

The Future of UX

What will UX be like 100 years from now?

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TECED

Which future? Utopian or Dystopian?



Dystopia

Back to medievalism?

Back to 1800?

Pockets of science?



Utopia



Individual UX elements
Bio-machine integration
The Big Picture

What kinds of UIs?



Today

In the Future

Today's UI could be better



Touch

Vision

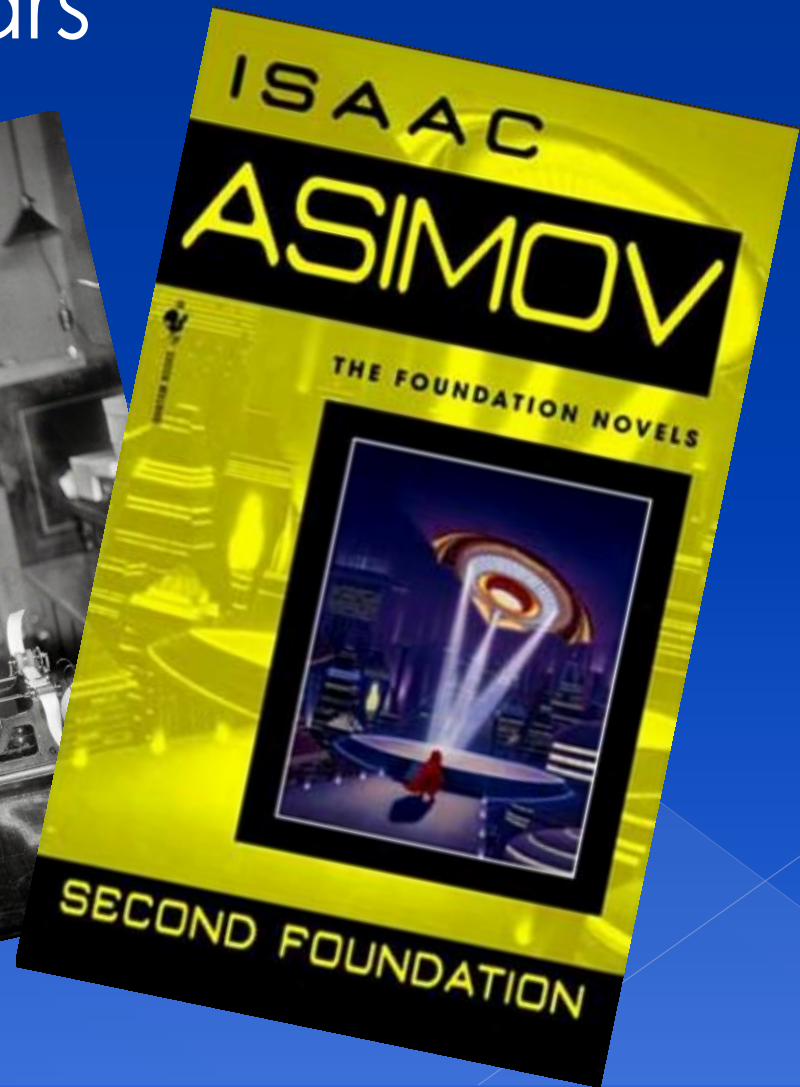
Position

Eyeball direction

Sound

Natural Language

May need 100 years



Fantasy or Reality?

Babel fish

Universal language translator

BOLT



Multiple Languages

Moore's law for language learning?



