

ubizen

Games Edition
Estudos em Jogos Ubíquos

Ubicomp





Mark Weiser





XEROX PARC

Eager to be known as more than a supplier of office copiers, Xerox created the Palo Alto Research Center (PARC) in 1970. PARC's modest assignment? Create "the Office of the Future."

George Pake assembled world-class scientists and engineers—"Architects of Information"—into a hothouse of innovation that flourished for decades. PARC developed laser printing, graphical user interfaces, Ethernet, digital video, word processing, multi-beam solid-state lasers, very large scale integrated circuits (VLSI), and more.

1
Xerox PARC, mid-1970s
The atmosphere at Xerox PARC reflected the West Coast hippie-influenced culture of the 1970s. It was worlds apart from Xerox corporate headquarters in Connecticut.

2
The PARC Computer Science Laboratory (CSL), mid-1970s
Lab Director Bob Taylor held periodic informal meetings in this "brainbag" conference room where CSL staff presented new ideas. Members received frank and sometimes brutal feedback from their colleagues.

Although many PARC ideas never became successful commercial products, some generated billions of dollars in sales for Xerox.



Visão

Mainframe



PC



2062
Teknologi-
Lähetys = 7
Tuloks = 7
Doktori
Avalchen, Yuliia



Ubicomp



2005



Luca Bruno / AP

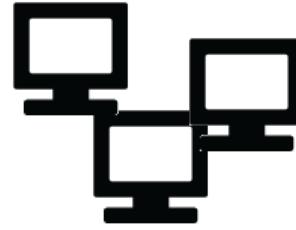
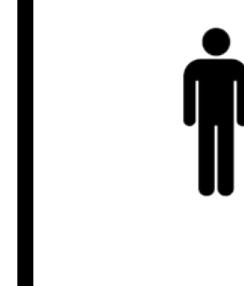
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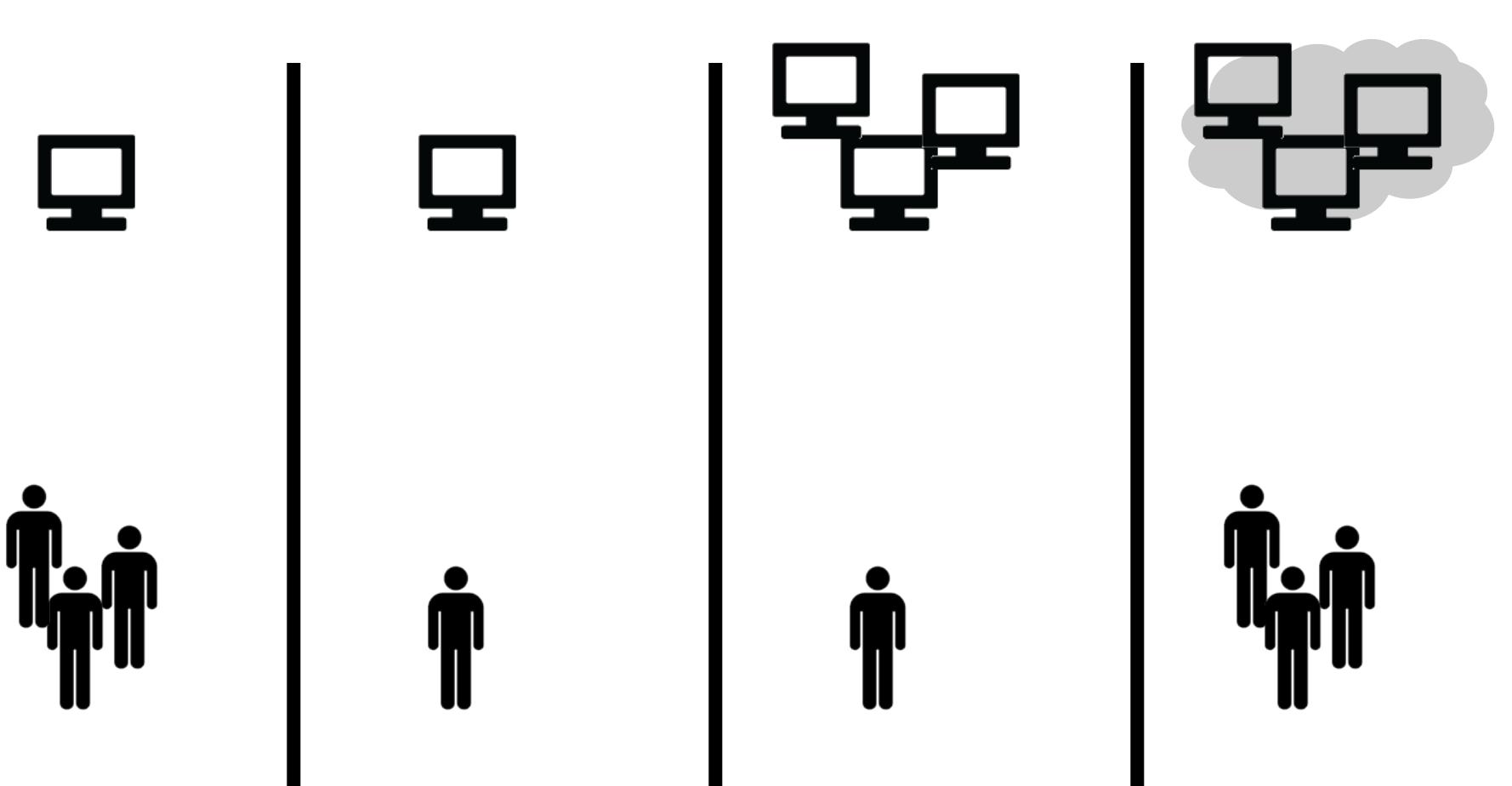


