

Chp 3 Summary: In chapter 3 the author elaborates on the way our brain works and how our senses may deceive us.

Q1. Related to the text descriptions of how our senses work with our brain, explain your experiences where your senses have momentarily misled you or someone you know.

I can say that my senses have misled me to think someone is near me or calling me when no one is. To briefly explain, whenever I am home and at my desk I always feel someone calling my name or seeing an object in peripheral vision and thinking it is a person.

Q2. What does the 'The Early Adopters Dream Technology' example on page 80 and the mangrove analogy starting on page 81 say about the role of language and its relationship to thought and meaning. Do you agree with the Author's assertions? Whether you agree or not, please explain why.

I do agree with the Author's assertions, in the text the author states "Just as I might use a pen and paper to freeze my own half baked thoughts, turning them into stable objects..." (Clark, 81). From reading the text Clark wants to show how our ability to communicate our thoughts in an easy to understand way. For example, when you are in a lecture or reading presumably or you simply have an idea, one would take notes on it and write it down. So, from my understanding our thoughts are the foundation of ideas that we write down.

Q3. The Ideas of 'meta learning' (page 67) and constructive learning (page 83) are brought up in this chapter. What do these 2 ideas have in common in terms of the process of learning and using information and memory. Please elaborate your thoughts on how you can 'learn' something from this.

The things that constructive learning and meta learning have in common is that they both are based on user learning. They both use information that we are already aware of and then add more information to that.

Chp 4 summary: Chapter 4 goes over forms of telepresence. It describes to us the types of teleprescense we experience and how these may alter how we are viewing an activity or “hack” our perception.

Chapter 4:

Q1. What are the 2 main components of action discussed in the book that are required for Telepresence to exist and function properly?

The 2 main components of making the telepresence function properly was the visual, forced feedback and tactile feedback.

Q2. What form of Telepresence do you think you have experienced? If you have not. What was the closest to it, and what was missing for it to not be telepresence?

I would say the closest I have had to a telepresence experience is playing with the VR on the PS4. I played an action game where enemies were attacking me and it felt as if I was being attacked. Another experience would be seeing a self driving delivery robot that delivers take out for people, because they are able to present and deliver the food, but are missing the presence of an actual person.

Q3. Speculate on what other mechanics and sensory modalities that are based on Telepresence ideas, might be possible. What other ways can we be 'displaced'? Where our perception of where we are and what we are sensing can be 'hacked' or 'rigged'.

Some ideas I have on the sensory modalities that are based on telepresence would be maybe the added elevation of vr chat rooms. We can be hacked by the perception of actually being face to face with someone. When in reality you are missing the physical presence of another person to create in person dialogue. That gives you the ability to read body language and facial expressions.