

**Futur partout, avenir
nulle-part?**

@nicolasnova

– 8 novembre 2018

Le futur est maintenant

La panne
des imaginaires
technologiques

Nicolas
Nova



1. INJONCTIONS

Pour « une initiative européenne sur l'innovation de rupture »

3-4 minutes

Vingt-six experts et dirigeants de centres de recherche et d'entreprises technologiques, parmi lesquels l'ancienne ministre Claudie Haigneré ou le PDG de Naval Group Hervé Guillou, plaident dans une tribune au « Monde » pour la création d'un outil franco-allemand sur le modèle américain de l'Agence pour la recherche avancée de la défense.

LE MONDE ECONOMIE | 18.10.2017 à 15h51 • Mis à jour le 19.10.2017 à 18h26 | Par Collectif



Neal Stephenson: Innovation Starvation

BY NEAL STEPHENSON 10.27.11 | 1:59 PM | PERMALINK

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My lifespan encompasses the era when the United States of America was capable of launching human beings into space. Some of my earliest memories are of sitting on a braided rug before a hulking black-and-white television, watching the early Gemini missions. This summer, at the age of 51 — not even old — I watched on a flatscreen as the last Space Shuttle lifted off the pad.



I have followed the dwindling of the space program with sadness, even bitterness. Where's my donut-shaped space station? Where's my ticket to Mars? Until recently, though, I have kept my feelings to myself. Space exploration has always had its detractors. To complain about its demise is to expose oneself to attack from those who have no sympathy that an affluent, middle-aged white American has not lived to see his boyhood fantasies fulfilled.

Still, I worry that our inability to match the achievements of the 1960s space program might be symptomatic of a general failure of our society to get big things

MOST RECENT WIRED POSTS



The Strangely Competitive World of Sci-Fi Writing Workshops



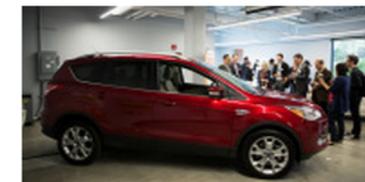
While You Were Offline: American Sniper's Fake Baby and a Drug-Buying Bot