Michael Sohn / AP









A close-up photograph of a brown egg that has been cracked open. The top half of the eggshell is broken, revealing a bright yellow yolk that is leaking out onto a white surface below. The eggshell fragments are visible at the top and right side of the break.

Nascimento

"The most profound technologies are those that disappear. They weave themselves into the fabric of everyday life until they are



The Computer for the 21st Century

Specialized elements of hardware and software, connected by wires, radio waves and infrared, will be so ubiquitous that no one will notice their presence

by Mark Weiser

The most profound technologies are those that disappear. They weave themselves into the fabric of everyday life until they are indistinguishable from it.

Consider writing, perhaps the first information technology. The ability to represent spoken language symbolically for long storage freed information from the limits of individual memory. Today this technology is ubiquitous in industrialized countries. Not only do books, magazines and newspapers convey written information, but so do street signs, billboards, shop signs and even graffiti. Ready writing has covered the earth. The transient background presence of these products of "literacy technology" does not require active attention, but the information to be transmitted is ready for use at a glance. It is difficult to imagine modern life otherwise.

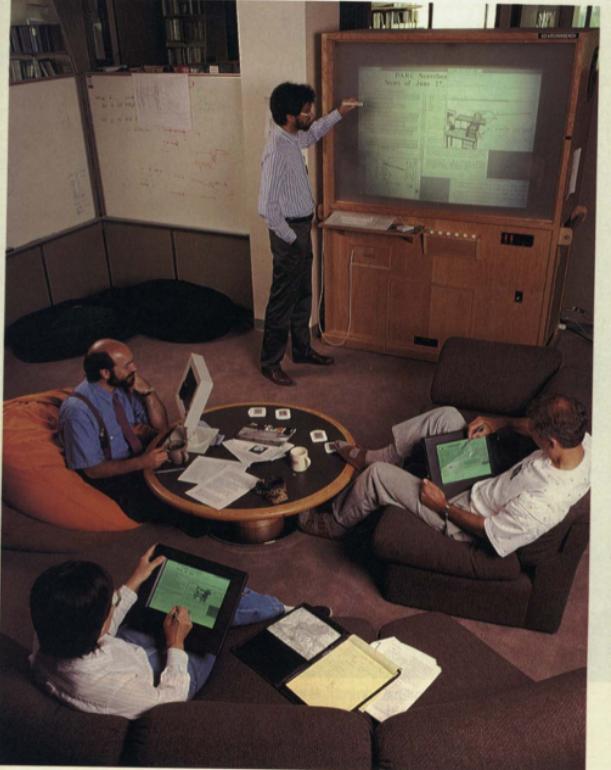
Silicon-based information technology, in contrast, is still in its infancy, part of the environment. More than 50 million personal computers have been sold, and the computer nonetheless remains largely in a world of its own. It

is approachable only through complex jargon that has nothing to do with the tasks for which people use computers. The state of the art is perhaps analogous to the period when scribes had to know as much about making ink or baking clay as they did about writing.

