

A?

Aalto University
School of Arts, Design
and Architecture

What will come after the Web and the Social Media?

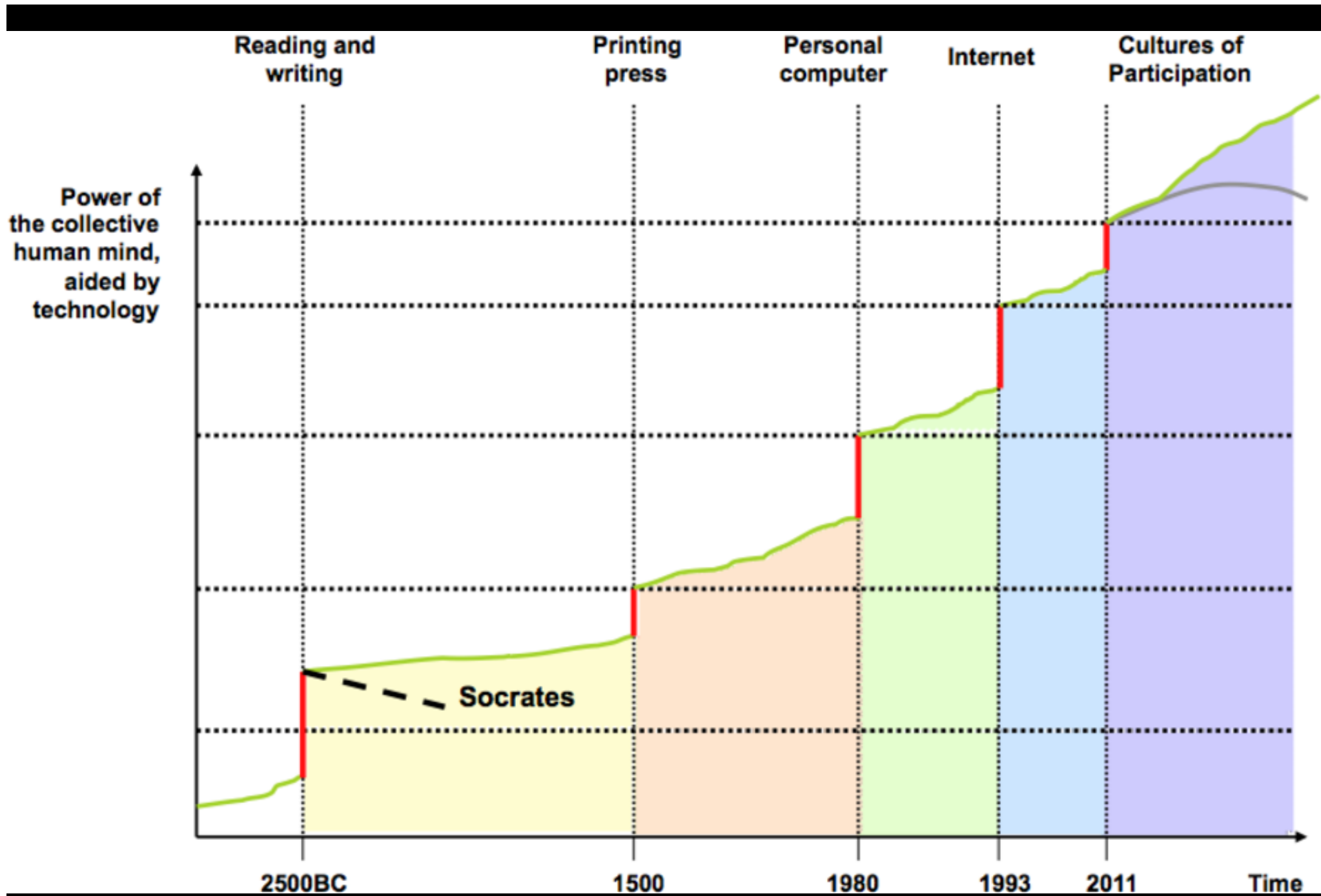
Teemu Leinonen

Three Things

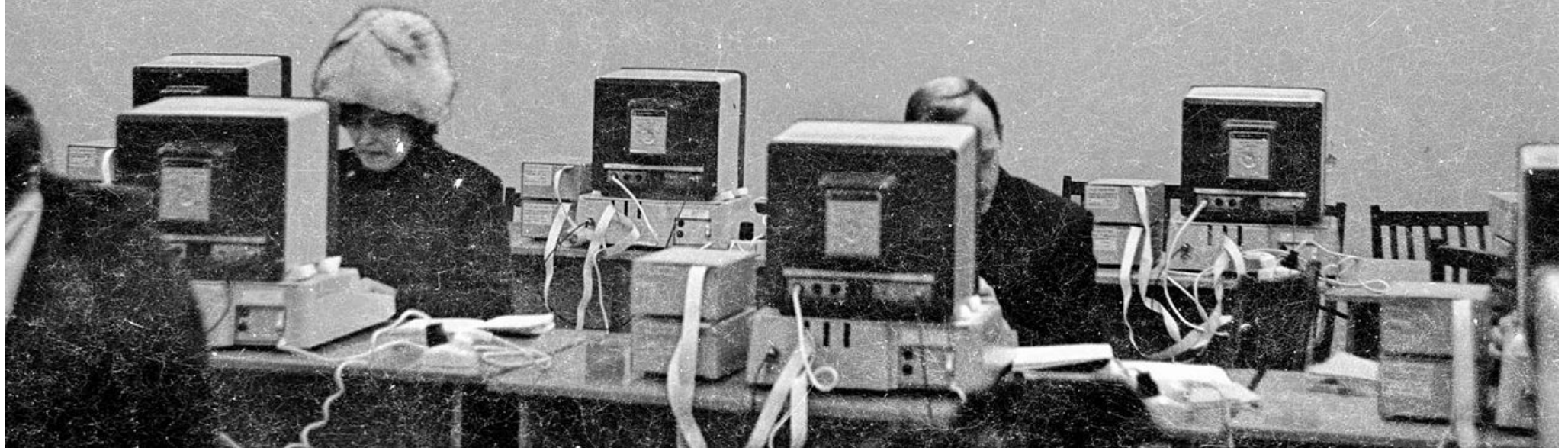
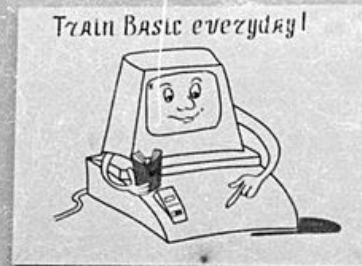
1. The history of the future
2. The future: mirrorworld(s)
3. Example: AR sandbox

Three Things

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ПРОГРАММИРОВАНИЕ - ВТОРАЯ ГРАМОТНОСТЬ. ПЕРВАЯ
ГРАМОТНОСТЬ ДАЕТ ЗНАНИЯ. ВТОРАЯ - ПОЗВОЛЯЕТ РЕАЛИЗО-
ВАТЬ СВОИ ЗНАНИЯ В ДЕЙСТВИИ.