Here's the Secret Silk Road Journal From the Laptop of Ross Ulbricht



Leatherman's New Wearable Tech Can Repair Your Wearable Tech



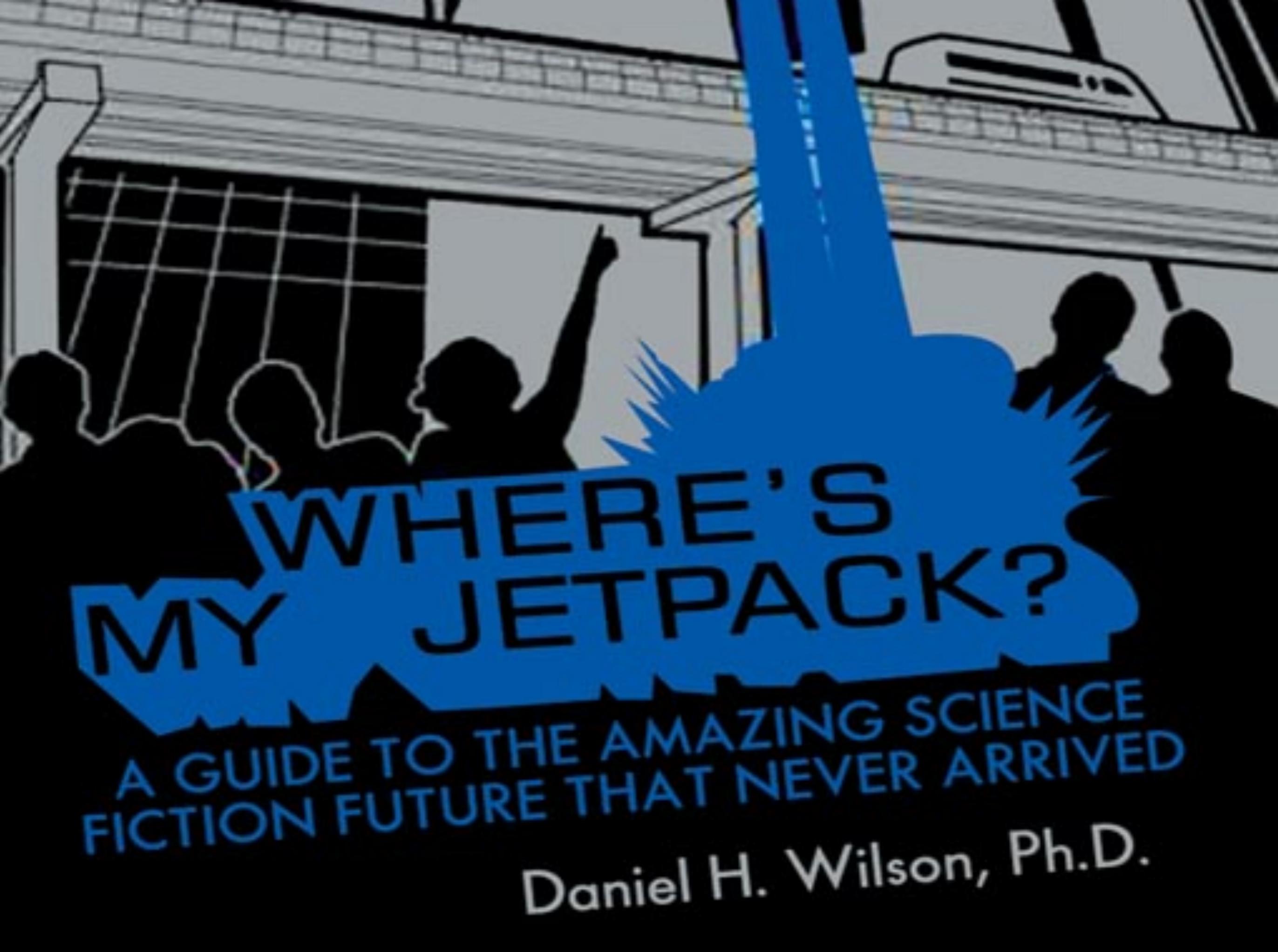
Ford Finally Discovers Silicon Valley

FOUNDERS FUND

WHAT HAPPENED TO THE FUTURE?



*WE WANTED FLYING CARS,
INSTEAD WE GOT 140
CHARACTERS.*



MY WHERE'S JETPACK?

A GUIDE TO THE AMAZING SCIENCE
FICTION FUTURE THAT NEVER ARRIVED

Daniel H. Wilson, Ph.D.

MARC

AUGÉ

Où est passé l'avenir?



panama

François
Hartog

Régimes d'historicité

Présentisme et expériences du temps

POINTS



HISTOIRE

“On ne sort pas du présentisme comme on passe à l’heure d’hiver”

François Hartog

2. DESIGN + FUTURS



Concept cars



Vidéos promotionnelles



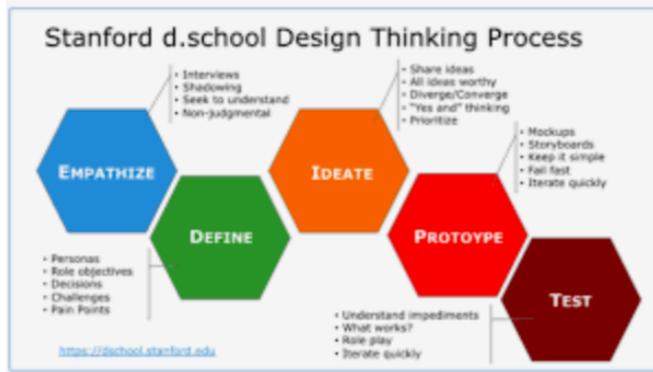
Accessoires (“props”)



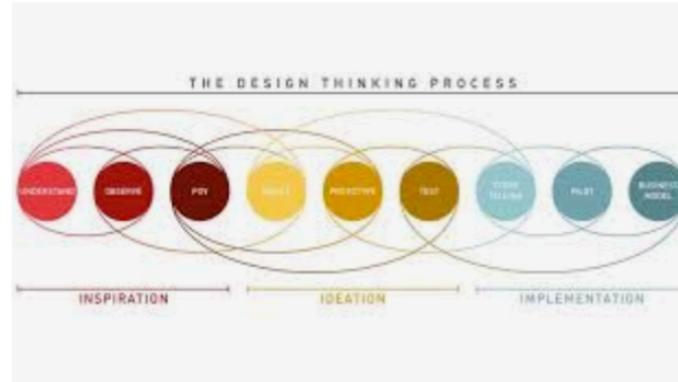
**Speculative Design (United MicroKingdoms,
Dunne & Raby)**



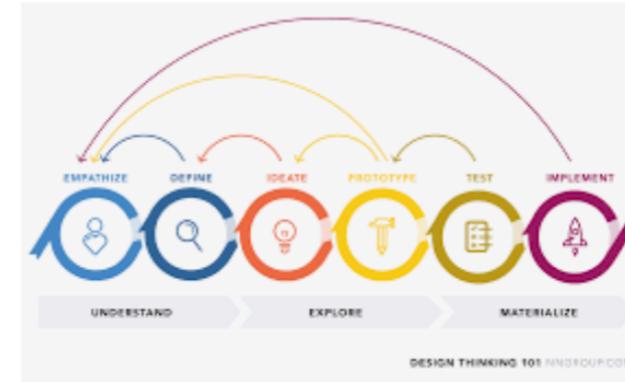
Design Fiction (Winning Formula, The Near Future Laboratory)



What is Design Thinking? - Enterprise ...
enterpriseirregulars.com



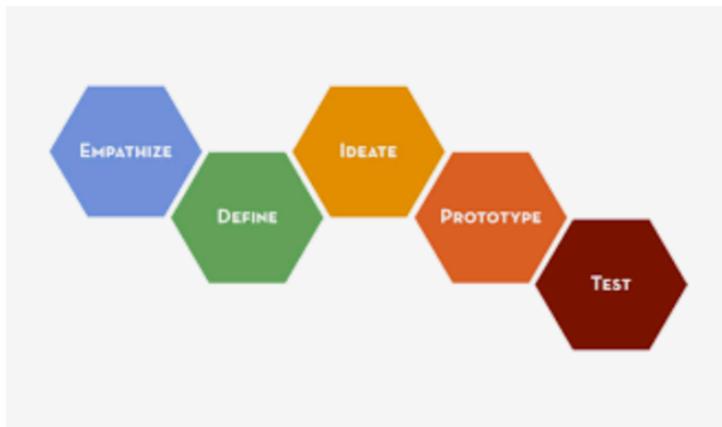
Design Thinking: A Quick Overview ...
interaction-design.org