The problem of "ubiquitous personal computers" is not just a "user interface" problem. My colleagues and I at the Xerox Palo Alto Research Center think that the idea of a "personal" computer itself is misplaced and that the vision of laptop machines, dynabooks and "knowledge navigators" is only a transient phase in the development of the real potential of information technology. Such machines cannot truly make computing an integral, invisible part of people's lives. We are therefore trying to conceive a new way of thinking about computers, one that takes into account the human world and allows the computers themselves to vanish into the background.

Such a disappearance is a fundamental consequence not of technology but of human psychology. Whenever people learn something sufficiently well, they cease to be aware of it. When you look at a street sign, for example, you absorb its information without being aware of the act of reading. Computer scientist, economist and Nobelist Herbert A. Simon calls this phenomenon "compiling"; philosopher Michael Polanyi calls it the "tacit dimension"; psychologist J. J. Gibson calls it "visual invariance"; philosopher Georges Canguilhem and Martin Heidegger call it the "horizon" and the "ready-to-hand"; John Selye Brown of PARC calls it the "periphery." All say, in essence, that only when things disappear in this way are we free to use them without thinking and so to focus beyond them on new goals.

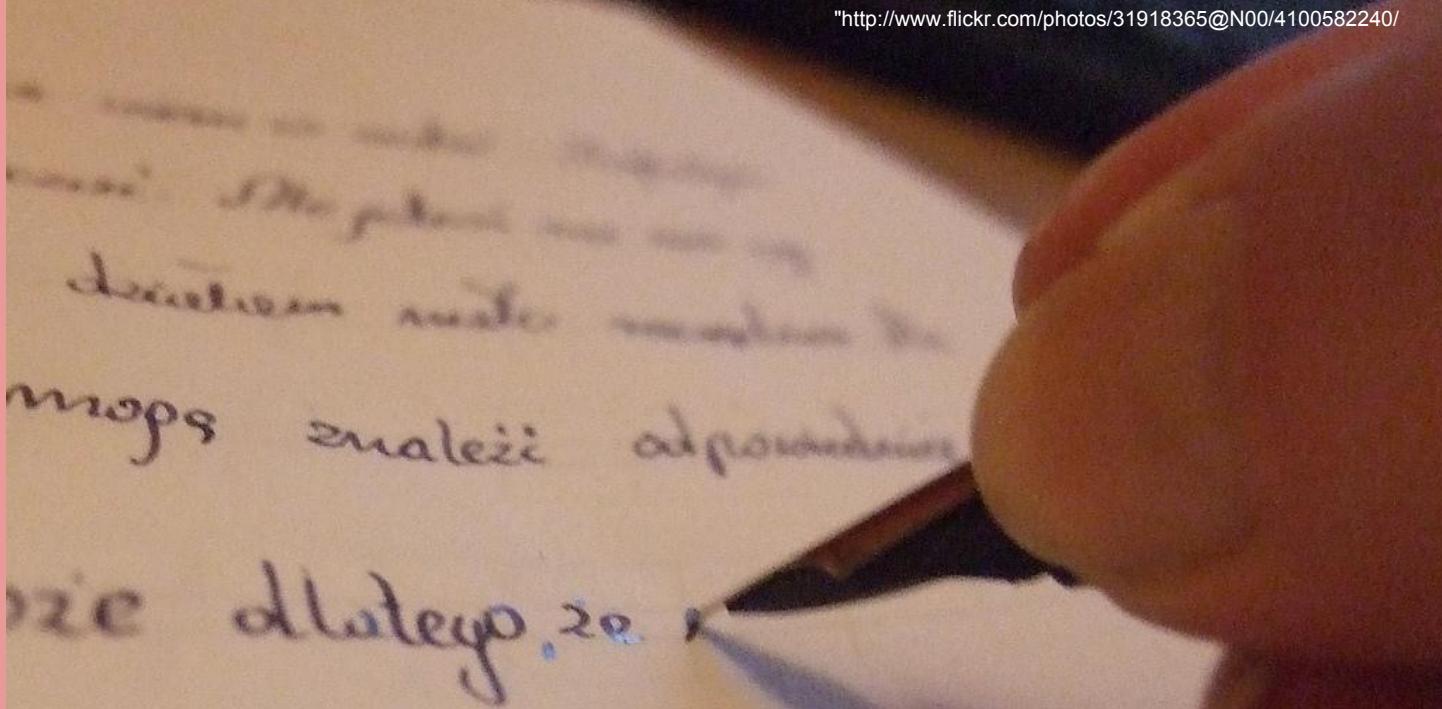
MARK WEISER is head of the Computer Science Laboratory at the Xerox Palo Alto Research Center. He is currently working on the new revolution of computing after workstations, variously known as ubiquitous computing or embodied virtuality. Before working at PARC, he was a professor of computer science at the University of Massachussetts and received his Ph.D. from the University of Michigan in 1979. Weiser also helped found an electronic publishing company and a video arts company and has written several articles on programming "for the fun of it." His most recent technical work involved the implementation of new theories of automatic computer memory reclamation, known in the field as garbage collection.