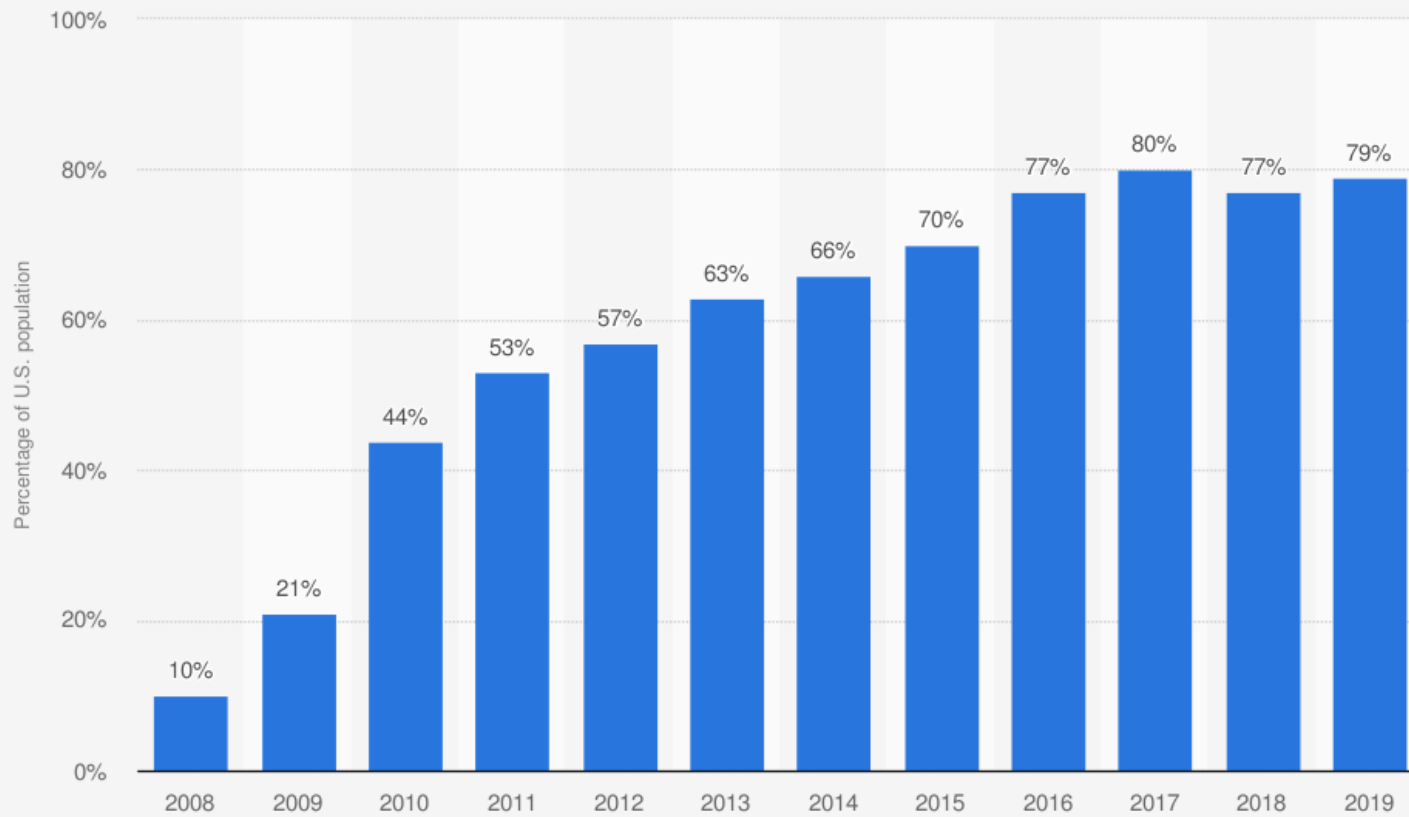
"Programming is the second literacy. The first one gives you knowledge, the second allows you to implement it in practice."

1985-1986: Chkalovski Village School No. 2, Pravetz 82 computers.

A black and white photograph of a man in a suit sitting at a desk with papers. The man is looking directly at the camera with a serious expression. He is wearing a dark suit jacket, a white shirt, and a patterned tie. The desk is cluttered with various papers and documents. In the background, there are bookshelves filled with books. The overall atmosphere is professional and academic.

Statistics

Percentage of U.S. population who currently use any social media from 2008 to 2019



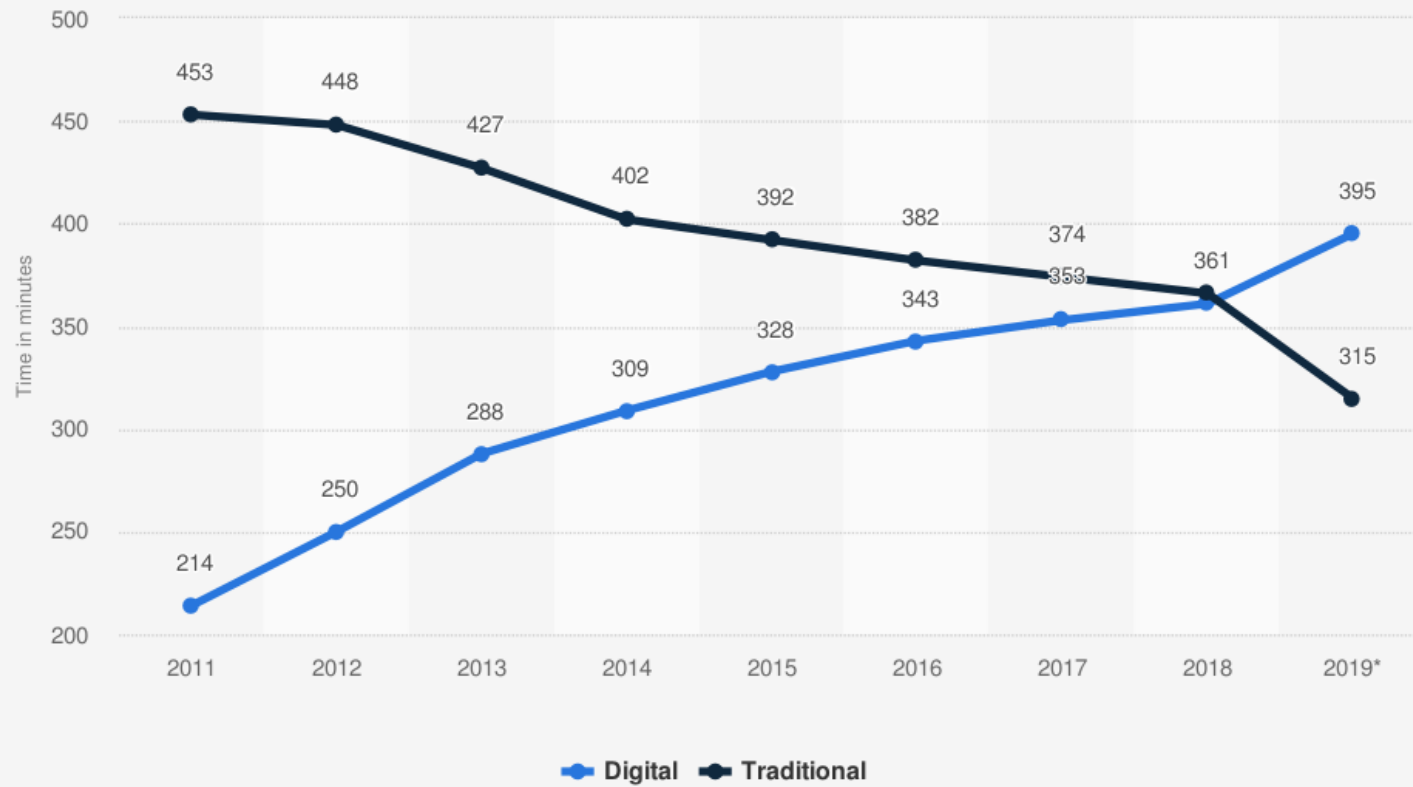
Sources

Edison Research; Triton Digital; Salesforce.com
© Statista 2019

Additional Information:

United States; Edison Research; Triton Digital; 2008 to 2019; 1,500 respondents; 12 years and older; currently ever use Facebook, Instagram, Pinterest, or LinkedIn; Telephone interview

Time spent per day with digital versus traditional media in the United States from 2011 to 2019 (in minutes)