What is Design Thinking? (And What Are ...
medium.com



Design Thinking | Oceanit
oceanit.com



How Design Thinking is Transforming ...
blog.rackspace.com



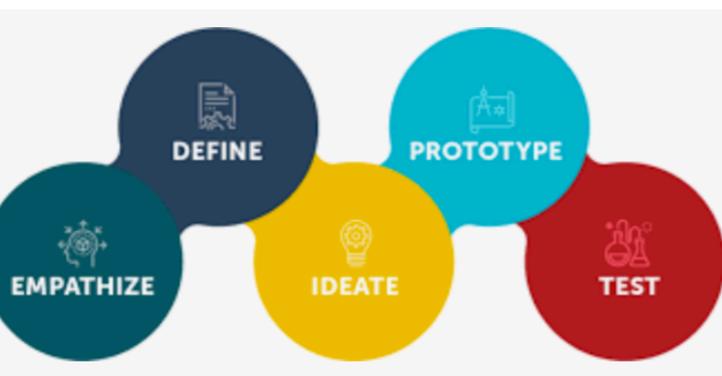
Design Thinking | Domy - Design and ...
domyinc.com



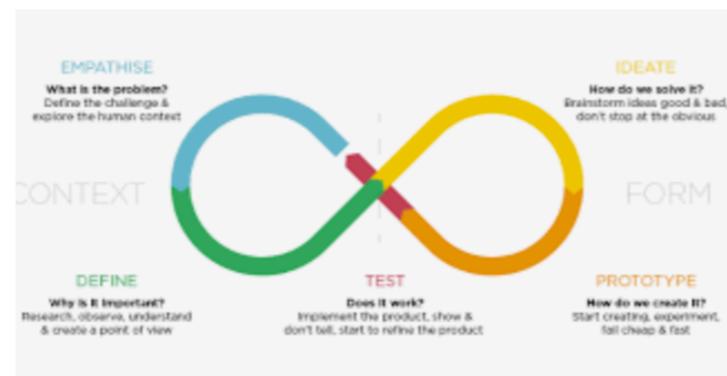
Design Thinking: Entwickeln, was ...
produktion.de



