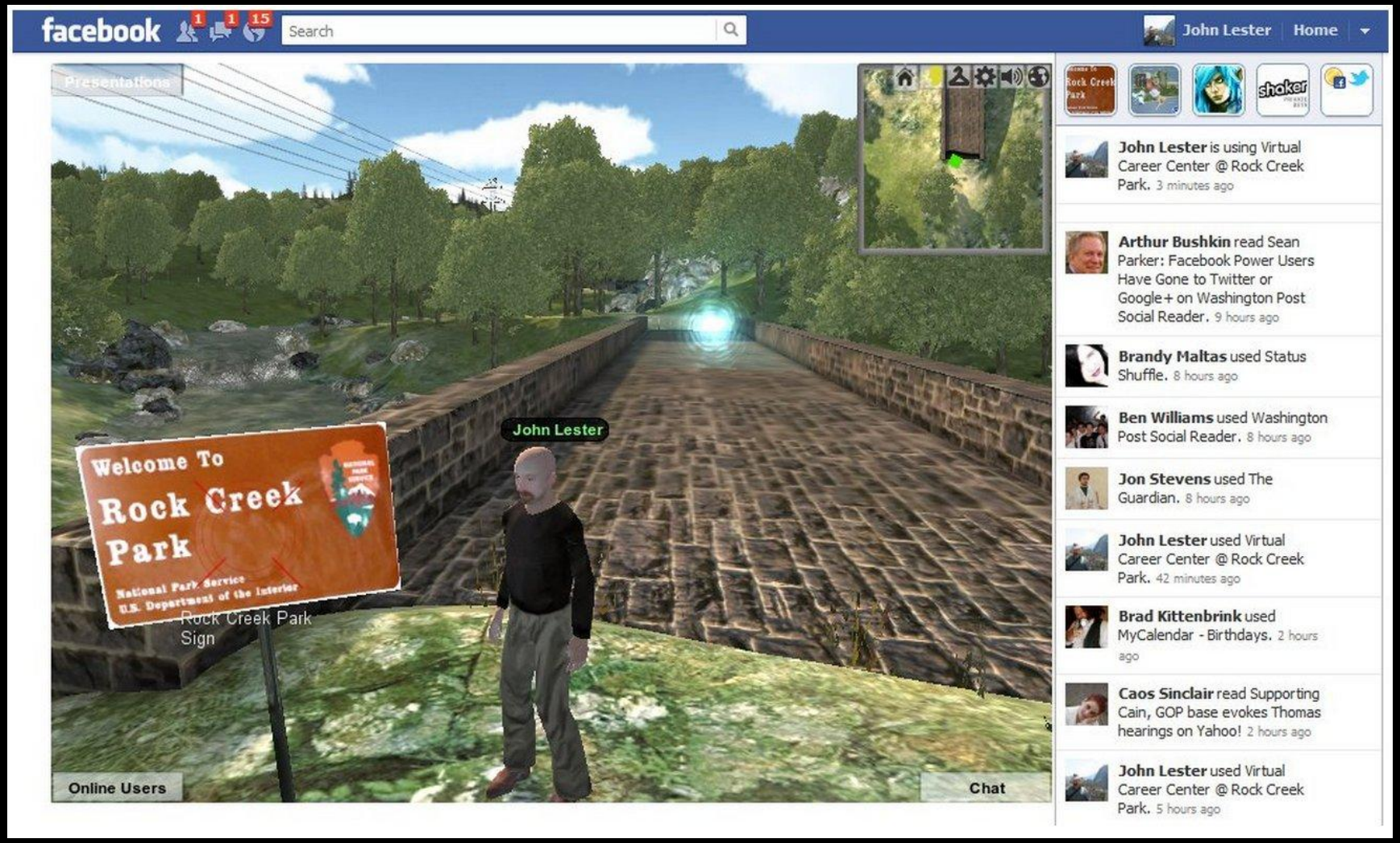


But for Truly Fascinating you need Perceptual Immersion



Automatically Triggering Contextually Relevant Content

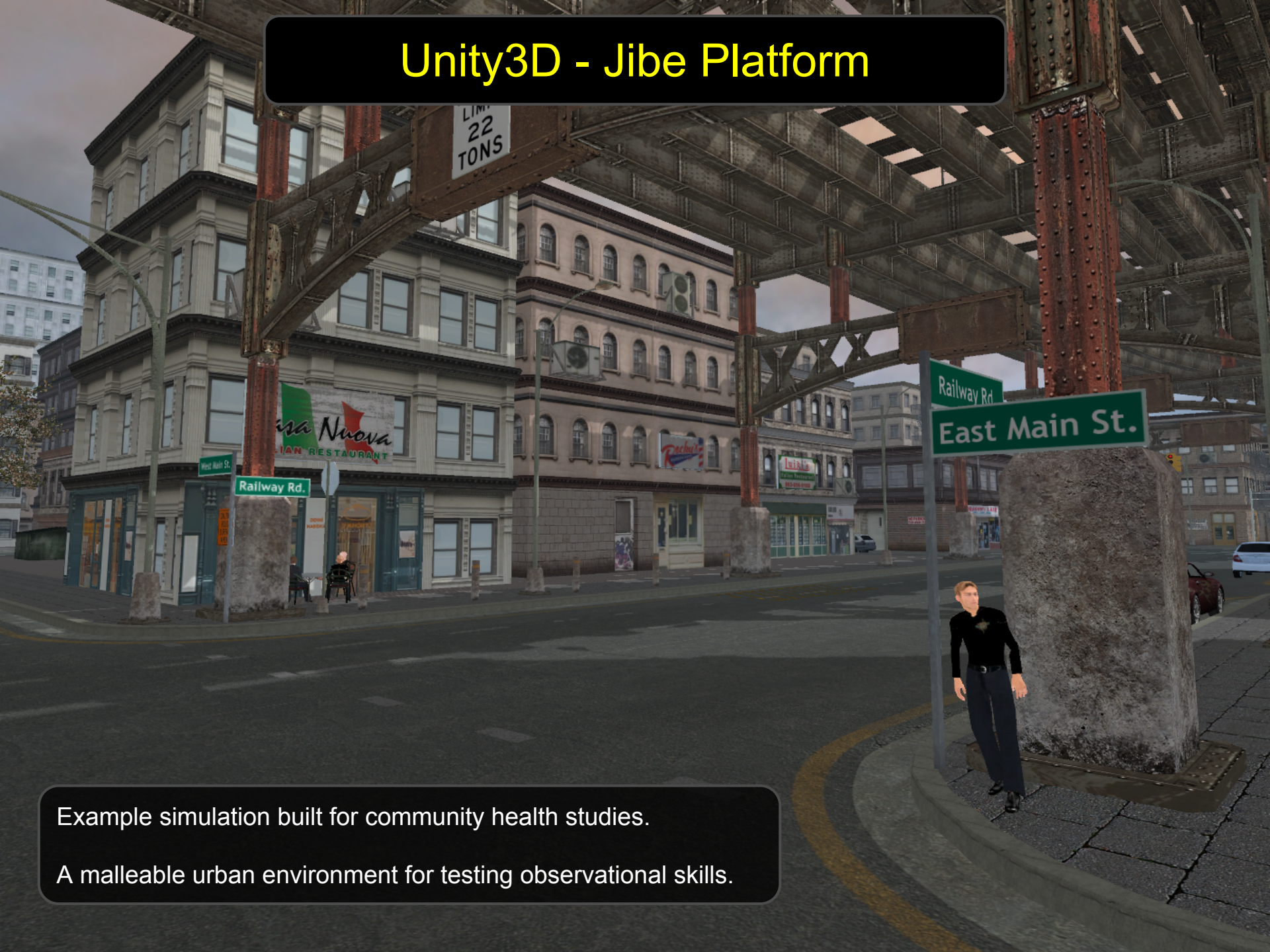
Immersive Learning needs People



Unity - Jibe Platform

- ReactionGrid.com
- Multiuser environment that coexists with web-based content
- All content development using the Unity Editor
- Backend database for user info and behavior tracking
- Hosted or self-hosted
- Create highly interactive and malleable worlds

Unity3D - Jibe Platform



Example simulation built for community health studies.