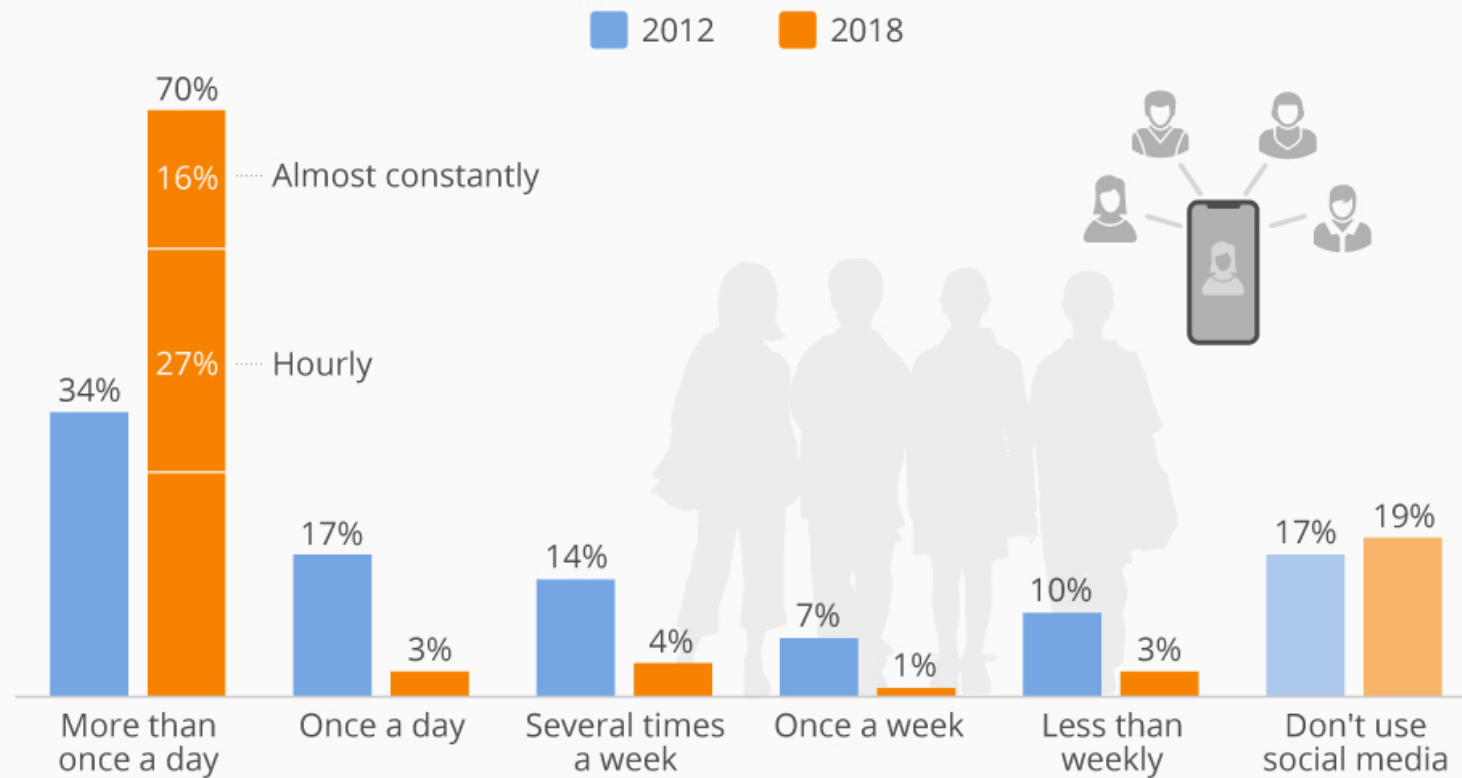


Sources
eMarketer; MediaPost
© Statista 2019

Additional Information:
United States; eMarketer; 2011 to 2019; 18 years and older

Teens' Social Media Usage Is Drastically Increasing

Percentage of 13- to 17-year-olds in the U.S. who check social media...



@StatistaCharts

Based on surveys of 1,000+ U.S. teens (ages 13 to 17) conducted in 2012 and 2018

Source: Common Sense Media

statista



The future ?

*“We tend to **overestimate** the
of a technology
in the short run
and
underestimate the effect
in the long run.”*

*“We tend to **overestimate** the
of a technology
in the short run
and
underestimate the effect
in the long run.”*

Roy Amara (Amaras Law)
The Institute for the Future / Stanford Research Institute

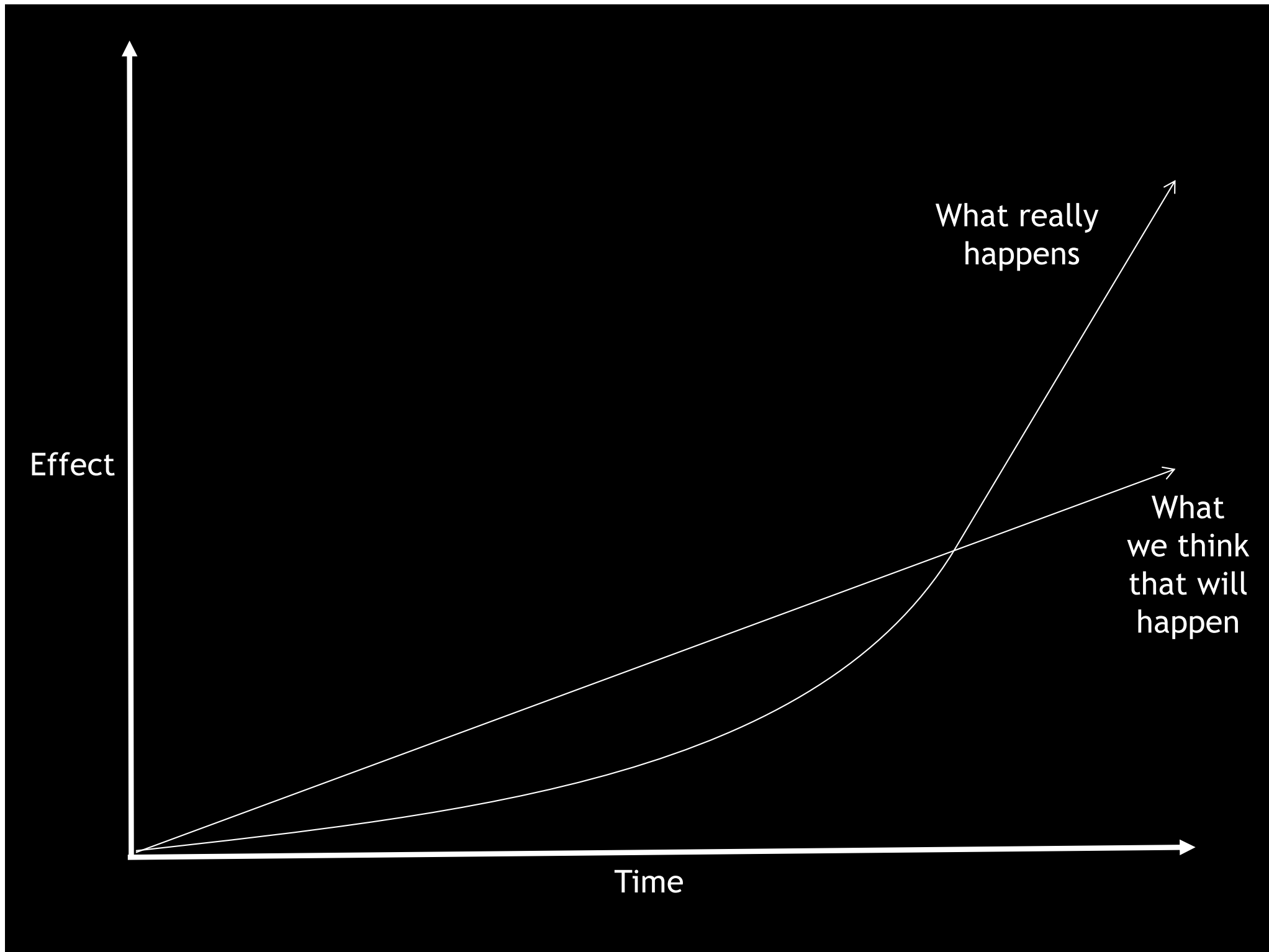


A graph with a vertical y-axis and a horizontal x-axis. A straight line starts at the origin and extends upwards and to the right. The y-axis is labeled 'Effect' and the x-axis is labeled 'Time'. The line is labeled 'What we think that will happen' at its end.