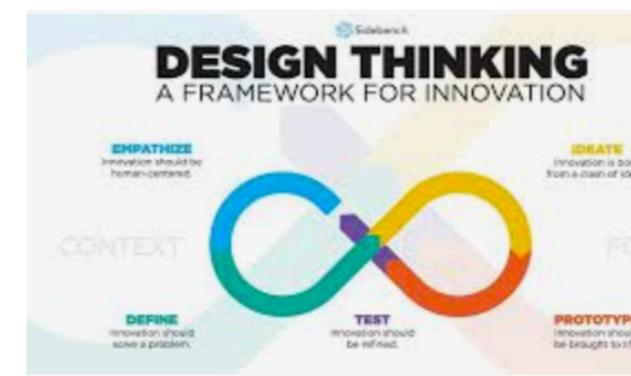
Design Thinking
citl.illinois.edu



Why Design Thinking
designthinkingtips.com



Development with design (thinking ...
designform.com



Design Thinking Isn't Just For Your ...
productcoalition.com

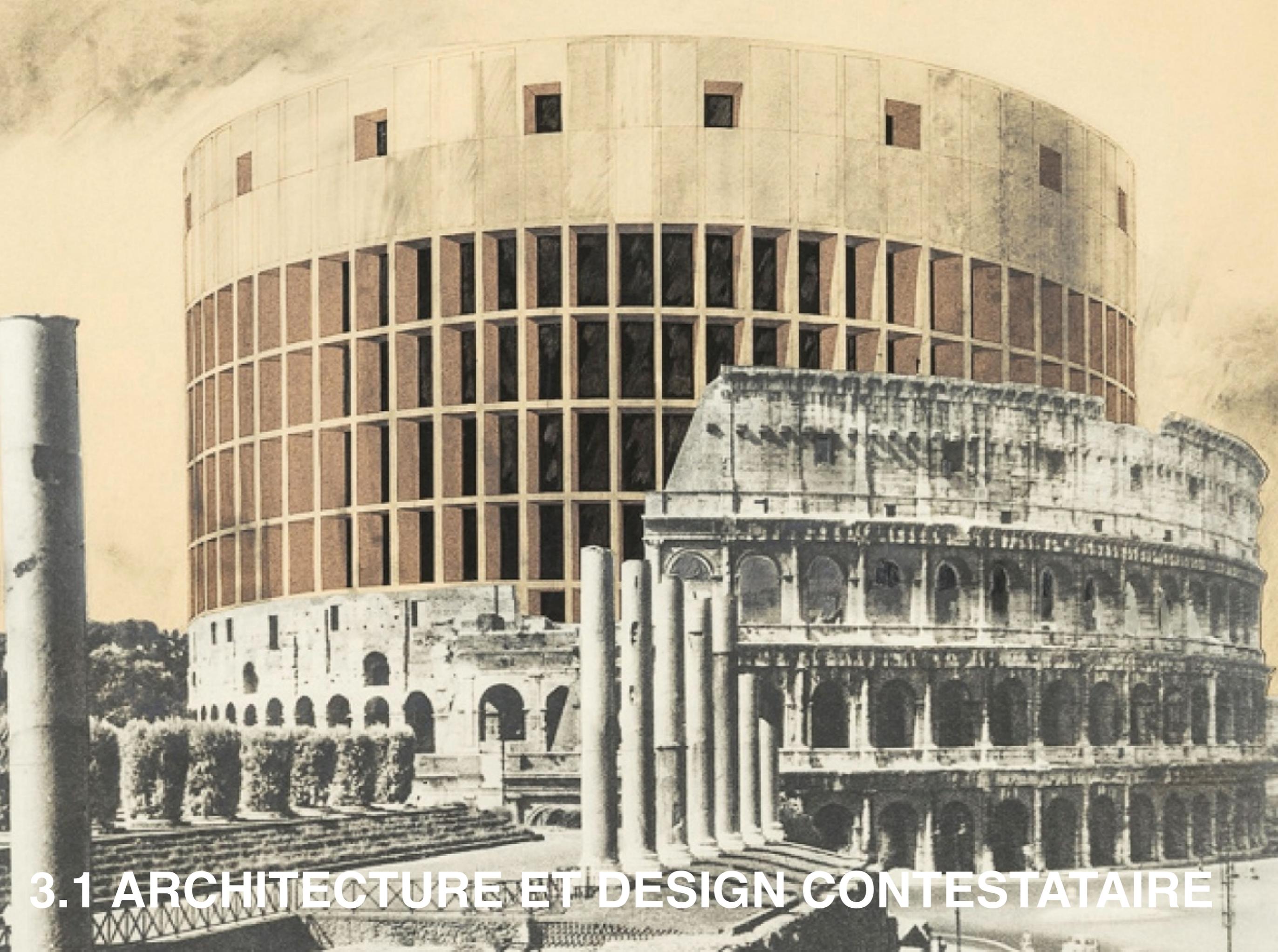


Make Things Better for People
innovationbound.com

"IDEO Design Thinking"



