

Embeddables: The Next Evolution of Wearable Tech

Reading Response

This chapter explores a very important topic: embeddables. These are technologies that are essentially one with your body. Although on paper it seems super awesome that technologies can be used to completely understand an individual and adhere to his needs. The cool part is that we're at the front door of this innovation. The scary part is that we're at the front door of this innovation.

It's hard to slowly implement this technology as it is invasive by nature, but also, all forms of new technologies is generally met with resistance, notably by the older generation. An example of this would be the Google glasses. People who use this product we're dubbed as "glassholes" despite its inherent useful functionality. Despite the weak positive response though, it's a fact that these products in one shape or another will reach mainstream acceptance. Think texting while walking around, or listening to music with one ear while talking to someone. Yes these methods seem weird or impolite. But it's done everyday now as the mediums behind these actions have become essential to our lives.

The chapter then brings up the history of modification including tattoos, piercings, prosthetics, etc... And yes they seem to be relevant examples, but comparing a tattoo to an embedded sensor inside your skin seems rather farfetched. Outside of this flaw, it's the social acceptance factor that rings in my head. All these forms of modifications have or had stigma associated to them. Now you see men with tattoos giving a press conference. This aspect alone shows precedent that at one point a form of embedded technology will be seen with delight, or simply have no impact on one's professional integrity.

It's then noted how the quest for zero UI is an ultimate goal for embedded technologies. Essentially, it is interacting with a product without having to deal with the needed user interaction menu. Basically winking would do something, along those lines, and not having to reach out and click on an icon. This whole concept and previous endeavors,

leads the belief that we are on a path to abandoning the physical and entering a sort of “Matrix”. Which as time goes, doesn’t quite seem fiction. This would be an achievement in the department of immortality, and not worrying about the weaknesses of our bodies. The author notes though that we will be the last generation that experience death. And literally, that seems quite ridiculous, but on a more philosophical sense, we are already immortal. Every person now has a computing counterpart. We project ourselves onto the internet and create personas whom will never die or degrade. Yes we can be forgotten due to the mass influx of information going into the internet, but we will always be there.

Overall the author brings up emerging technologies that are hinting at embedded technologies (kinect, leap motion, etc...), and due to previous stigmas turn acceptance (tattoos, piercings), will become part of our lives no matter what. At first, we will be hesitant, but overtime we will accept, or we will die off, and the next generation will accept it. Personally embedded technologies creep me out, so count me in the generation that will die off rather than accept it, for the most part.