Effect

Time

What
we think
that will
happen

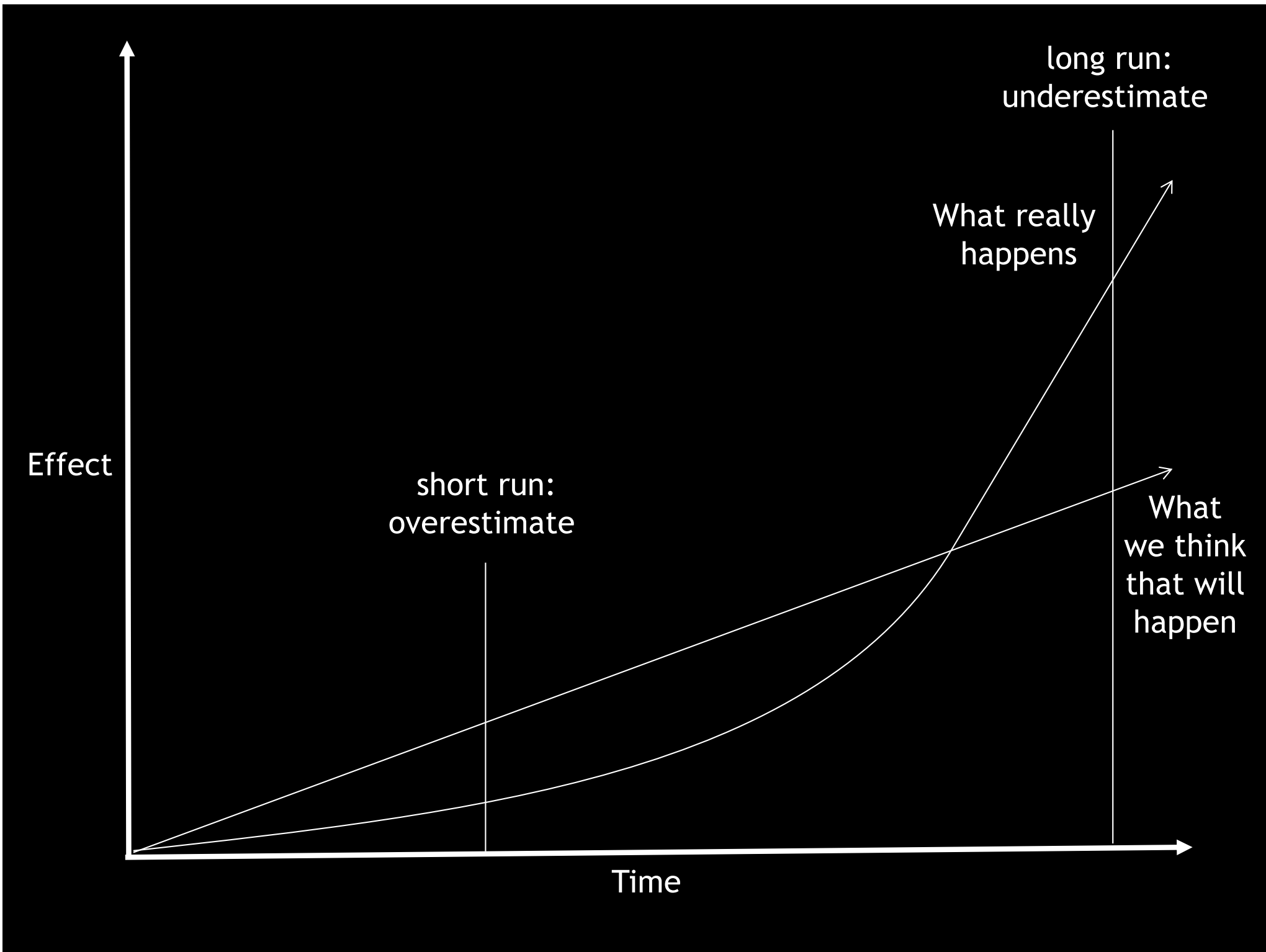


Effect

Time

What really
happens

What
we think
that will
happen



Effect

Time

short run:
overestimate

long run:
underestimate

What really
happens

What
we think
that will
happen

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Mirrorworlds



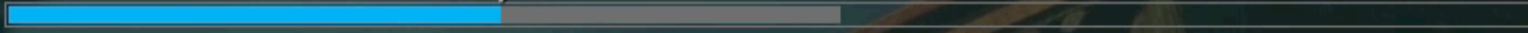




- ♥
- 🕒
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00:39



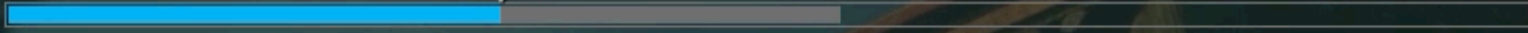
- 📶
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- Heart icon
- Clock icon
- Stack of papers icon
- Paper plane icon

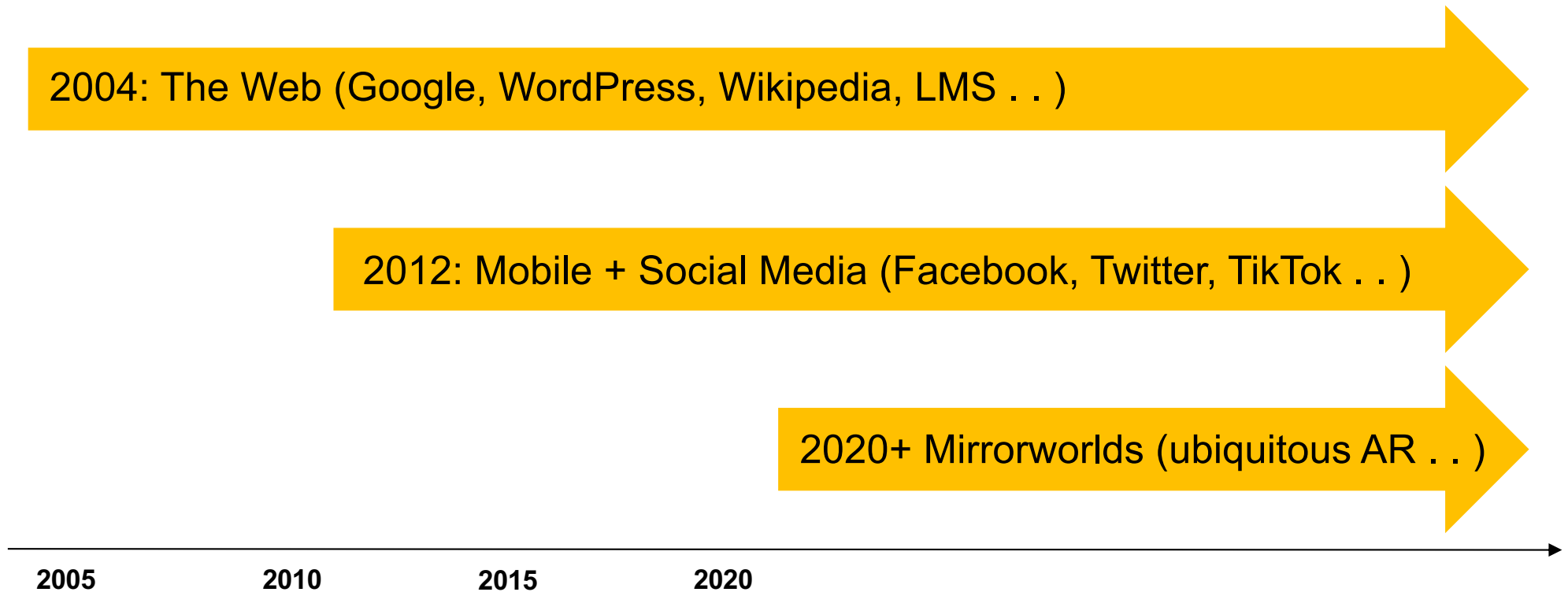


00:39



- Signal strength icon
- Settings gear icon
- Cast icon
- Subtitles icon
- Fullscreen icon

Three generation of digital platforms



(Leinonen, Vartiainen, Brinck, 2021)

2020+ Mirrorworlds (ubiquitous AR)

- Platform where everything in the real world—every place, building, lamppost, and room—will have its digital twin.
- Layers of information, meaning, and functions integrated with the digital twin of the real world.
- Possible to interact with and manipulate: modify, shape, and program.