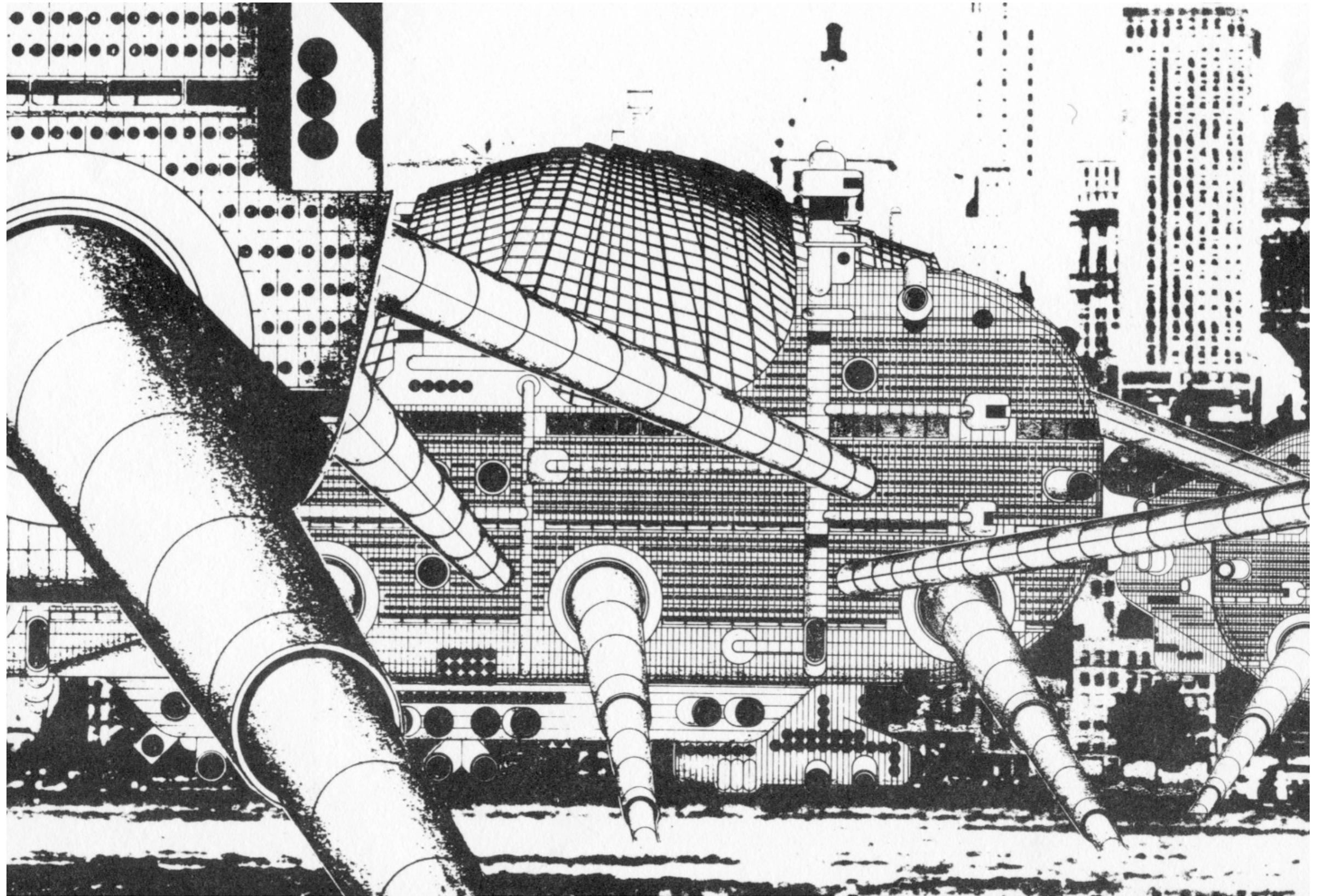
3. ORIGINES MULTIPLES



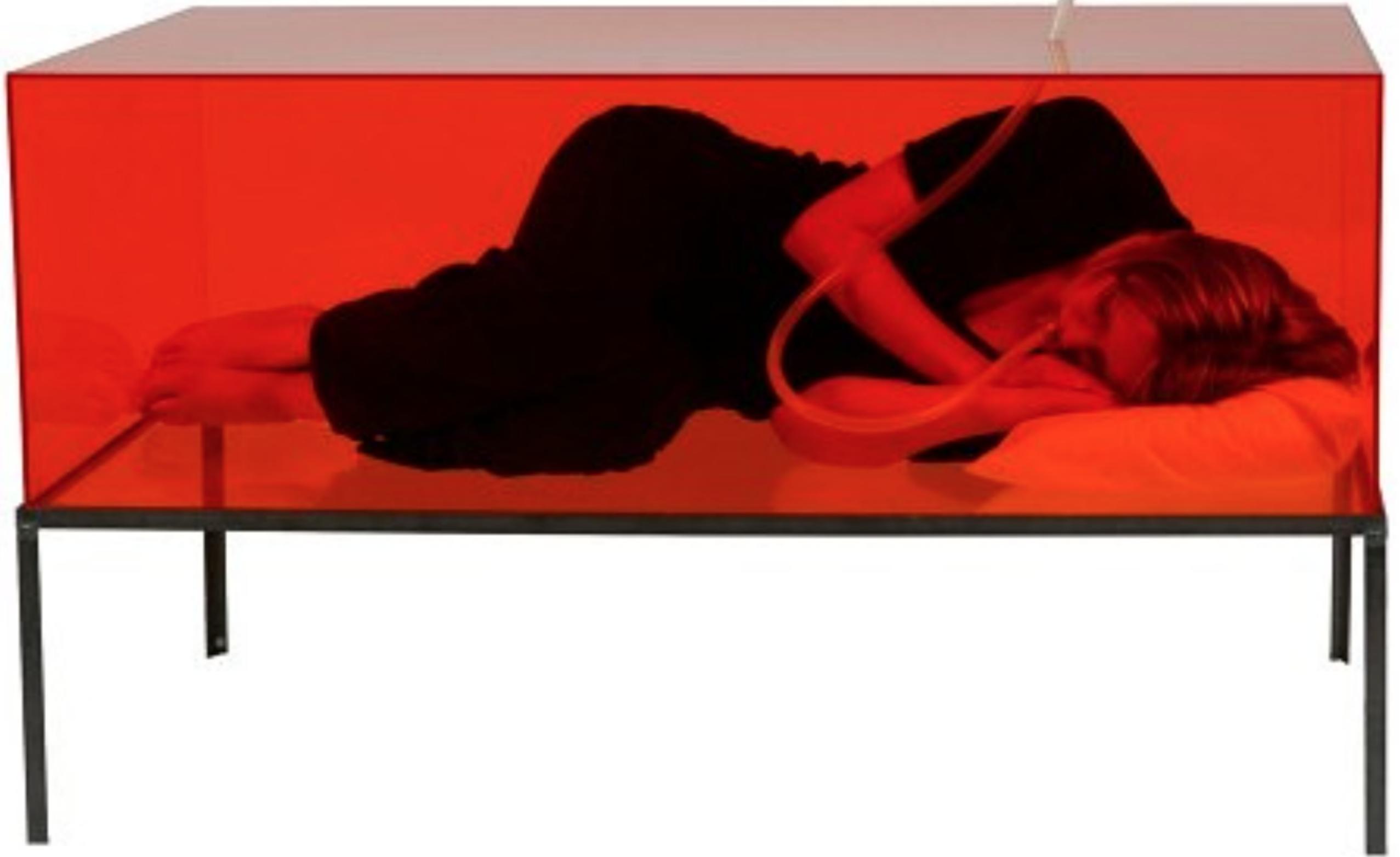
3.1 ARCHITECTURE ET DESIGN CONTESTATAIRE



