Enchanted Objects Terminal Word: The Domination of Glass Slabs, David Rose

As David Rose describes in his book Enchanted Objects "Terminal World will continue to expand, consuming everything in its path" when referring to the never-ending screens that surround us on a daily basis. Using a variety of sources I will first demonstrate the prominence and fast-growing expansion of screens in many forms and their lack of both personality and humanity. However, I will then proceed to argue that mixed realities are much more emergent then he describes due to their ability to fulfil many more "fundamental human desires". Mixed Realities according to Paul Milgram and Fumio Kishino expresses a spectrum ranging from reality to virtual reality (Forbes). Throughout this reflection, excluding any specification, screens will be referring to both touchscreens and displays. The key concepts that Rose values throughout his writings are human enchantment in design, which will be referred to throughout this essay and should do the following: "As the ordinary thing becomes extraordinary, it evokes an emotional response from you and enhances your life." (51).

Rose describes, as part of the first Human Drive, how much screens are constantly becoming cheaper and higher resolution due to larger tech companies that drive this demand. By ignoring the humanity of the design which should fulfil natural human desires, and focussing on the technology will prevent people from feeling deeply engaged and or connected to this medium in a meaningful way. For instance, big smartphone competitors Apple and Samsung seem to perpetually have the upper hand at one point or another in terms of the display screen. This 'race' for companies to sell phones with both cheaper and better screens, also pushes us to see our own screens as slightly obsolescent: they pale in comparison to the next best thing. " Peak Screen" (The New York Times). Although technically one could say the changes between 15 years ago and today in terms of television viewing, are drastically different and viewership is much improved as consuming tv and internet, for instance, feels more 'real' than ever before. The higher number of pixels eventually stops being visible (with high-resolution displays) to the human eye thereby making them look closer to reality. It places us into an almost static state and doesn't invite anything but concentration and strain on the content that is being passed unless gesture control is required in smartphones or tablet formats. This narrow linear

relationship and experience between screen and human can be considered a vacuum empathy, authenticity, and/or delight. The media with which we interact is an extension of ourselves, and the screen is the medium for the context outlined in this chapter. McLuhan argues with the technological development of an artefact or object comes greater numbness that is due to "the stress of acceleration of pace and increase of load" (McLuhan, 52). The described reaction of extending ourselves through screens signifies amputation. He explains that this amputation causes humans to,

"undergo the "closure" or displacement of perception that follows automatically undergo the "closure" or displacement of perception that follows automatically". (56).

There is no doubt that the number of screens around us continues to grow, and improving with 8K resolution being the most up to date highest definition television that is "effective and efficient sense of both immediacy and reality" ("Introducing 8K: The Final Frontier?"). Despite the development of 8K, It is expected today that screens will improve, because of this lack of novelty, companies and research are turning towards mixed realities to enchant users. Contrary to what Rose argued in 2014 when Google Glass failed to awaken interest. One might question whether his views might change, as he saw many limitations to this realm because few explorations of it had been developed in the age of Google Glass which was a mini screen fixed to your eye in a bulky format. However, recently there has been a significant 'boom' in both demand and also approaches to mixed realities, that are more enchanting than ever, especially in contrast to screens. Immersive technologies occur on a spectrum that used Mixed Reality as a term to encompass the different approaches as seen below:

Mixed Reality (MR)
(From barely augmented to half-and-half to barely real)

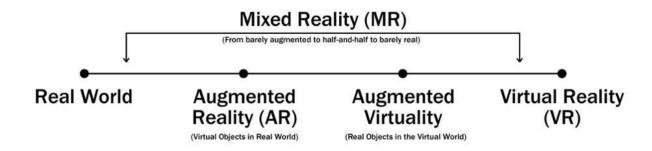| Real World | Augmented Reality (AR) | Augmented Virtuality | Virtual Reality (VR) |
| | (Virtual Objects in Real World) | (Real Objects in the Virtual World) | |

Fig A.

Virtual Reality can explore a range of concepts, from inviting empathy, by placing someone in another's shoes and inherently awakening consciousness, but also to fulfil certain desires that *Real World,* such as flying, pornography or even becoming another gender (all in a first-person viewer experience). This is because VR goes beyond the most realistic high definition screen as

> "VR as a medium is "unreal" and relies on perceptual stimulation (including perceptual feedback of one's own actions) – in particular, visual cues, sounds, and sometimes touch and smell – to trigger emotional reactions" (Frontiers in Psychology).

It picks up on user feedback and adapts accordingly and makes use of the construct that is presence. But, it also utilizes its potential to be "an emotion amplifier" (Virtual reality: The emotion amplifier). Because of the context in which Rose wrote this chapter, his views on mixed realities depended on the beginnings of VR and AR, that weren't able to demonstrate how much potential there is to invoke enchantment or other emotional reaction. Tech companies unlike what Rose predicted "Microsoft Surface user interface will be available in every size and shape and customized for every context"(28), don't seem to be adopting that direction to that extent. However, a key question to think about is whether or not VR and AR fall into or outside of the terminal world category?

In conclusion, black slabs or terminals, as their own entities continue to lack enchantment because of the fixed and linear way we interact with them, however unlike Rose's views on Google Glass, and similar technologies, more recent technological developments include screen such as Virtual Reality are able to call upon many more sensorial and emotional responses thereby making them 'enchanting' experiences.

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Image

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