(Kelly, 2019; Leinonen, Vartiainen, Brinck, 2021)

Three Things

1. The history of the future
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3. Examples



Video dialogue tool for large study groups

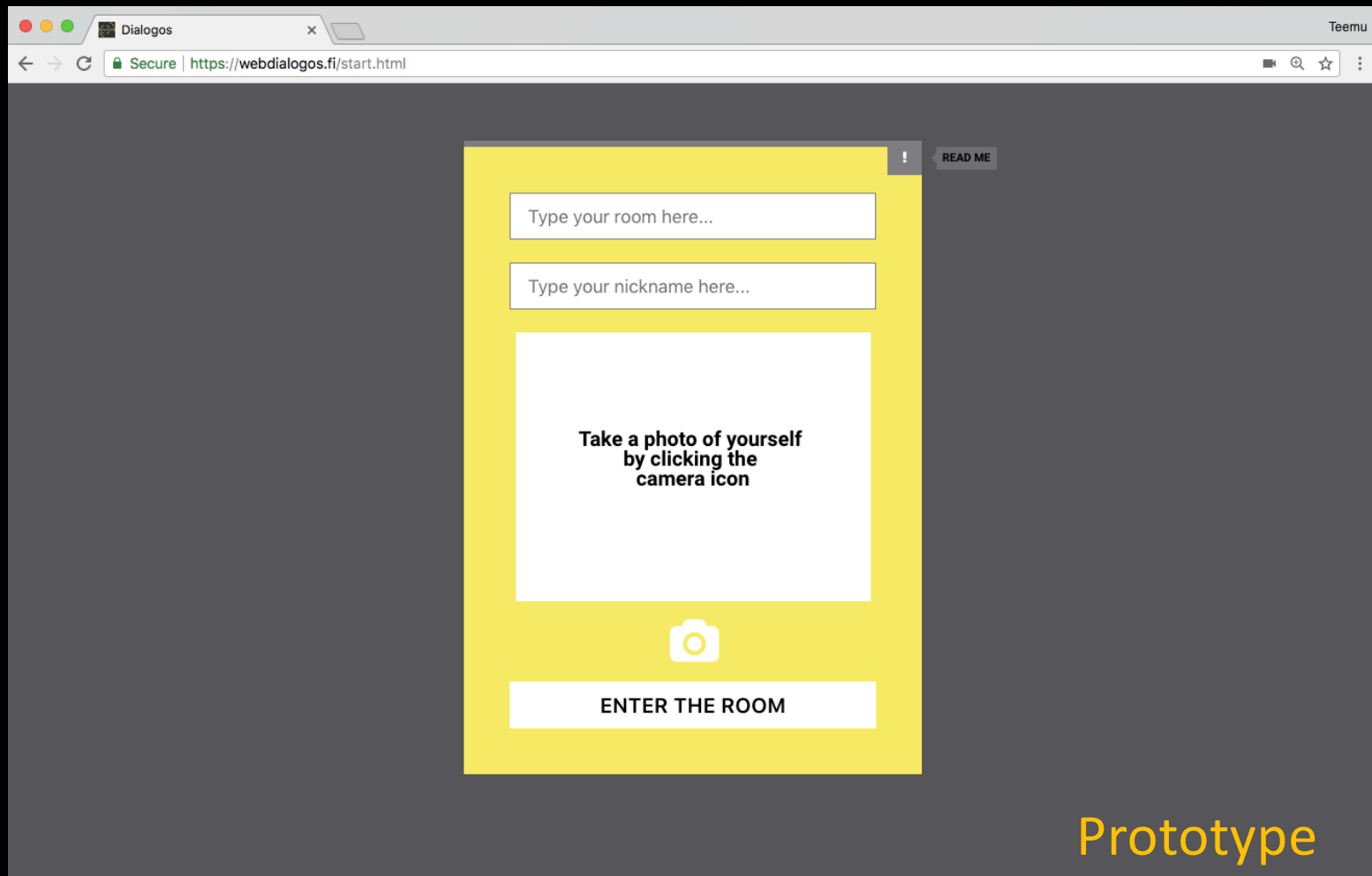
Dialogos is an online tool designed to facilitate dialogue in large groups that communicate remotely. It can hosts up to 40 participants in a session that video streams 4 active speakers simultaneously. The core of Dialogos is in the approach of organising dialogues which is based on the fishbowl discussion method*. Dialogos was inspired by Unhangout, a tool designed in the [MIT Media Lab](#).

Dialogos is made by [LeGroup](#), [Media Lab Helsinki](#), School of Art, Design and Architecture, [Aalto University](#), Finland

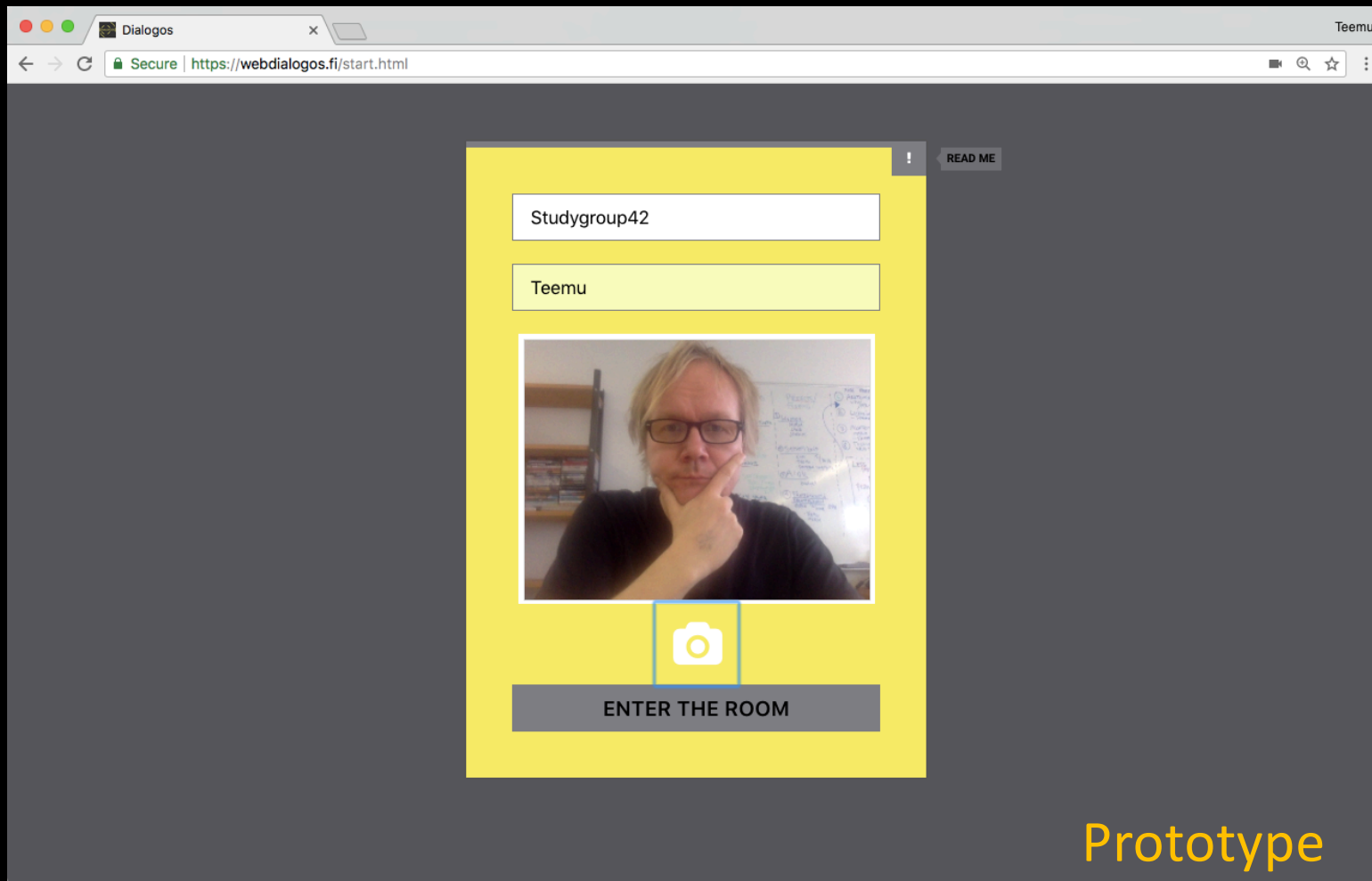
Go to the room you've been invited to



*A fishbowl conversation is a form of dialogue that allows the entire group to participate in a conversation where several people can be actively discussing at a time and others listening. The arrangement of the participants in a fishbowl session is layed out in the way that four people can be sitting in the inner space, or the fishbowl, and discussing. The audience outside the fishbowl, listen in on the discussion in a way that it is surrounding it. The placement of the chairs can be in concentric circles or similar formation. In a fishbowl discussion there is always one empty chair that can be taken over by someone who is willing to enter the fishbowl at any time. When this happens, an existing member of the fishbowl must voluntarily leave the fishbowl and free a chair. The discussion continues with participants frequently entering and leaving the fishbowl.



