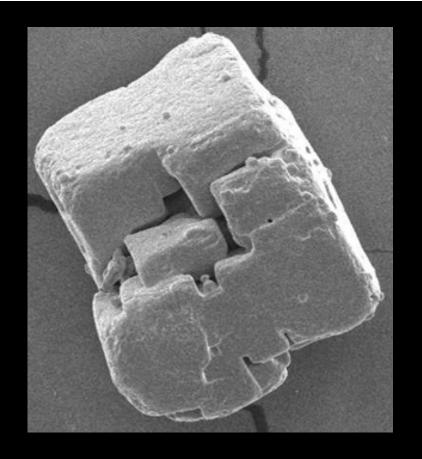
Preparing for the Post-Mobile World of 2019



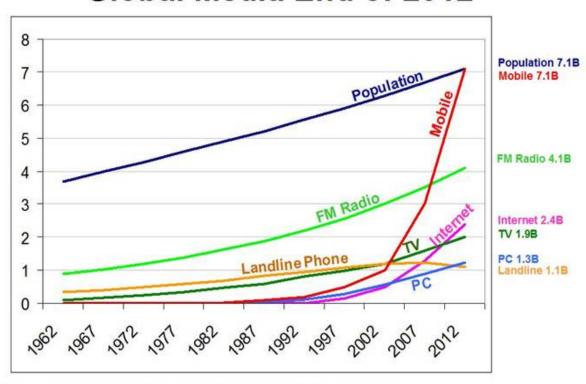
Since no one knows the future, who can tell someone else what is to come?

Ecclesiastes 8:7

My Job Title: Director, Mobile Advance



Global Media End of 2012



Source: TomiAhonen Almanac 2012 and TomiAhonen Mobile Forecast 2012-2015

Reason #1







Follow along on your phone (It's ok, we promise.)

