

Preface

Just like previous seismic shifts in civilization, the net age has produced a massive change in civilization. The main effect of this shift has been the instant, global, and constant communication, and so in some way this has been a revolutionary change of human communication. What this has meant is that the net generation grow up with new forms of play and communication from previous youth. Their entertainment is immersive, fantastic, and can be played together with thousands or millions of people around the world. Their communication is instant, from many multiple sources simultaneously, constant, and global. In some way there has been an end of solitude (which may also have negative consequences). Now, when the net generation goes to school, they find it totally different, and more and more irrelevant to their daily lives. They are used to constant, immersive, simultaneous multiple source communication. Sitting in a traditional classroom, and being told not to use their mobile phones or send messages must be totally boring and frustrating to them. Having one source of information from the teacher must seem so slow. Students may feel they wish they could press a fast-forward button to the teacher.

Not only the young net generation but also all of society has radically changed. Grandparents are playing games on Nintendo Wii or DS, and parents are using Twitter. What this means is that in general we must understand the new entertainment and the new communication in order to enrich learning and education that is relevant, and also to allow work, family life, and elderly care become more relevant and enriching.

I hope this book will be informative and inspirational to students and the next generation of researchers who will change the world and society for the better through new modes of entertainment and communication. I hope this book will also be useful to academics, researchers, engineers, game designers, interaction designers, venture capitalists, etc. With quantum step innovation and inventions, we can make a better society for children, families, and elderly.

Singapore and Tokyo

Adrian David Cheok



<http://www.springer.com/978-1-84996-136-3>

Art and Technology of Entertainment Computing and
Communication

Cheok, A.D.

2010, XX, 299 p., Hardcover

ISBN: 978-1-84996-136-3