Prototype



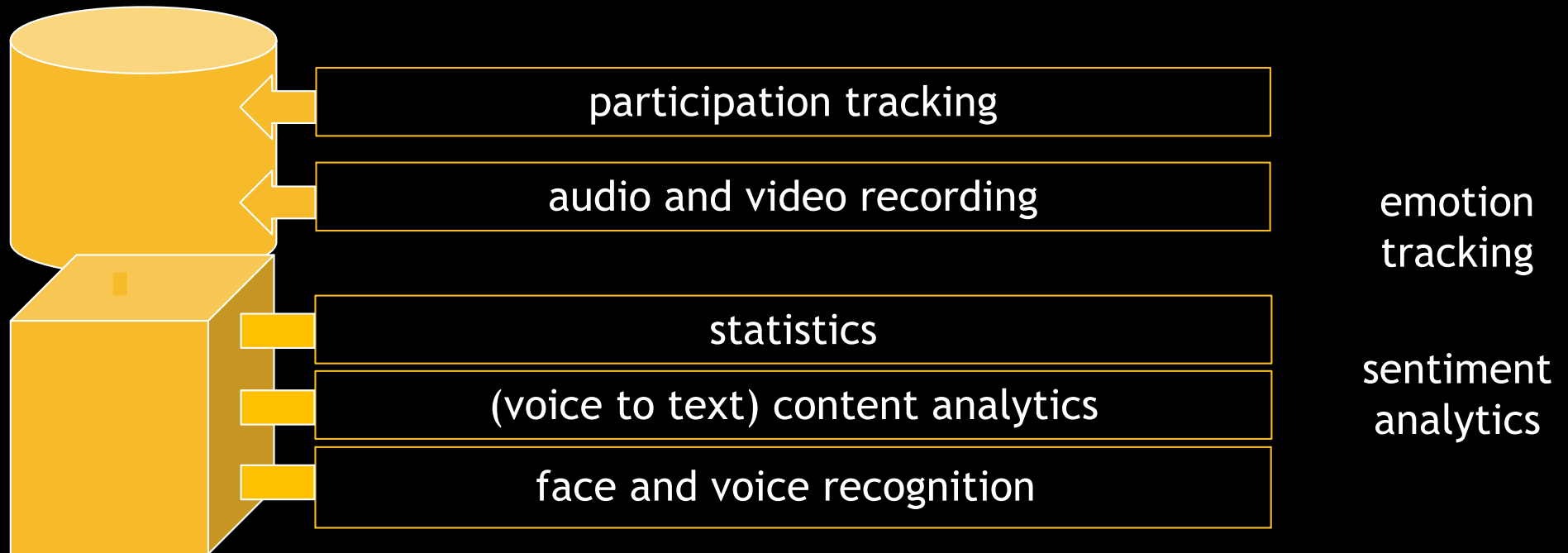
Prototype

The image shows a virtual meeting interface. At the top, there is a row of five chair icons. Below this is a row of seven icons: a person's video feed, a person's video feed, a person's video feed, a person's video feed, a person's video feed, a chair icon, and a chair icon. The main area features a 2x2 grid of video feeds. The top-left feed shows a man with glasses and a headset. The top-right feed shows a man with a beard and a headset. The bottom-left feed shows a man with a headset in front of a poster that says 'Apocalypse Now'. The bottom-right feed shows a woman smiling. To the left of the 2x2 grid is a vertical column of five icons: four chair icons and one person's video feed. To the right is a vertical column of five icons: one chair icon, one person's video feed, one chair icon, one person's video feed, and one chair icon. Below the 2x2 grid is a black button with the text 'JOIN THE PANEL' in white. At the bottom, there is a row of seven icons: a chair icon, a person's video feed, a chair icon, a person's video feed, a person's video feed, a person's video feed, and a person's video feed. Below this is a row of five chair icons. In the bottom right corner, the word 'Prototype' is written in a yellow, sans-serif font.

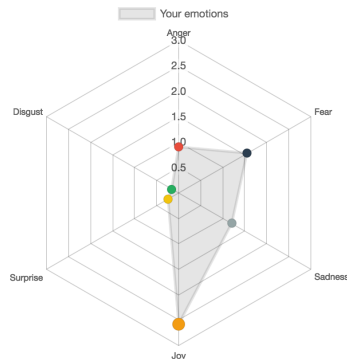




Analytics (for reflection and self-regulation)



Your emotions

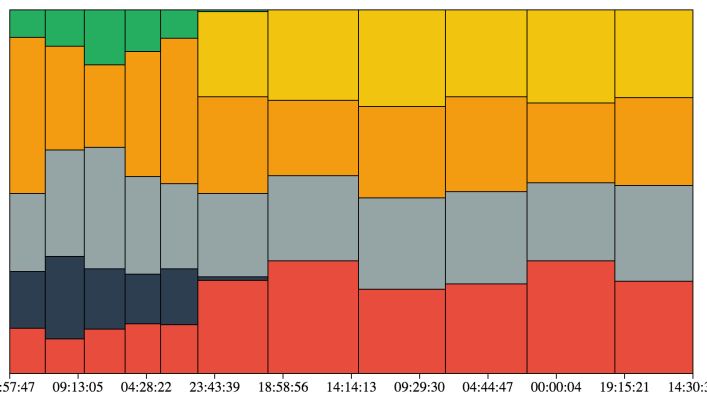
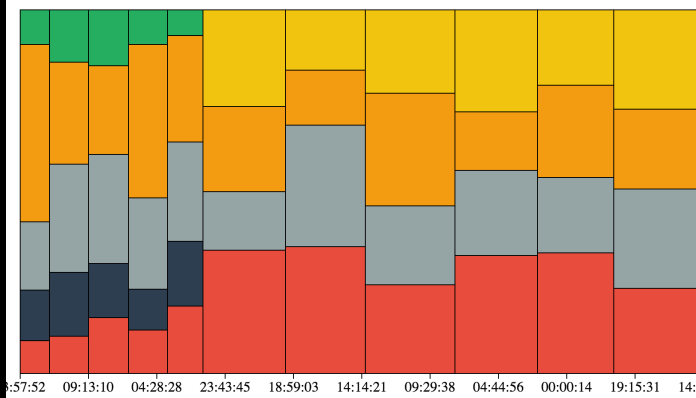


