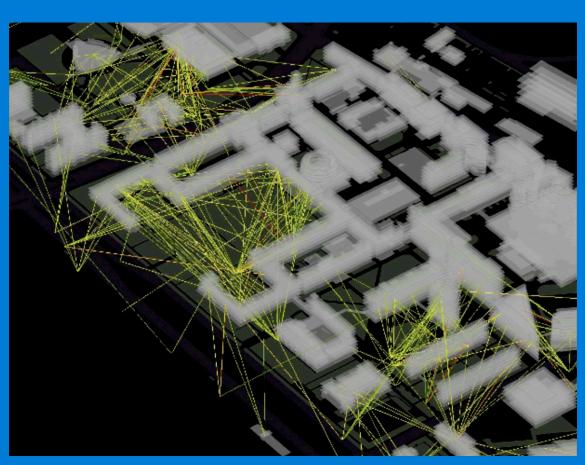
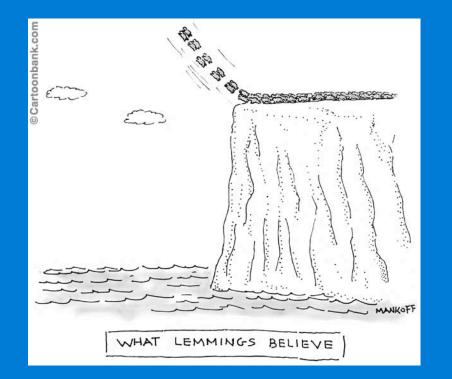
### **Institutions and Solutions**

Andrew Lippman Media Lab lip@mit.edu May, 2009



## Institutional cracks

- Out of scale
- Monocultures
- Opaque
- Blurred mission



Solution: Invert each bit

### Institutions vs Communities

Musicians *vs* music industry Artists *vs* art industry Doctors *vs* the medical industry Academics *vs* the education industry

Members avoid the pitfalls

## **Social Institutions**

Institutions function when the community is as strong as the containing industry, e.g., the arts?

Institutions survive when they include the creative members?

Newpapers, television, music were founded on technologies but they prolonged themselves by other means.

Scaling is still not solved

## **Social Themes**

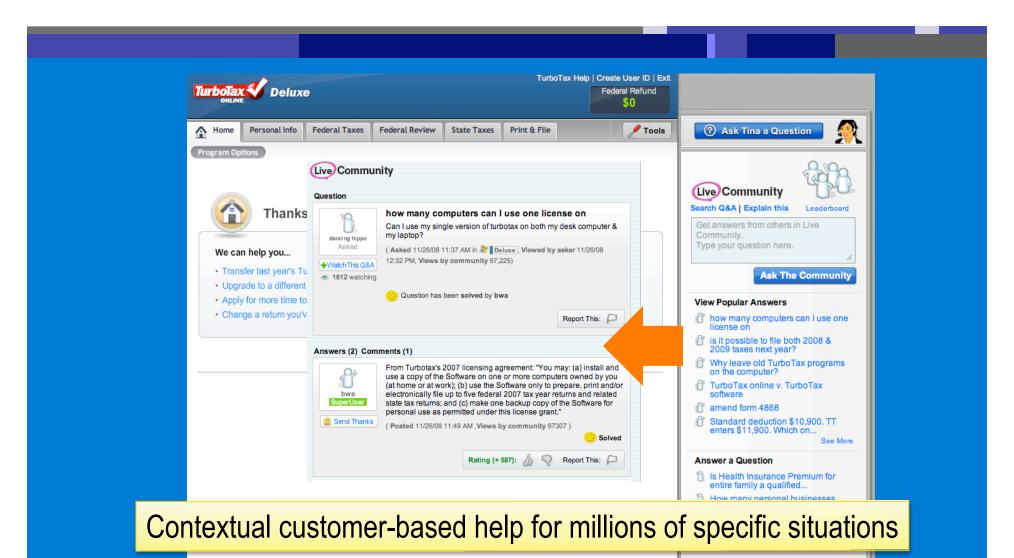
Social networks are a resonant theme, mapping archetypical ideas to new technology

"We not me:" socialization replaces personalization

Media is back in the picture

No invention required

# Intuit: Live Community



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**Courtesy of Intuit** 

### **Apps Stores as a model**

- Brokerage
- Platform
- Imprimatur
- Eliminates the "rounding error problem"
- Raises switching costs through community

#### Engage the community

## **Casual Operating Interfaces**

- One app per screen
- Usable while doing something else
- Generalizable to signage, picture frames, TV/STBs, portable devices, physical devices, learning systems
- App stores are the means

Mates personal devices to the environment

# **Creative Collaboration and Learning**

- Integrate design, technology with real life
- Span time and space, virtual and actual
- Create a center for *creative collaboration and learning*



Design and realization in concert with partners

### **Elements**

- An amulet to intermediate communications
- An interface that you already own
- A "Third cloud" of resources
- Fourth level "mist"
- Intelligence and context in interactions
- Bit density



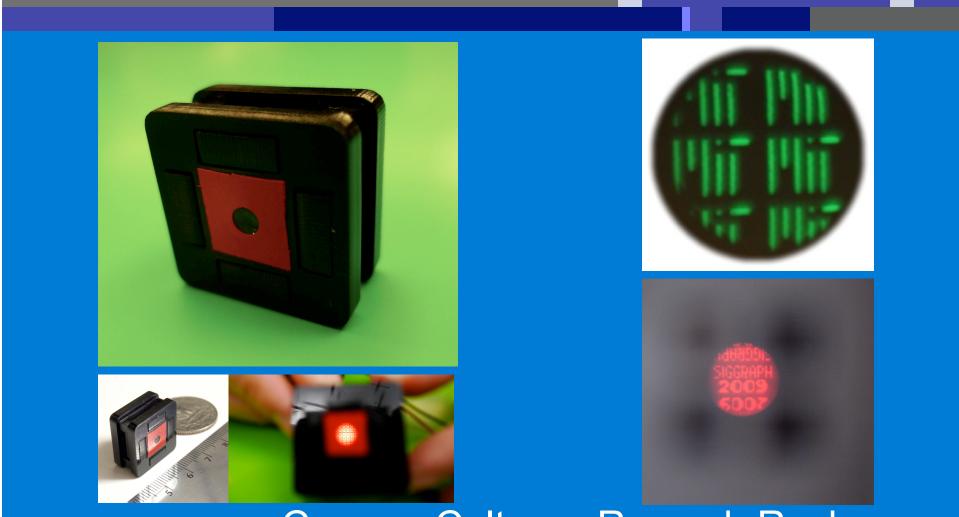


# Applications: The flesh on the bone

- Social Dashboard: an interface for automatic control of a virtual private milieu
- Health and Media: Compliance apps that span TVs and phones; individuals, providers, and family
- Social Television: Entertainment as a social phenomenon



### Looking deeper



Camera Culture: Ramesh Raskar

# Within Ten Years

- Connectivity wherever there is commerce
- It's all XOIP
- Mobility is personal; no longer devicecentric
- Sensing, processing and I/O cost nothing and are pervasive

Happens tomorrow