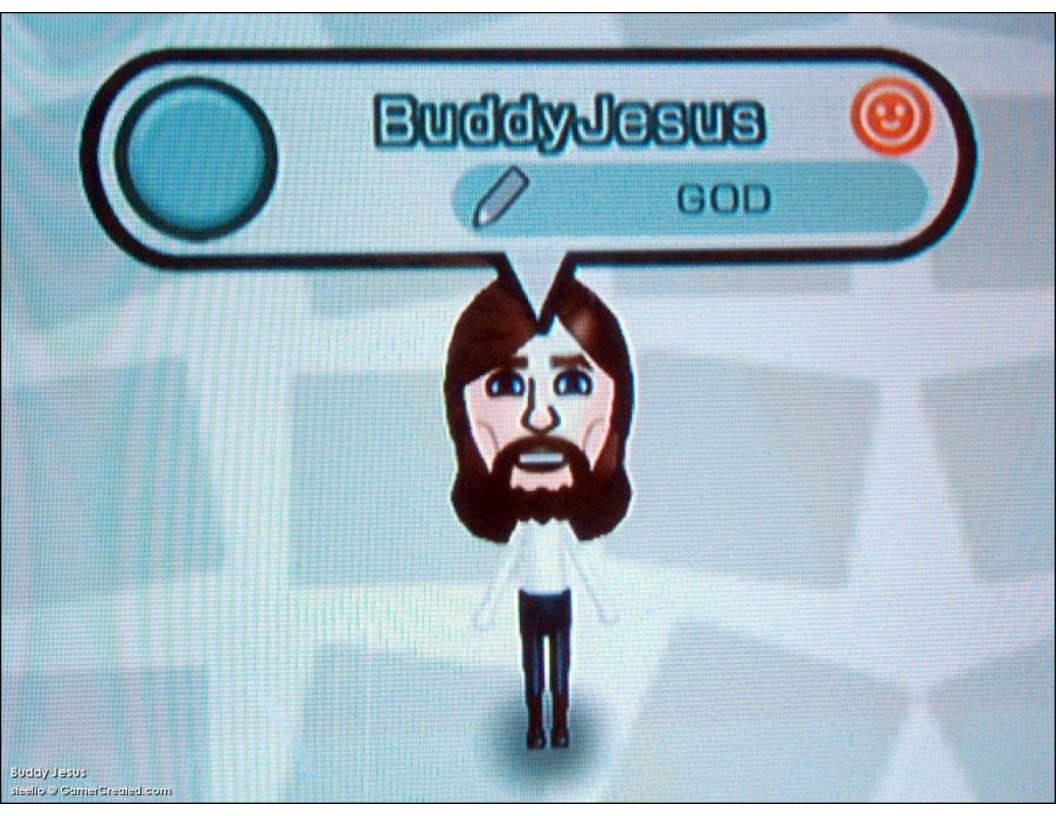
HOLYBIBLE

You can follow along with the message on your mobile device. Open the YouVersion Bible app & tap on Live or go to YouVersion.com/fusionhs

You\ersion*



Reason #2



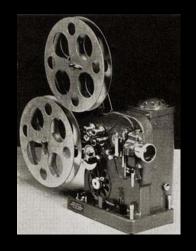




1. Print



2. Recordings



3. Cinema



4. Radio



5. Television



6. Internet





PUNCHED CARD INTERFACES

- Lived outside the computer
- Had specific formats that needed to be learned
- · Had to be punched by hand or on a key punch machine
- Had to be fed into a computer
- Output was delivered on paper

COMMAND LINE INTERFACES

- Input typed directly on computer
- Required specific commands & syntax
- Objects and actions hidden behind cryptic commands

GRAPHICAL USER INTERFACES

- Made objects and applications visible
- · Enabled manipulation through icons, controls, and mouse
- Resulted in lots of time interacting with UI components

7. Mobile





NATURAL USER INTERFACES

- · The content itself serves as the interface
- Interact with guessable, physical, and realistic gestures
- Make use of skills learned through a lifetime of living

Camera

Capacitative

Microphone

Accelerometer

GPS

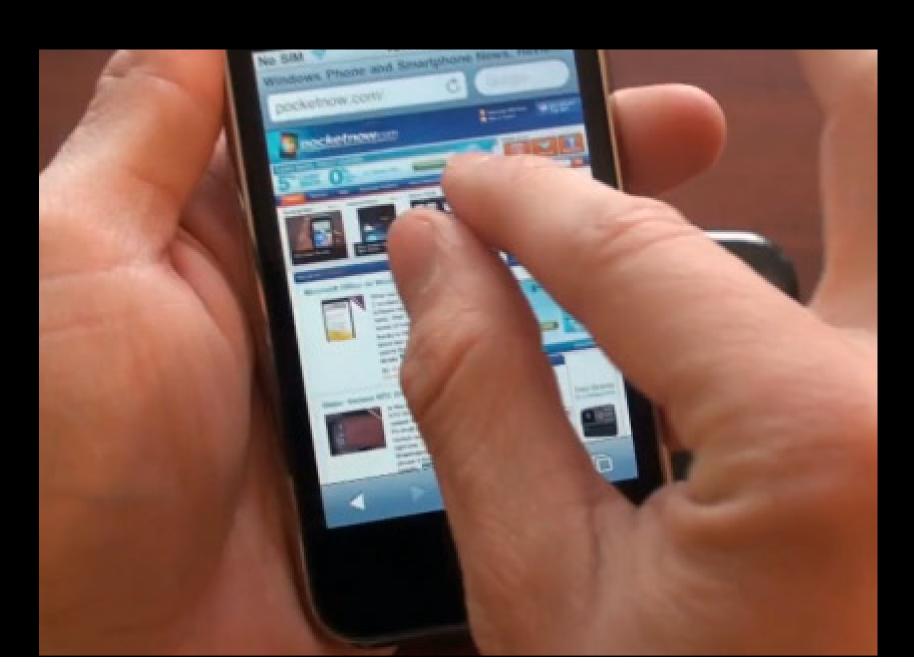
Digital Compass

Inclinometer

RFID Reader

Barometer

Touch Interface



Voice Interface



Siri

Use your voice to send messages, set reminders, search for information, and more.