UBQUITOUS COMPUTING begins to emerge in the form of live boards that replace chalkboards as well as in other devices at the Xerox Palo Alto Research Center. Computer scientists gather around a live board for discussion. Building boards and integrating them with other tools has helped researchers understand better the eventual shape of ubiquitous computing. In conjunction with active badges, live boards can customize the information they display.

Escreta

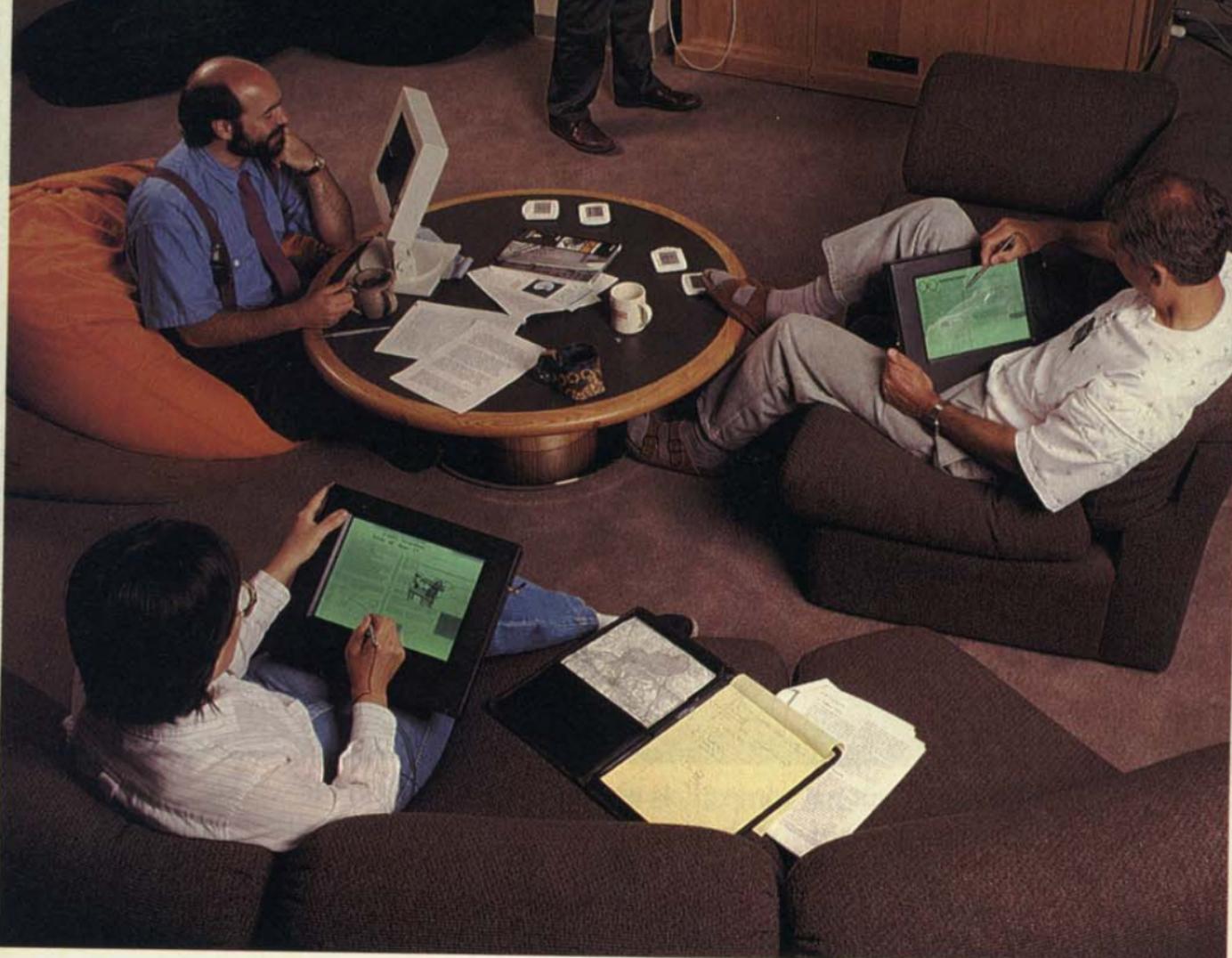
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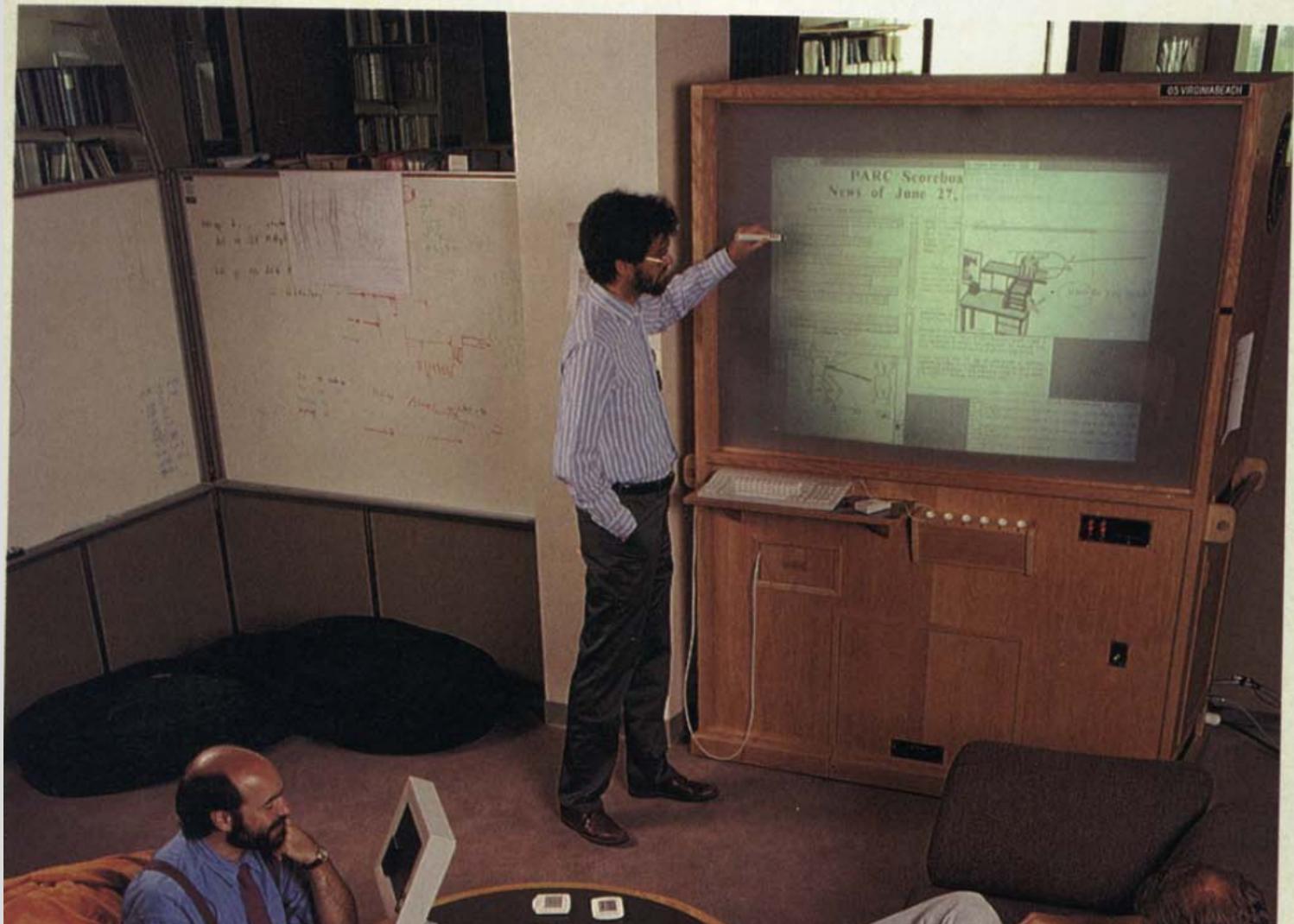
Computação