Future UIs could include



Smell

Blood pressure

Chemical products

More Future UIs

Taste
Pain
Emotion



Electronic Nerve Interfaces

Coming soon



Sex via Computer

From games to teledildonics



Blurring the Boundary

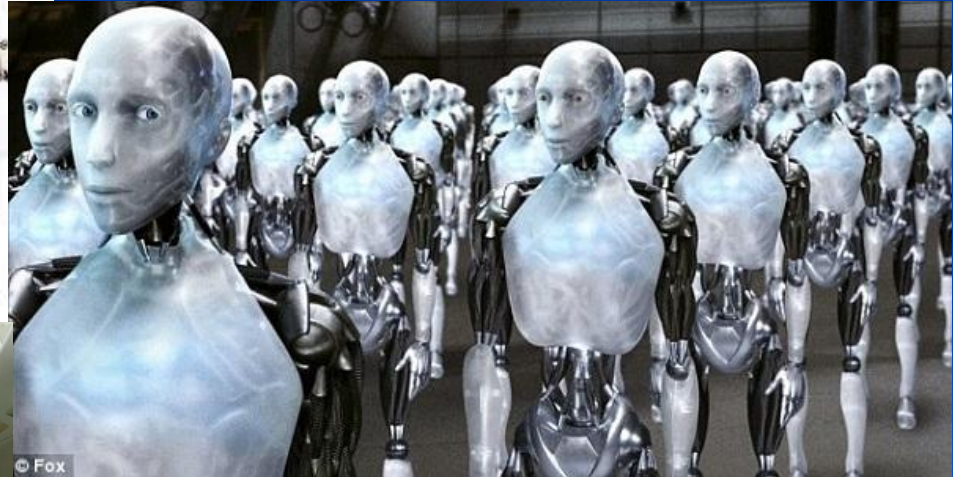


Is it alive?

Is it human?

Does it matter?

Inorganic Intelligence



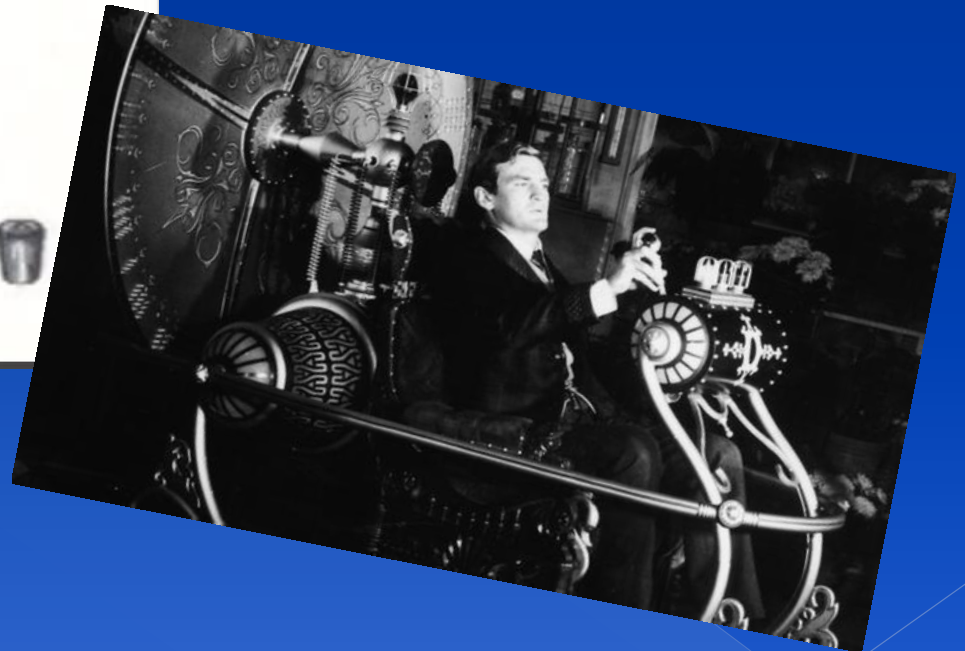
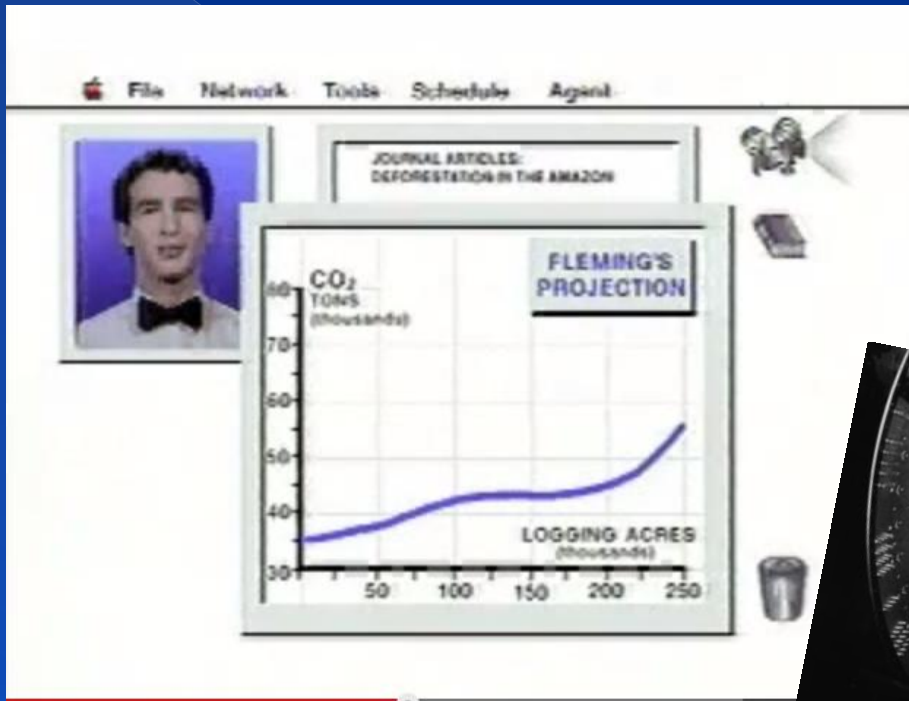
The computer is conscious