Motion Interface



Leap

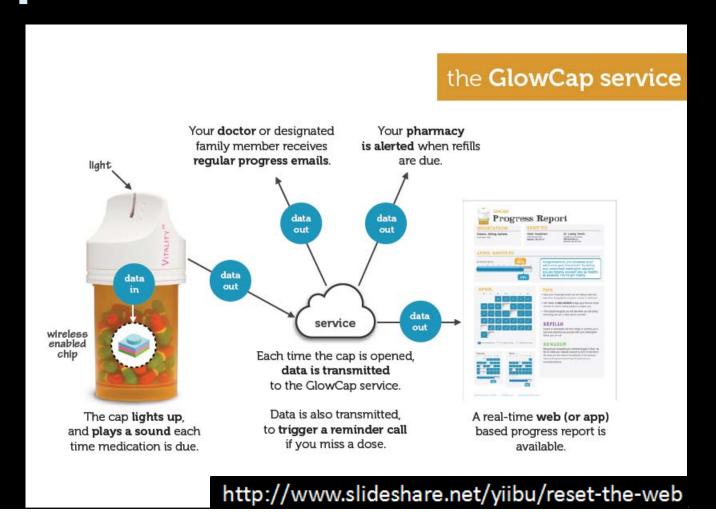


\$70, beginning of 2013





And then what if you put sensors in everything around you for you/your device to interact with and pull information from?





the new ARM Cortex-M0+ uses

1/3

of the energy of an 8 or 16-bit processor



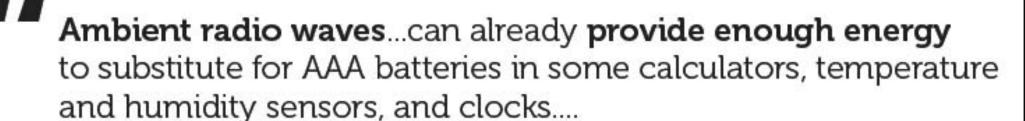
it costs

30 cents

(£0.20)



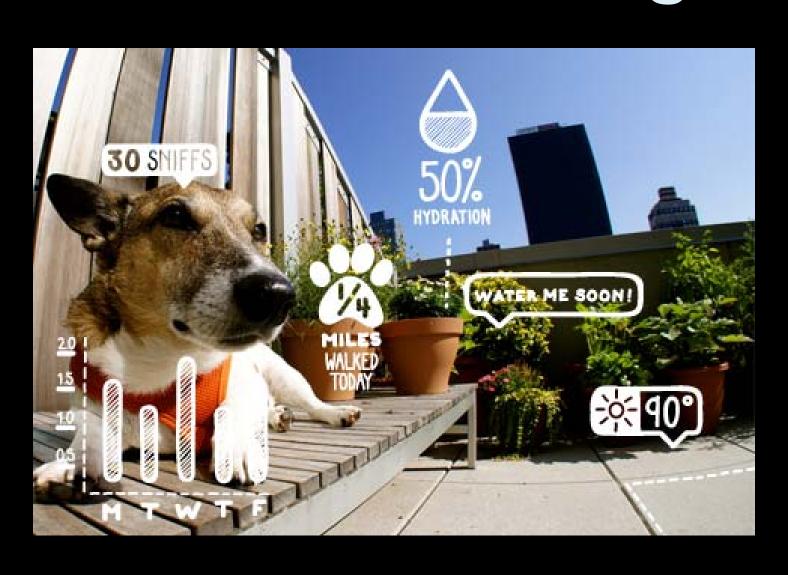




We are on the cusp of an explosion in small wireless devices...that can run on alternatives to battery power. Devices like this can live on and on.