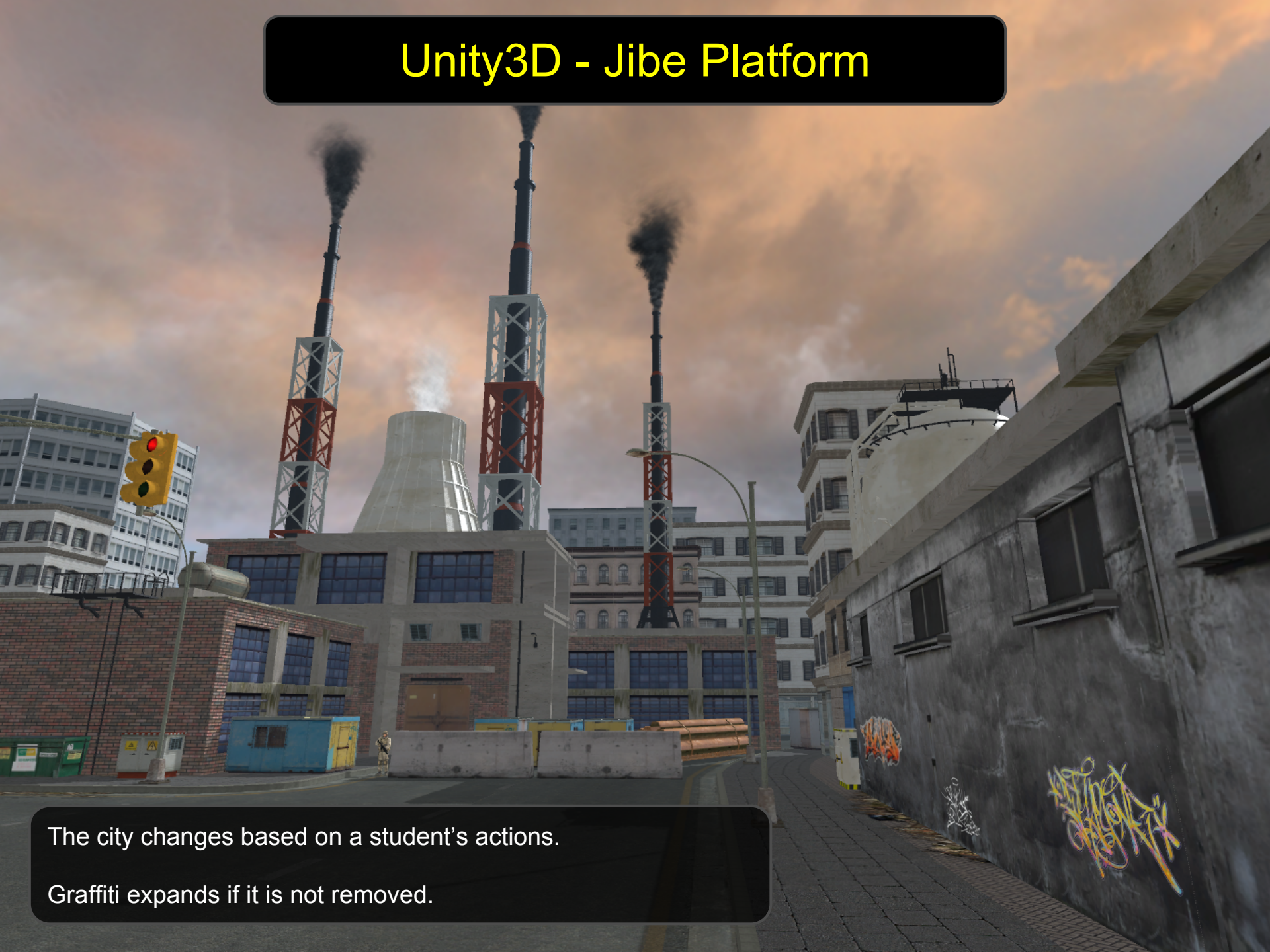
A malleable urban environment for testing observational skills.

