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CS 172

I would like to see how people present what they strongly believe assisted more using technology. Instead of just a flat powerpoint or similar presentation, I want to see people using something that would allow their audience or debate opposition to interact with what the person believes. This sort of interaction with the material I think would be vastly more powerful in trying to change how someone thinks about a certain issue or even an entire subject matter. The difference would be that instead of somebody talking at you about what they follow, you would have to take part of the control to get through what someone wants to say. I can see that the apathetic or terribly stubborn won’t bother interacting with the display, which would hinder it since it can still just be ignored similarly to a presentation, but the difference here is that those who are willing to learn about something have a whole lot more power in learning about it, instead of somebody spewing their point of view at you.

This connects with my worldview in that this transformation would facilitate the spread of information and opinion. And while the opinion itself might not be the centerpiece of my worldview, understanding how people think, through what processes and what conclusions they draw from XYZ evidence, has always been fascinating to me. The ability to present in such an interactive manner would greatly help someone explain why they think the way they do about something and even show a ‘map’ of sorts of how they came to that way of thinking.

The software would have to be a video or animation display, but the bulk of what separates my idea from any video player is that the interface for actually setting up the animation would have to be very simple, so non animators are not at a disadvantage when presenting, yet powerful enough to get major points across, and it also has to be somewhat flexible after the animation gets set up so that when someone in the audience asks a question, the presenter can change the animation on the fly to show how their way of thinking would interact with the question that the audience member asked, and then show the results for everyone to see. Another feature that might be useful is if the presenter could hand over control of the animation to someone in the audience, so instead of the presenter trying to interpret what is being said by the audience member and potentially misinterpreting questions, the audience member could set up an animated scenario which the presenter could work through and show everyone what they, the presenter, thinks, and why they think that, and how they got to that mindset for the scene given to them.