

Critique 1 | Week 1 | Disha Singh

With the advent of ubiquitous computing it is almost synonymous to alluding it to the increased human computer interactions that characterize today's modern world with the growth of knowledge in this particular field, a major undertaking required to harness the true potential of information technology in aiding and enhancing the human experience. Man Computer Symbiosis is a major initiative aimed at integrating decision-making and formulative thinking on the part of the machine alongside human intuition in articulating complex solutions to the problems of today and relies heavily on the presumption of ubiquitous computing taking a major role in transitioning human computer interactions from closed machine systems to one where the computer actively aids their human counterpart in interacting with the real world. Licklider in his work, Man Computer Symbiosis illustrates the vision of integrating computers into this model of symbiosis whereby, machines taking on the role of scrutinizing and performing clerical duties that fill the intervals between decision making whilst not just being preprogrammed but perform statistical inference decisions to make elementary evaluations. Instructions given to computers result in machines specifying courses, whilst ones given to humans specify goals which thereby, alludes to the symbiosis in which human intuition and judgement aided by the machine's formulations result in the creation of a true data driven solution which eliminates all menial trifles. In all three articles, Writing as an allegory has been defined as the foremost of information technology, and some of the major challenges surrounding the researchers is the fact that, machines limited by elementary symbols and learning are restricted in interacting with humans. A major challenge all researchers in these works face is Information Overload and how to streamline it into more calming technological applications that do not contribute to sensory overload. Weiser in the *The Coming Age of Calming Technology* discusses the periphery approach as a way of attuning more information than if it was in the center and secondly to take control of something by recentering. A major drawback of this approach however, is that the conclusion was not strongly supported that the periphery does lead to fine attunement and rather the assumptions that one derives from such contemplation of knowledge from the periphery may not always be the most accurate. Something in class, I would like discussed very much is thus this approach as to how an information overload, can actually lead to attunement and that to more be focused on the periphery and less attention at the center can in fact lead to more attunement to information. In the work Computer in the 21st century, the authors discuss about Embodied Reality being in opposition to the idea of ubiquitous computing as embodied reality does not take into account for many of the things that ubiquitous computing does as the goal of this mode of computing is to rather enhance the real world experience for a human than, encapsulate their senses in a superlative environment. A true benefit of this mode of computing is the constant presence of this technology does not require active attention but information is transmitted by a glance as compounded by the periphery approach although it takes the calming article brings forth a radically different and more complex conclusion regarding this matter. A fundamental disagreement however I did have with the conclusions of the article Computer in the 21st century was, the authors belief that ubiquitous computing would be efficient but it would not change things fundamentally as nor did the PC. Integrating Computing with the real world as ubiquitous computing would drastically change the human experience as the information we would receive from the world not be simply pre programmed or expected results to arrive from a closed computing system but rather the interactions that would initiate via human computer communications in the real world and IT platforms and input output devices as a result of this integration would fundamentally change the way we process information and technology being so ever present and a constant peripheral mode of change for society would inevitably change how we as humans process information. Weiss in Man Computer Symbiosis alludes these input output devices which researchers in Computer in the 21st century rendered devices that were Tabs, Pads and Boards which functioned as ubiquitous computers enhancing day to day interactions and workings between

colleagues and illustrate how these devices differ from embodied reality and provide sensory interactions such as touch and visual and auditory sensations that enhance our information processing. These examples and studies do detail the importance of ubiquitous computers in characterizing human computer interactions as expansionary from previous decades however, my approach to conducting these research would be different and unlike hypothesizing too much like Weiss, or relying on a relatively small data pool such as Xerox as one firm to generate direct conclusions is detrimental to studies like these, and thus an improvement I would definitely initiate is conducting research on a larger sample size and bringing forth conclusions. An idea that I had whilst, reading these articles was the rejection of false equivalencies between nature and man machine symbiosis and too many hypothetical situations that indeed show the capabilities of ubiquitous computing yet, fall short of engaging the reader in bringing forth logical conclusions from an overabundance of examples based on the writer's own visions and not information or data reduces the quality of the work and the conclusions derived from a scientific basis, thus, in my own conclusions I would admonish the use of hypothetical scenarios such as personal stories and instead rely on the administration of data and logic to bring forth results in academic writings.