On Augmented Reality, and Physicalizing Social Media.

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I sometimes wonder what life was like prior to the parturition of Social Media as we know it.

How did people live?

How did people communicate?

How did people maintain in their minds, a coherent, continuous sense of personal identity across time, space, and people space?

It is considerably non-difficult to feel lost in a strange place.

To feel lost among strange people.

Opening up your Facebook, brings your friends to you.

Calling your parents on Skype, brings home to you.

Being able to have home and friends with you, very significantly attenuates the consternating feelings of being lost in a strange place- of not knowing who you are in a country brimming with instances sampled from an unnervingly unfamiliar swathe of the human spectrum.

This- this immensely advantageous mobility that social media gifts home and friends with, engenders an entirely new level of liberty: You can go wherever- however far away from home that you are able to, because home is coming right along with you.

And so I wonder: How did people even live before this was possible?

How did people even muster the nerve to travel far far away from home, How?

Social Media provides one with a means of access to one's continuous story- a progressive hypostasis of identity that is maintained (plus updated) across time and space.

It is very intensely puzzling for me wondering how people even functioned in the absence of what is now such an imperative accessory.

A Next Step. An Interesting Next Step.

There are ways to be exposed to, and expose oneself to the live feelings and reactions of friends, via social media.

There are ways to be exposed to the impression of their physical appearance, via video calls etc.

Invaluable as these are however, progress can still be made.

How much closer can we get to "the real thing"?

How much closer can we get to feeling like your friends are "right here with you?"

On AR and Physicalization.

What if Augmented Reality could offer valuable instrumentation?

With say, a pair of AR glasses you could practically "see" your friend right in front of you- walking around.

You would not just get to know how they feel about a post of yours via say, a Facebook like/reaction.

You would not just get to see their facial reactions to your verbal expression via say, a video call.

With this, you would be granted access to so much more: Body language, entire three-dimensional physical appearance, etc. You would be much much closer to feeling like they were right there in front of you- Feeling like they were right there with you.

What Would be Needed?

1. Augmented Reality Glasses for Viewing.
2. Sensory Input Device for capturing physical information.
(
Ambiguity exists on details here: Computer vision? (So mobile phone cameras could be used, obviating the need for adjunct hardware (How would bifocal vision be made to work?))
Lidar? (Really going out there)
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3. Intermediating software framework to splice across Input and Output, going both ways.

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