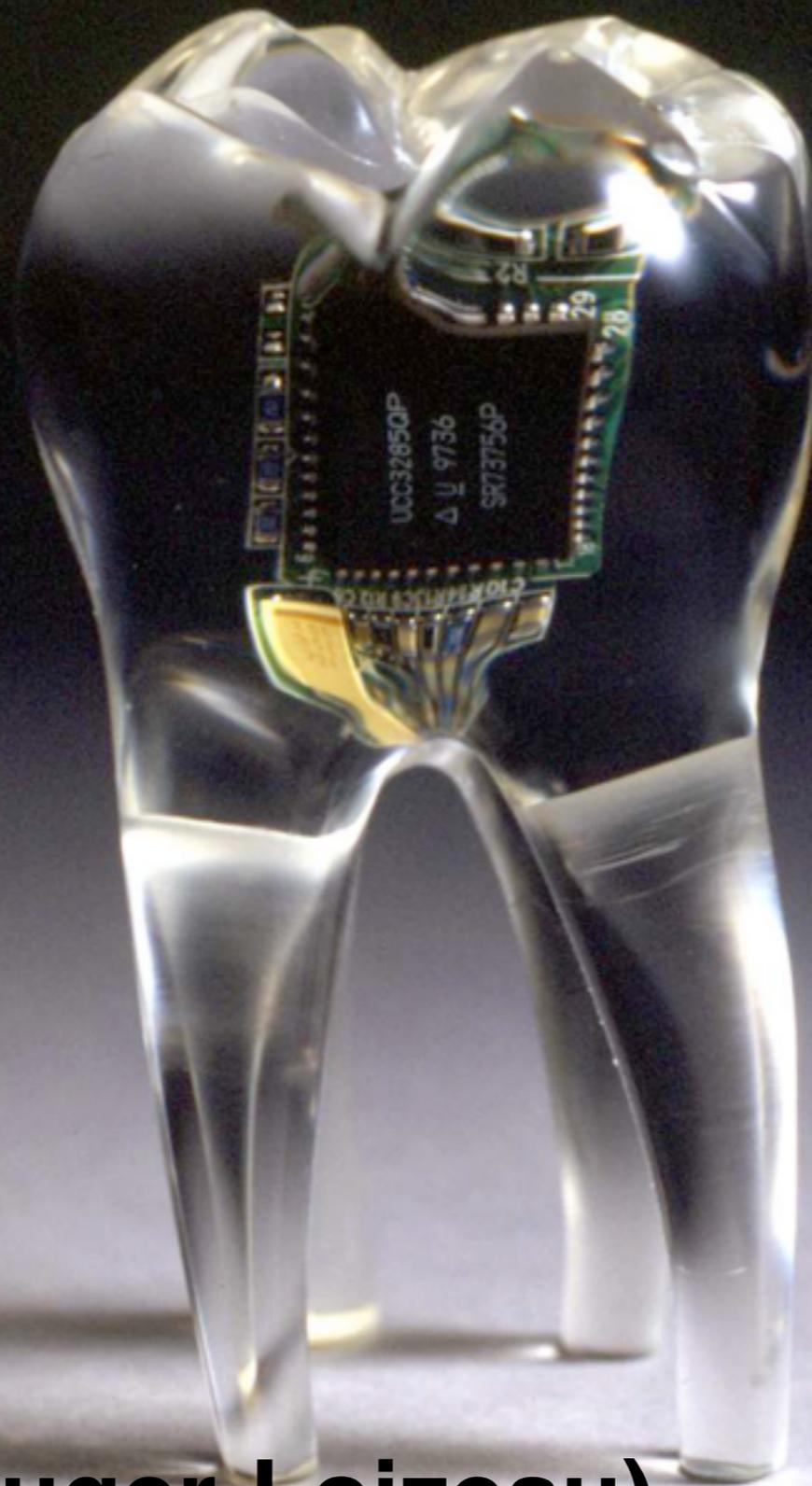
Grand Hotel Colosseum (Superstudio)



A Walking City (Archigram)



Faraday Chair, Dunne & Raby



Audio-Tooth (Auger-Loizeau)

T
M



the coolest
inventions
of 2002



Audio-Tooth (Auger-Loizeau)

¶

Re: Press Release of June 14: Tooth Implant to Pick Up Secret Sounds¶

¶

Dear Mr. Meaney:¶

¶

As a physician I believe the technology you describe in your press release, has the potential for producing immense social harm. This social harm would include psychological trauma, and angry behavior in both the workplace and the home. . .¶

¶

.....¶
.....|¶

¶

[Blurred signature and contact information]

¶

Audio-Tooth (Auger-Loizeau)