Some are calling this the "Internet of Things"



Store, share & discover realtime sensor, energy and environment data from objects, devices & buildings around the world. Pachube is a convenient, secure & scalable platform that helps you connect to & build the 'internet of things'. SIGNUP



Create a feed from a device, building, environment or sensor connected to the internet and store, share & graph its datastreams in realtime...

REGISTER A FEED

C+ OUTPUT • Use a Feed

Access realtime & historical data from devices, buildings, environments or sensors to control other environments, embed graphs In websites, trigger actions, etc...

USE A FEED



So what do you have when our interface with "computing" changes to an interface with the world?

What do you have when we move from browsing the internet to browsing reality?

Introducing the World's 8th Mass Media

Augmented Reality



April 11, 2012

Ok, Am Willing to Call It: AR is the 8th Mass Medium (Augmented Reality)

http://communities-dominate.blogs.com/brands/2012/04/ok-am-willing-to-call-it-ar-is-the-8th-mass-medium.html



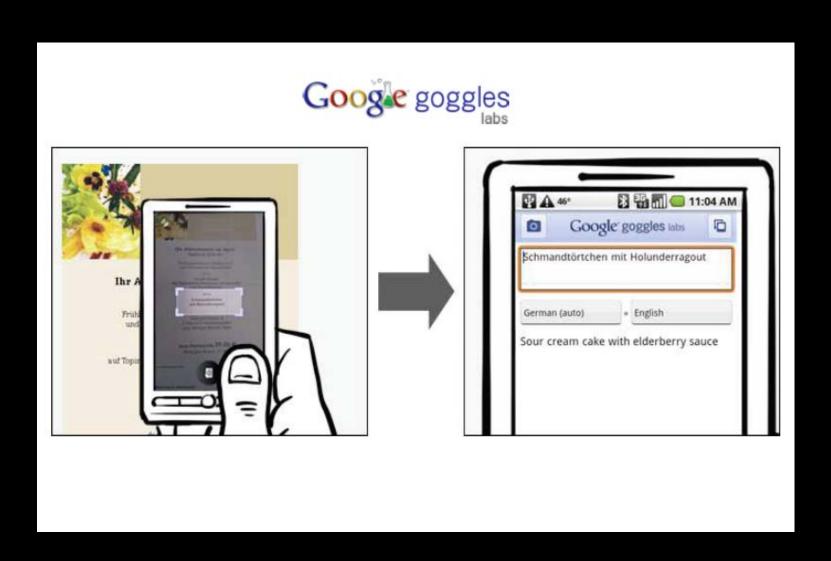
Combines with



and is driven by



Not just location-based augmentation but also image-based augmentation





Home

Product

SDK

Pricing

Support

Gimbal Manager





GIMBAL™ is a context awareness platform for Android and iOS from Qualcomm Labs. Designed to deliver timely, relevant, personalized content to mobile audiences where and when they need it most.



Gimbal understands your customer's wants, needs and desires, in real time, in the real world.

So let's combine this with yet one other new technology trend

Wearables





PEBBLE WATCH









The Game Changer?

Post Mobile Video 2

Google's Take on AR Life with Google Glass

Others' Take on AR Life with Google Glass

Olympus MEG4.0 Google Glass rival revealed

Chris Davies, Jul 5th 2012 Discuss [4]

