

Metaverse Computing and TransMedia in 21C

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In the 21st century, computing is going beyond a mere extension of conventional information technology to create a whole new world of converged media in combination with biotechnology, nanotechnology, cognitive science, and many other areas. Offering easy and seamless connections between people, between people and objects, and between physical and virtual spaces, anytime and anywhere, converged media will be firmly established as the key mega trend of this century. Such rapid changes in media technology will make it possible for us to exist not just in the real world but also in virtual space.

Convergence between the real and virtual worlds will enable the amazing experience of freely navigating both worlds, with the boundary between the two being further blurred. In this process, both spaces will witness the emergence of countless new issues concerning identity, reliability, social roles, and interaction. Against this backdrop, a new paradigm of information, communication, and media technologies linking the real and virtual worlds in a comprehensive and efficient manner is required.

In this presentation, I would overview and discuss Technology Mega Trend in 21C with special emphasis on Metaverse Computing and TransMedia, how new science and technology development in 21C might influence Humanity, Art, Living and Industry and raise an issue on how we redefine the identity of human body, sensation and mind under this exponentially transforming era.