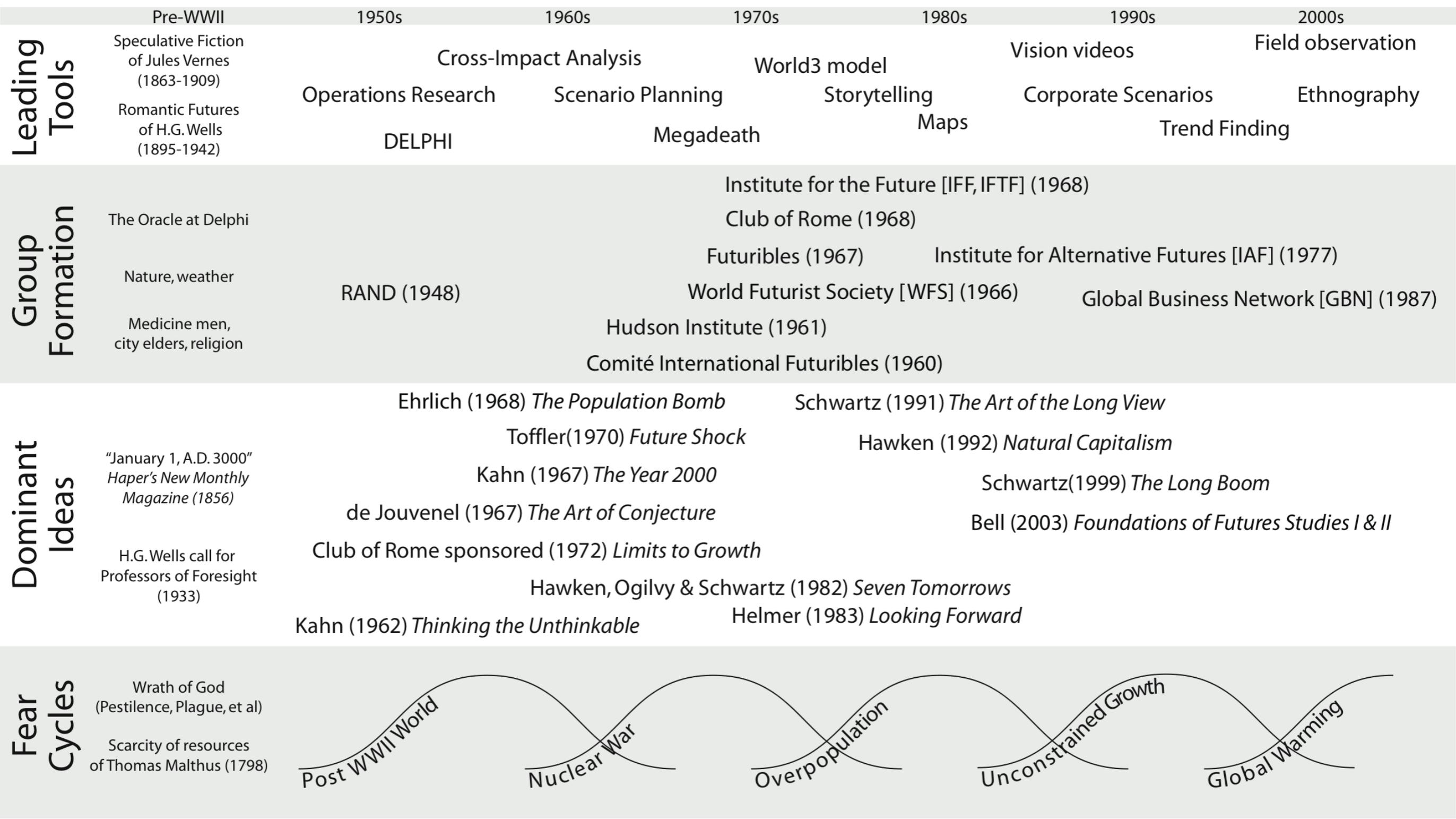


RAND

3.2 PROSPECTIVE

Pre-WWII to Present (2007)