Unity3D - Jibe Platform

Storefronts can be changed on the fly.

A mix of physical world images with models and links to the web.

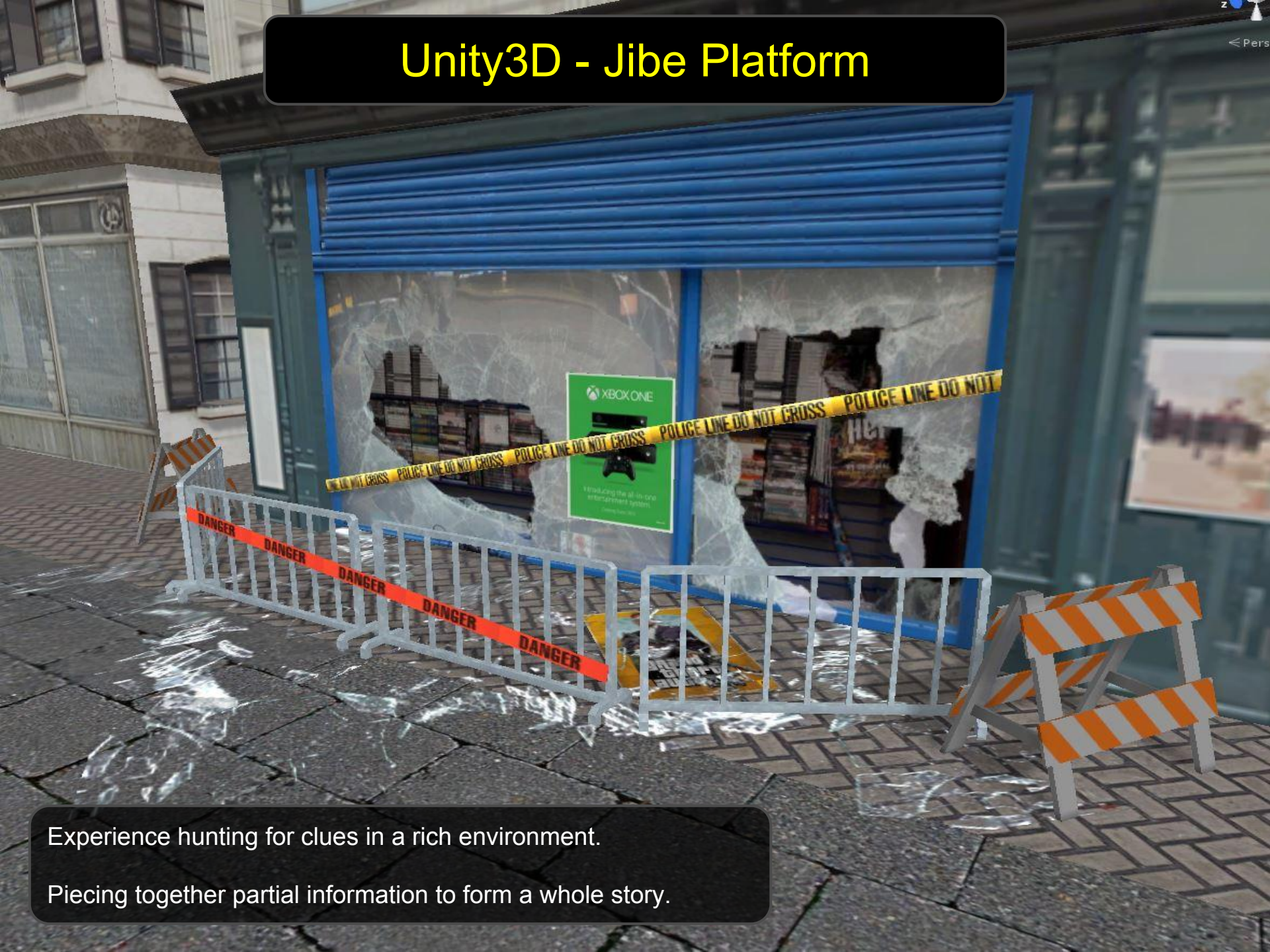
Unity3D - Jibe Platform



The city changes based on a student's actions.

Graffiti expands if it is not removed.

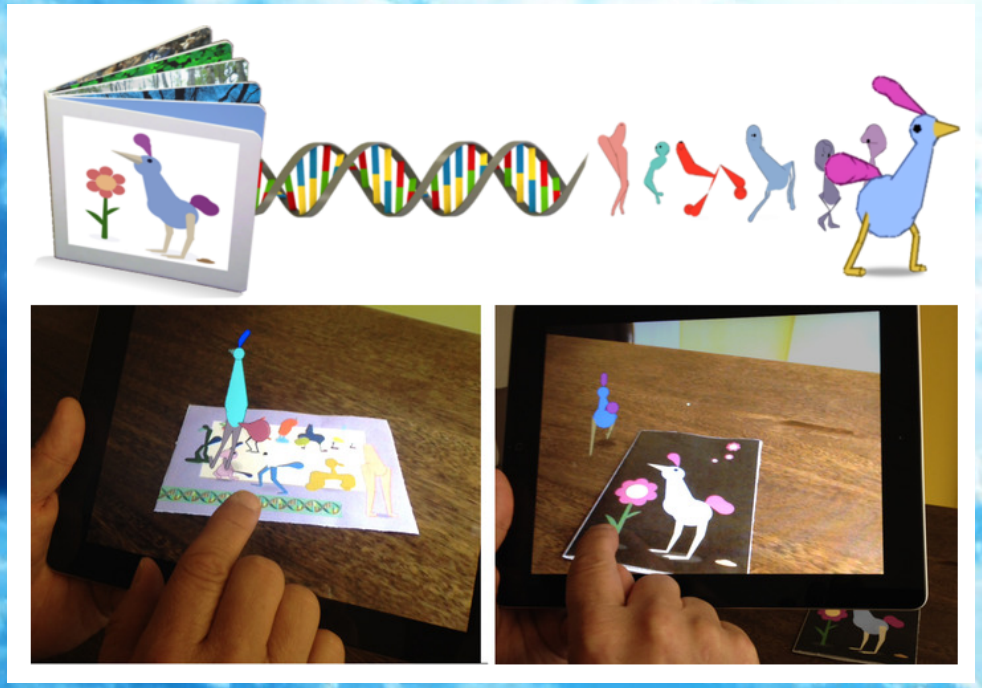
Unity3D - Jibe Platform



Experience hunting for clues in a rich environment.

Piecing together partial information to form a whole story.

Wiglets and Simulating Life



- WigglePlanet.com

Autonomous, evolving, self-animated and self-motivated agents that can exist in both completely virtual and augmented reality environments.

They exist at a wildly creative intersection of artificial life, art and gaming. You interact with them directly through touch and gestures.

Imagine the learning possibilities - especially for children.