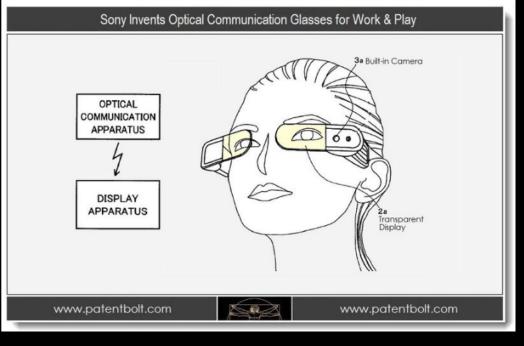








Sony Invents Optical Communication Glasses for Work & Play



Epson's Android-Powered Glasses Are Out of Sight

By Armando Rodriguez, PCWorld Mar 30, 2012 11:38 AM



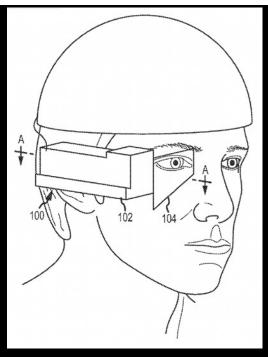
News

Golden-i headset computer to run over Verizon's 4G LTE



CNET > News > Apple

Apple patent filing hints at Google Glass-like tech





The Google Glass Timeline

2013 Prototype devices made available to developers (approx. \$1,500)

2014 Consumer Release

2007-2012

5 Years That Changed the World

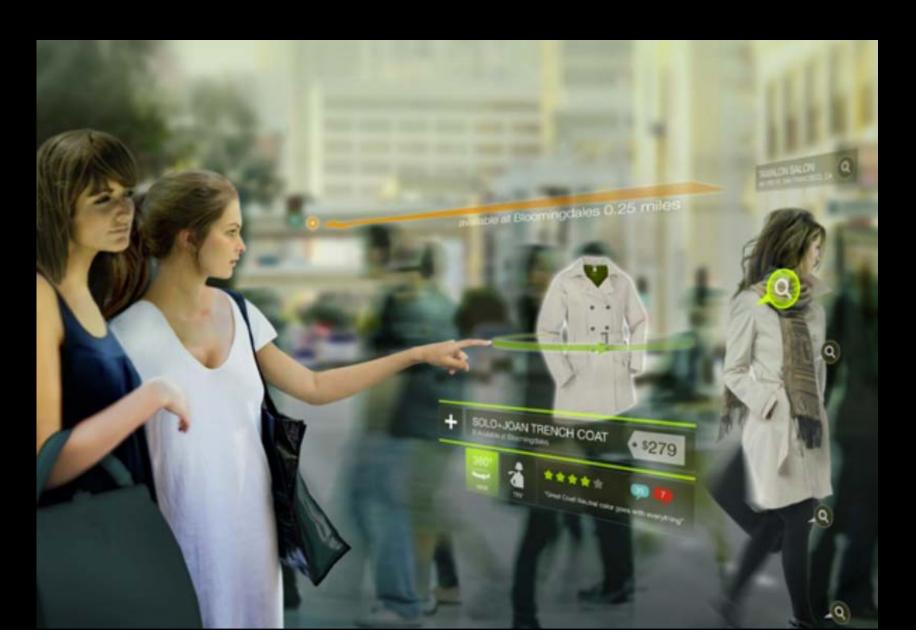


2014-2019

5 Years That Will Change the World in Ways We Can't Imagine



AR Contacts?