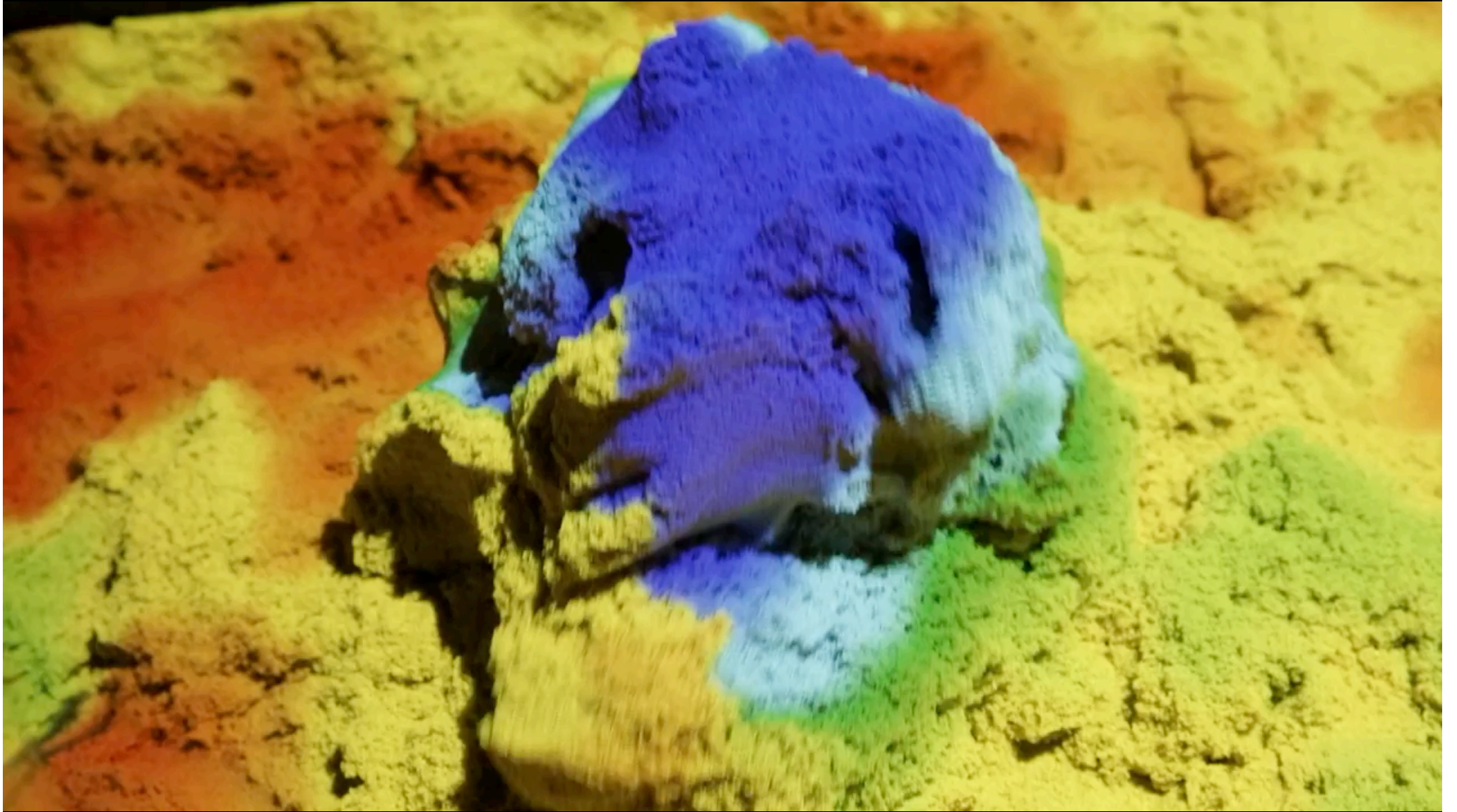
Group emotions

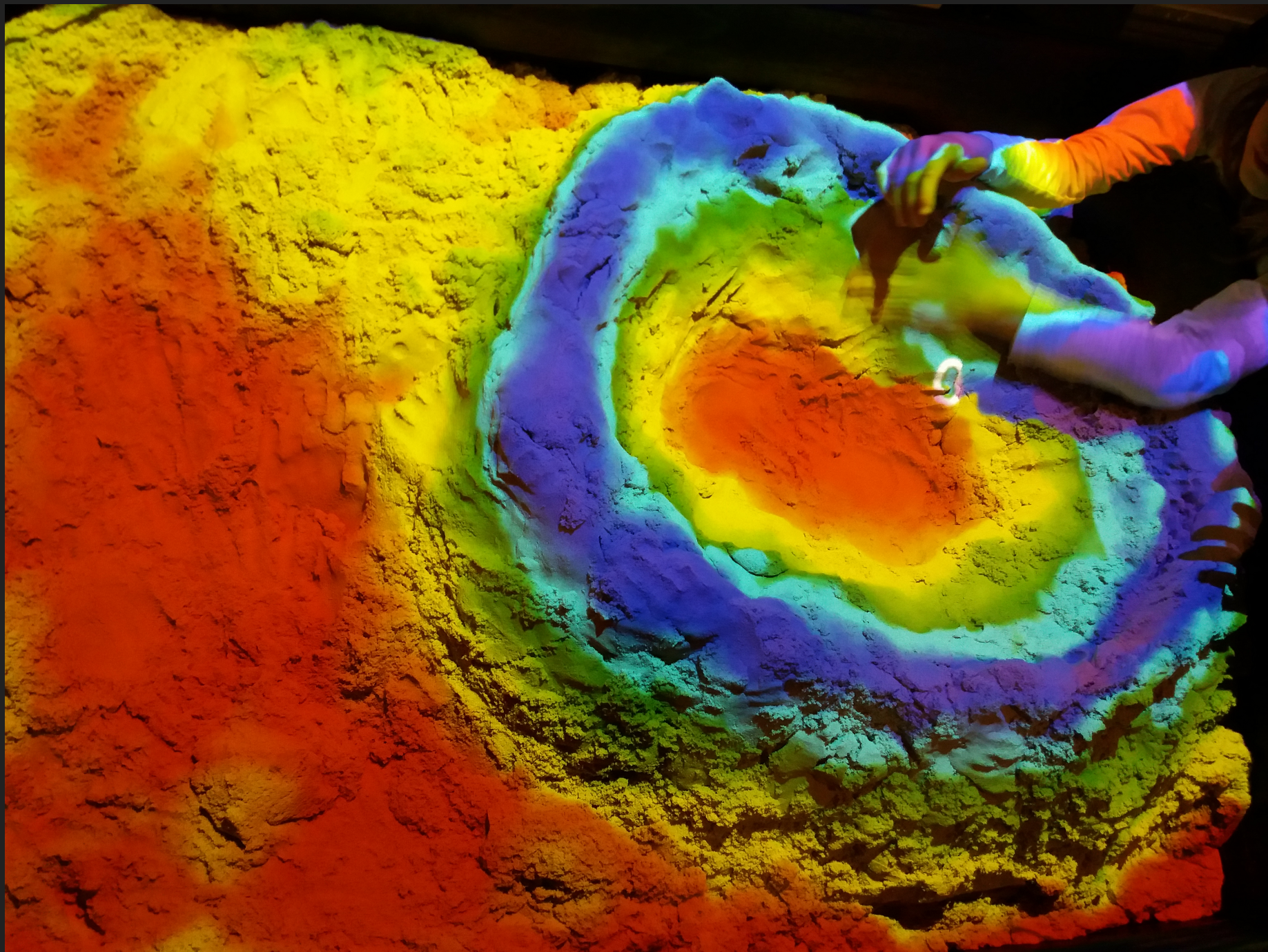


OOAM newspaper kitchen course apartment town
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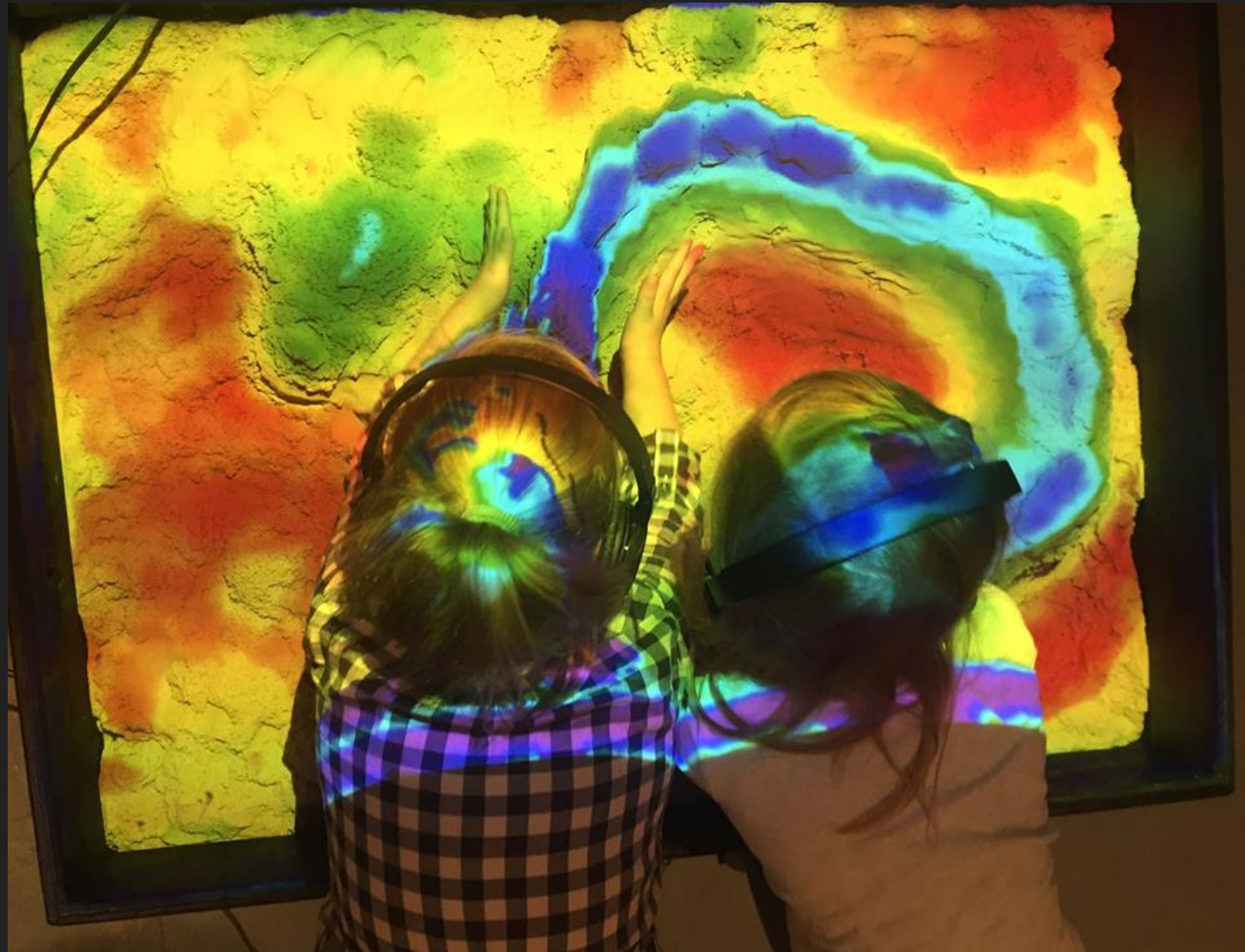








California: Designing Freedom, 10.11. 2017 – 4.3. 2018, Design Museum, Helsinki



Upota sormet sateenkaarenväriiseen hiekkamassaan – Designmuseossa on nyt tarjolla itseterapiaa lisätyn todellisuuden hiekkalaatikolla

Designmuseon uudessa näyttelyssä pääsee käsiksi uuteen teknologiaan yllättävässä muodossa.