Simulating Life with Wiglets

Graffiti General

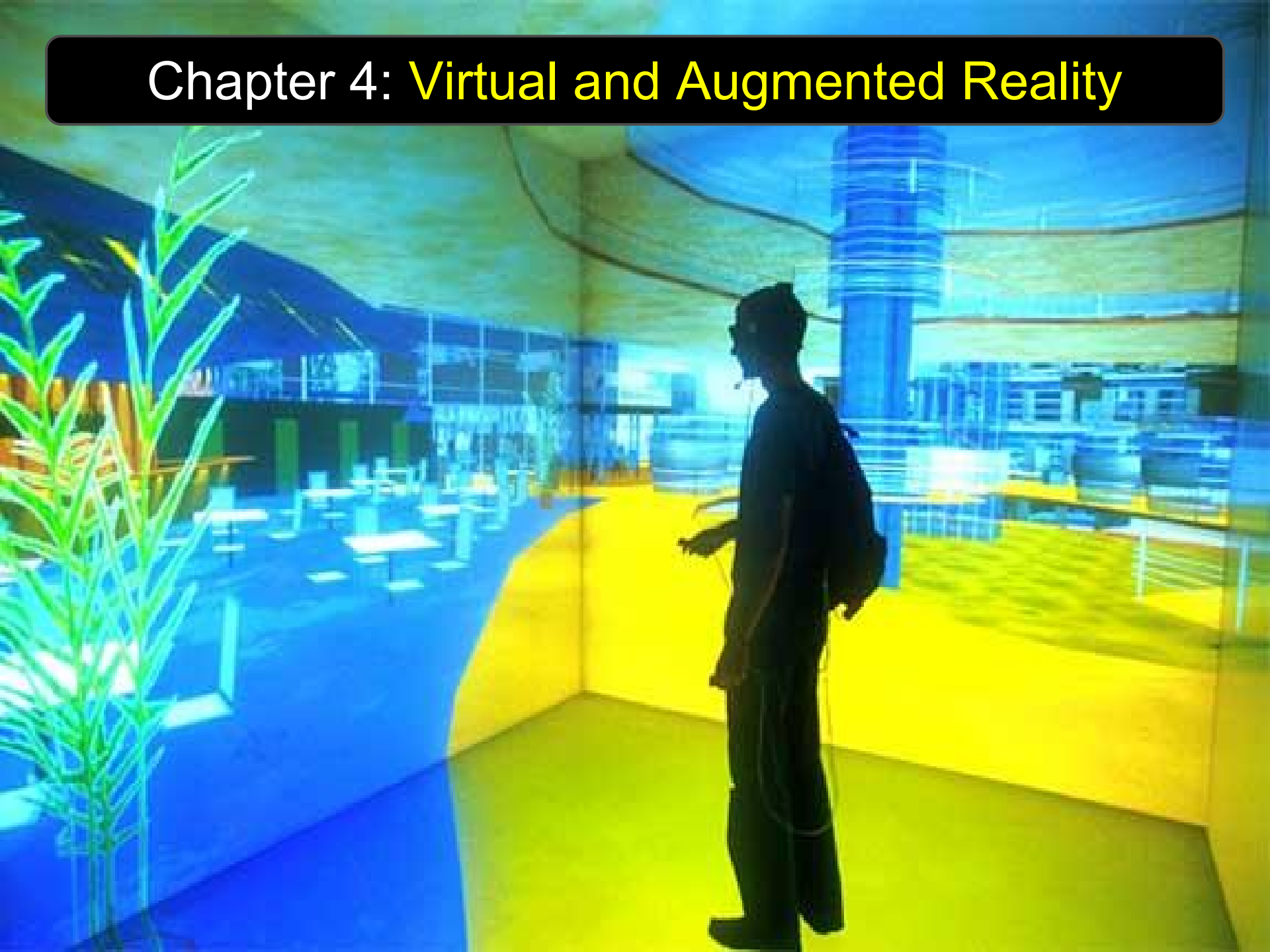
www.graffitigeneral.com

Beautiful example of an urban art learning experience that combines
web content + music + 2d imagery + 3d immersion + user generated content

Graffiti General

Graffiti General

Chapter 4: Virtual and Augmented Reality



Chapter 4: Virtual and Augmented Reality

Think beyond sticking your phone on your face (e.g. Google Glass).

Think about both sight and sound.

Think about malleable places and mixed reality.