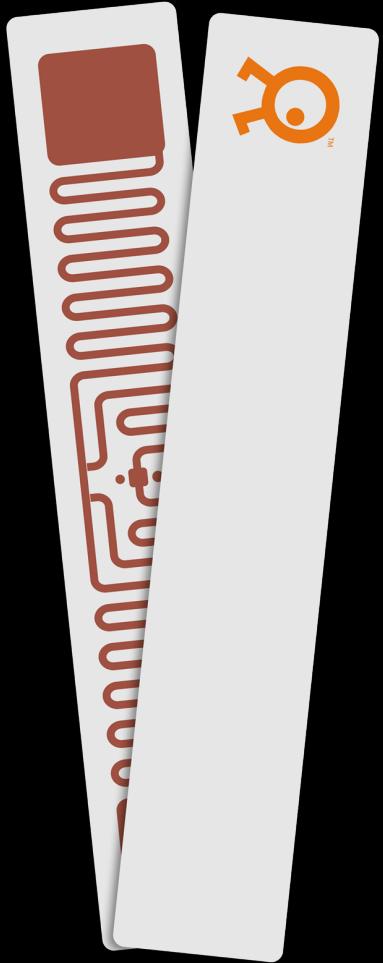
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PARC Scorebox
News of June 27,

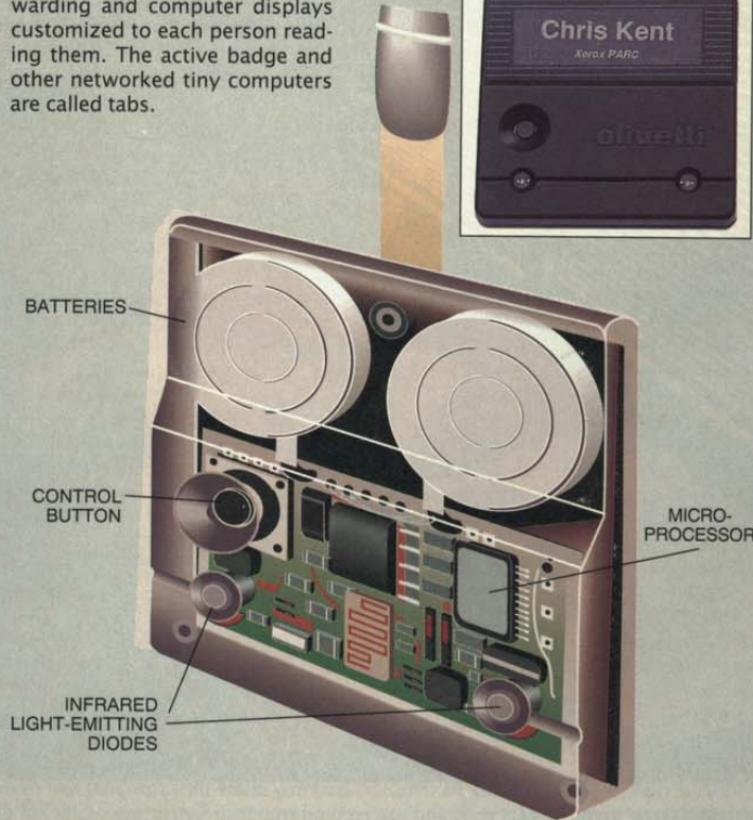






The Active Badge

This harbinger of inch-scale computers contains a small microprocessor and an infrared transmitter. The badge broadcasts the identity of its wearer and so can trigger automatic doors, automatic telephone forwarding and computer displays customized to each person reading them. The active badge and other networked tiny computers are called tabs.







Hardware

Hardware

Software

Hardware

Software

Rede

Desafios



Heterogeneidade





Escala

Tolerância a



a Falhas



Segurança



Mobilidade



Contexto



Interface



Ambiente

Inteligente



Tarefas