Virve Rissanen HS

10.11.2017 14:27

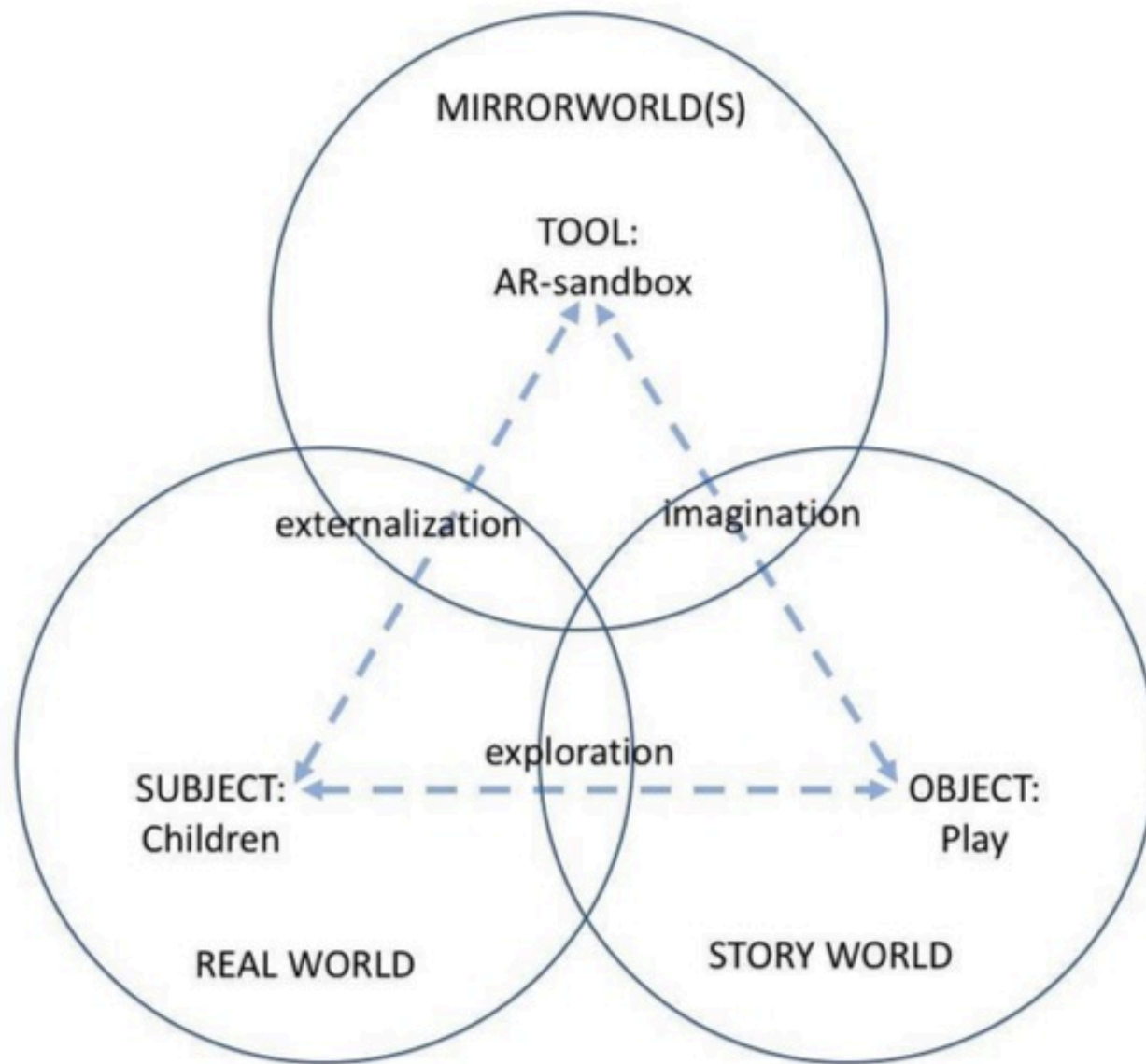
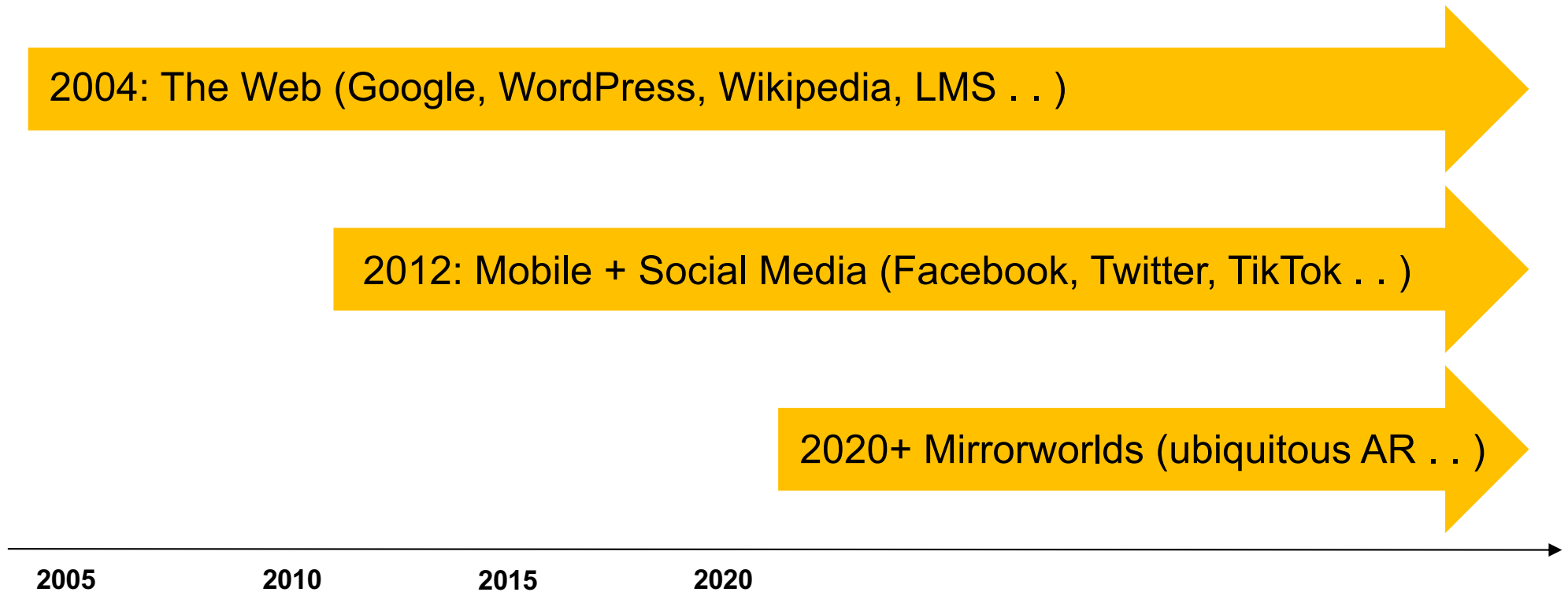


Figure 1: Interplay of child, AR sandbox, and play in the intersection of mirrorworlds, story worlds, and the real world

(Leinonen, Vartiainen, Brinck 2021)

Three generation of digital platforms



(Leinonen, Vartiainen, Brinck, 2021)

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Thank you!

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