The Big Picture

What will life be like?

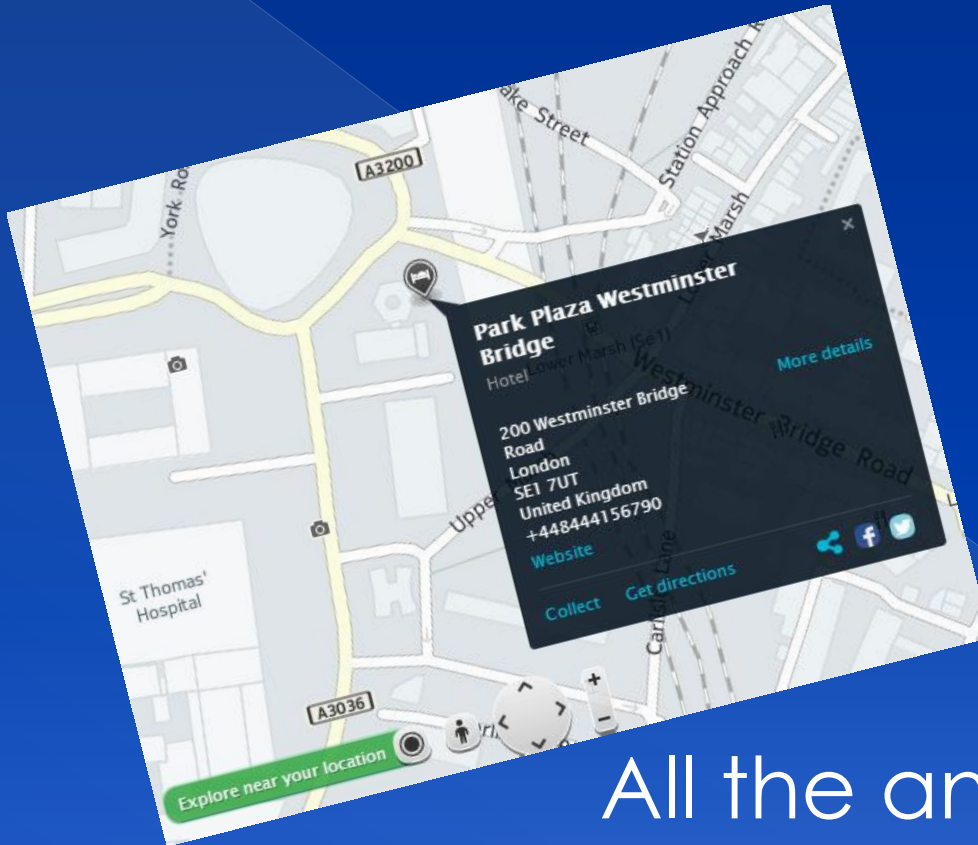


The Librarian



Human knowledge not needed

Map Apps for Everything



All the answers we want
What answers will we want?

What Answers Will We Want?

Science, history, and art—or
Facebook on steroids



The Future:

Looney-Tunes saw it first!

Thank you to all the scientists, science fiction fans, and critics who helped me with material for this talk, especially Whitfield Diffie, John Alden, Mike Ward, Karen Schaeffer, and Mark Baushke.