- Dentista - 14:30
- Comprar Presente
- Comprar Terno para Festa
- Revisar Monografia



13:00



13:30



14:33



13:47



Exit

14:00



BOOKSTORE



14:05



BOOKSTORE

Tarefas

Dentista - 14:30

Comprar Presente

Comprar Terno para Festa

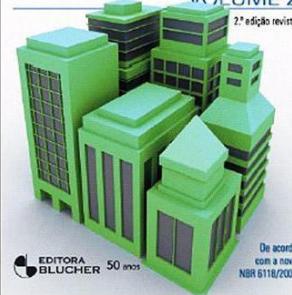
Revisar Monografia



MANOEL HENRIQUE CAMPOS BOTELHO
OSVALDEMAR MARCHETTI

CONCRETO
ARMADO
EU TE AMO

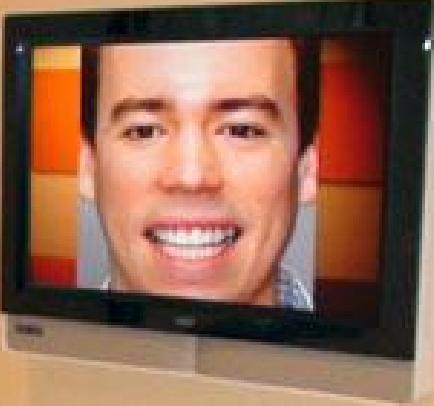
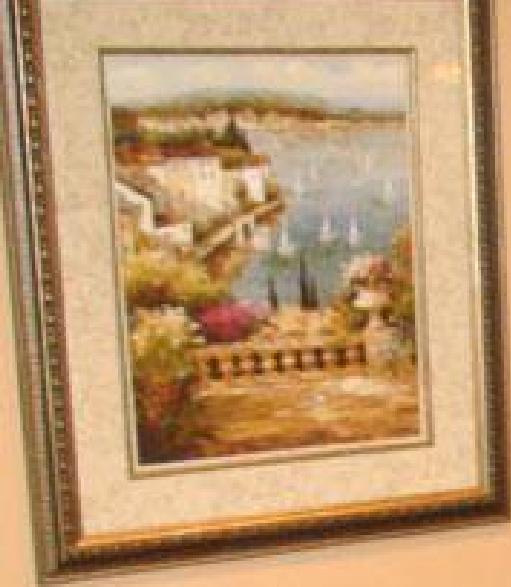
VOLUME 2



De acordo com a nova
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14:20



14:29

Tarefas

Dentista - 14:30

Comprar Presente

Comprar Terno para Festa

Revisar Monografia

15:02



14:22





Tarefa?

Um cenário ubíquo do
seu dia a dia.



**Fabricio Nogueira
Buzeto**

UbiZen Games