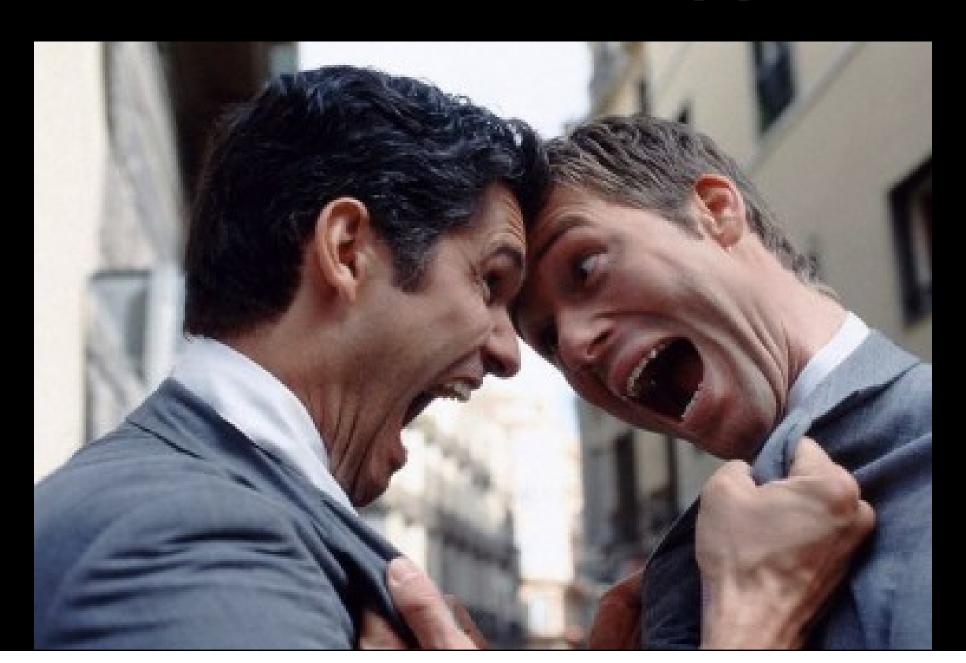


What Happens When You Give Developers

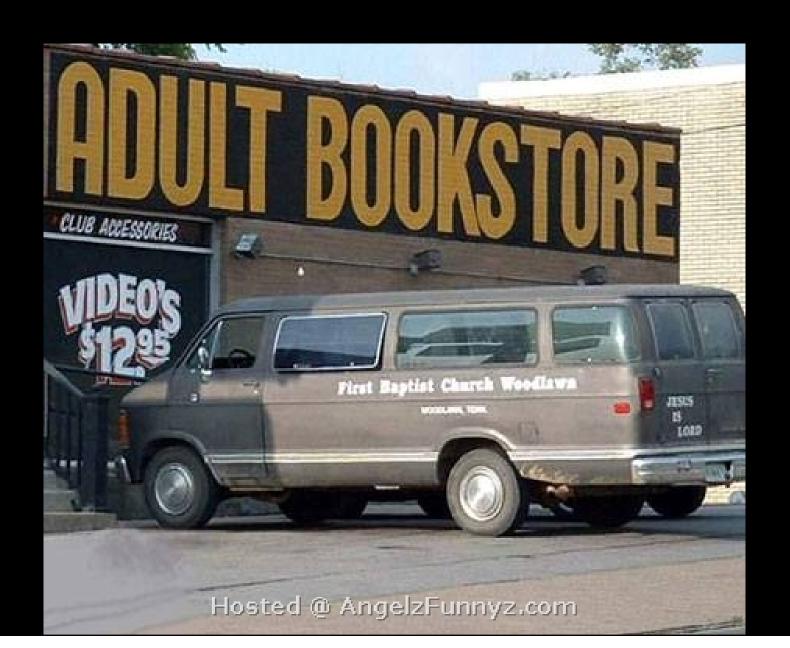
Permission to have a user's attention and access to it every waking moment?

Near complete omniscience about the user's situation- probably more knowledge about that situation than the person themselves has!

Peacemaker App



iGuard



iHajab

Before

With iHajab





A Look at What Can Possibly Happen at the Intersection of Human Nature and New Technology



Remember that "Technology" that is freaky and scary to a 50 year old is just considered "Life" (not technology) by a 20 year Old

What's Needed?

- 1) Theologians and technicians getting together to investigate this new technology and consider its ramifications and both dangers to be avoided as well as opportunities to be availed
- 2) Experimentation with existing Augmented reality apps/SDKs/etc























What's Needed?

- 1) Theologians and technicians getting together to investigate this new technology and consider its ramifications and both dangers to be avoided as well as opportunities to be availed
- 2) Experimentation with existing Augmented reality apps/SDKs/etc
- 3) Some ministries purchasing the Google Glass betas and being ready for its public introduction in 2014





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@mobile_advance