Watch Augmented City

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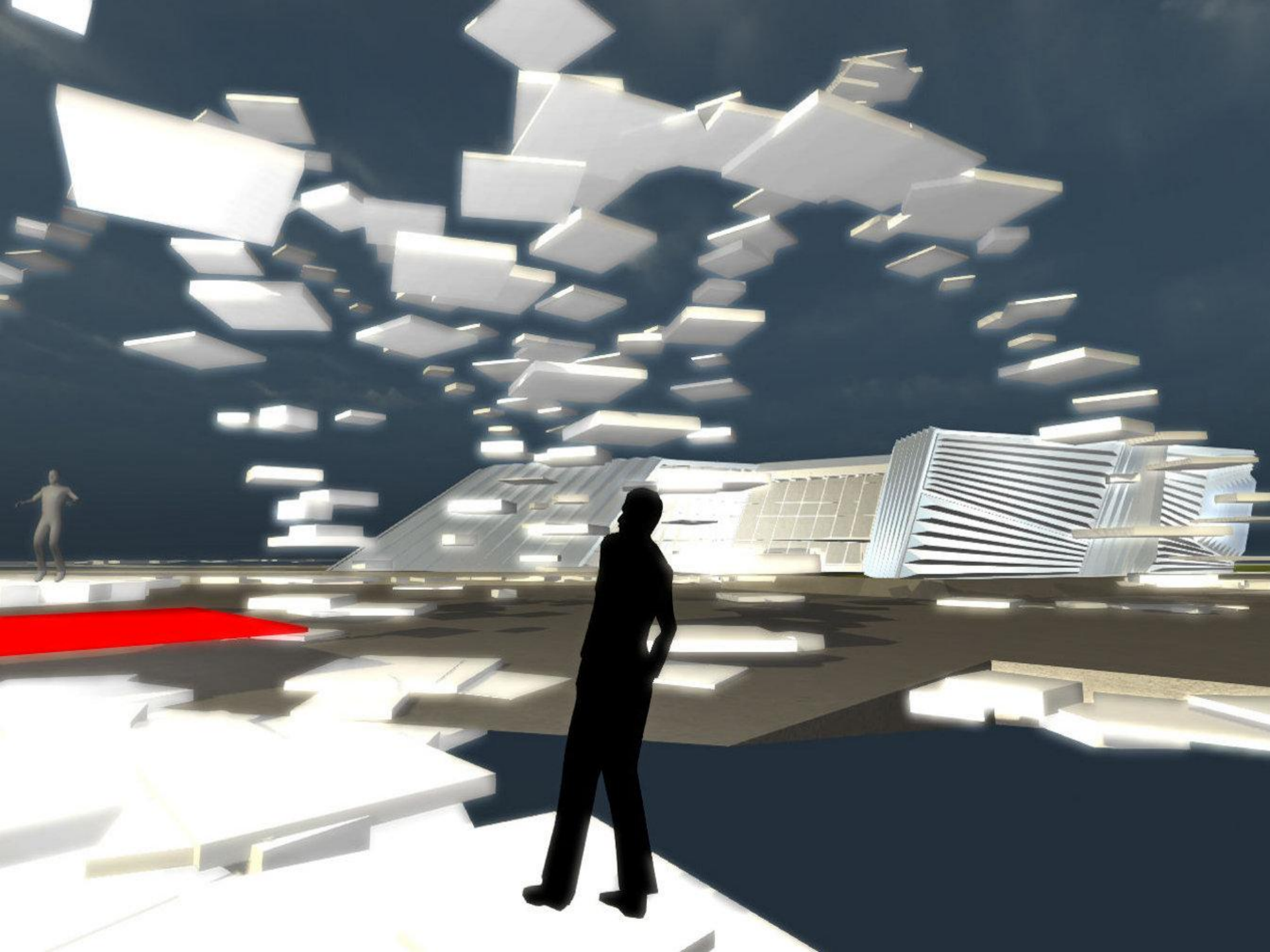

Thank you.
Pathfinder
These slides:
bit.ly/science-circle-lester