A Map of the Futurists

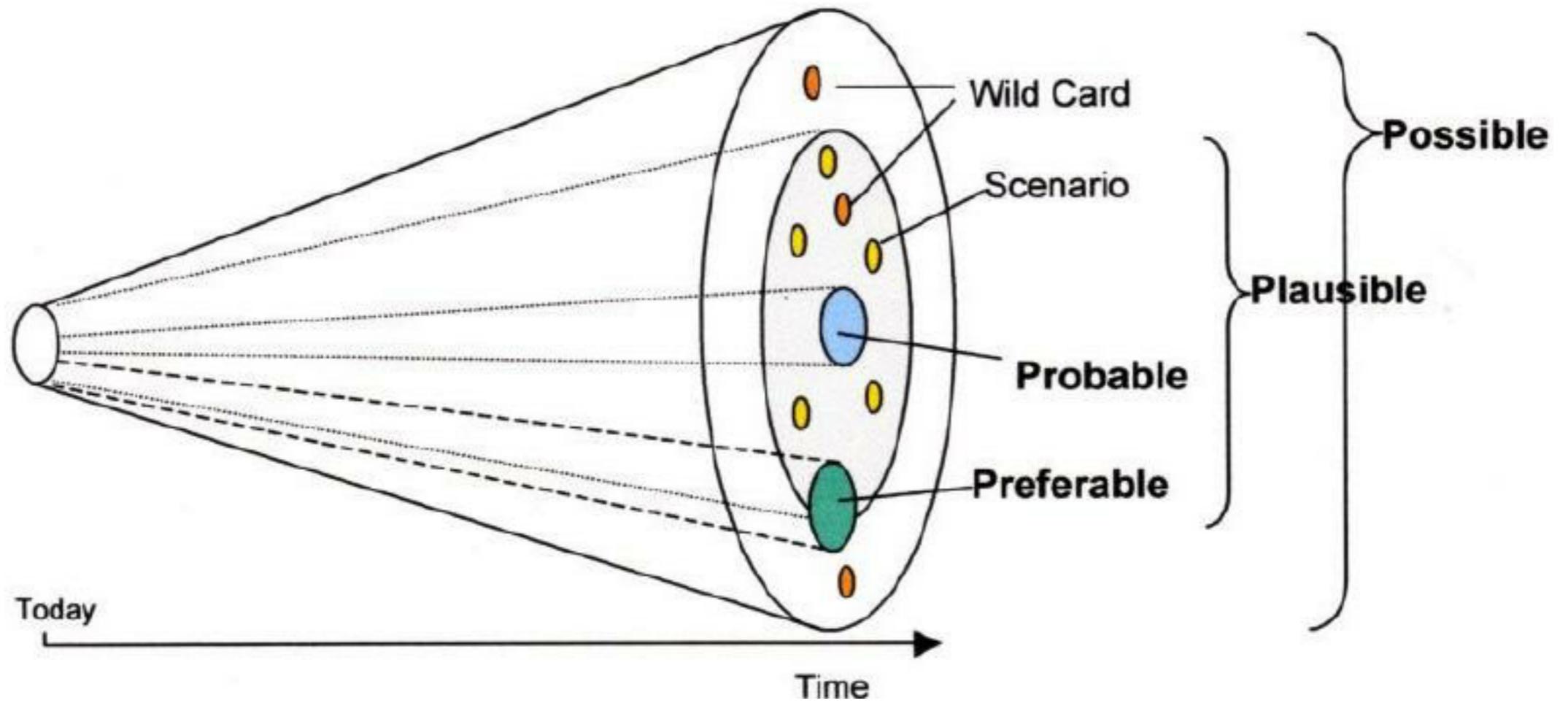


(Bill Cockayne et Tamara Carleton, 2007)

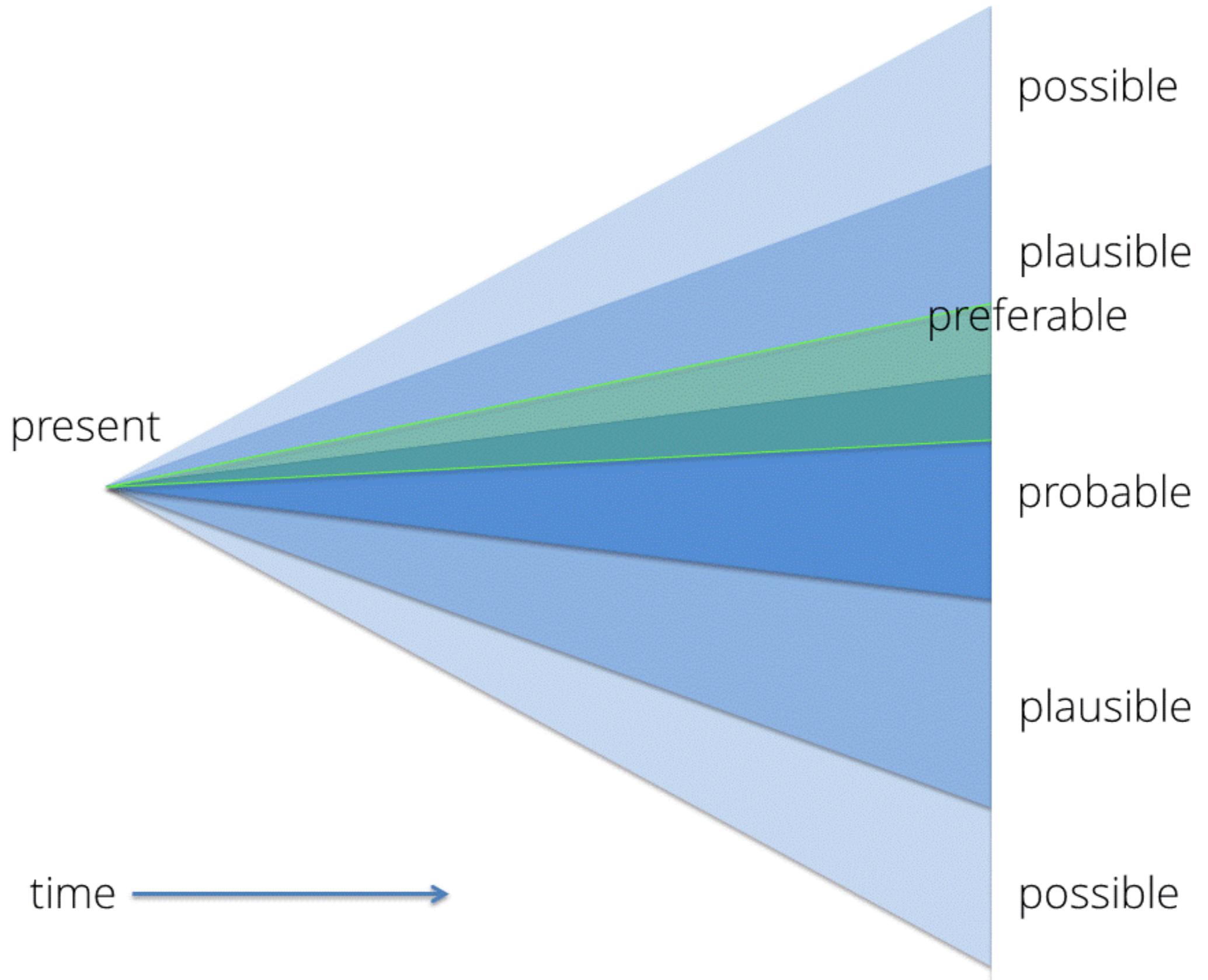
A portrait of William Gibson, an older man with glasses and a blue shirt, standing in a library. The background is filled with bookshelves. The lighting is somewhat dim, creating a focused atmosphere on the subject.

“The future is already here, it’s just not evenly distributed” William Gibson

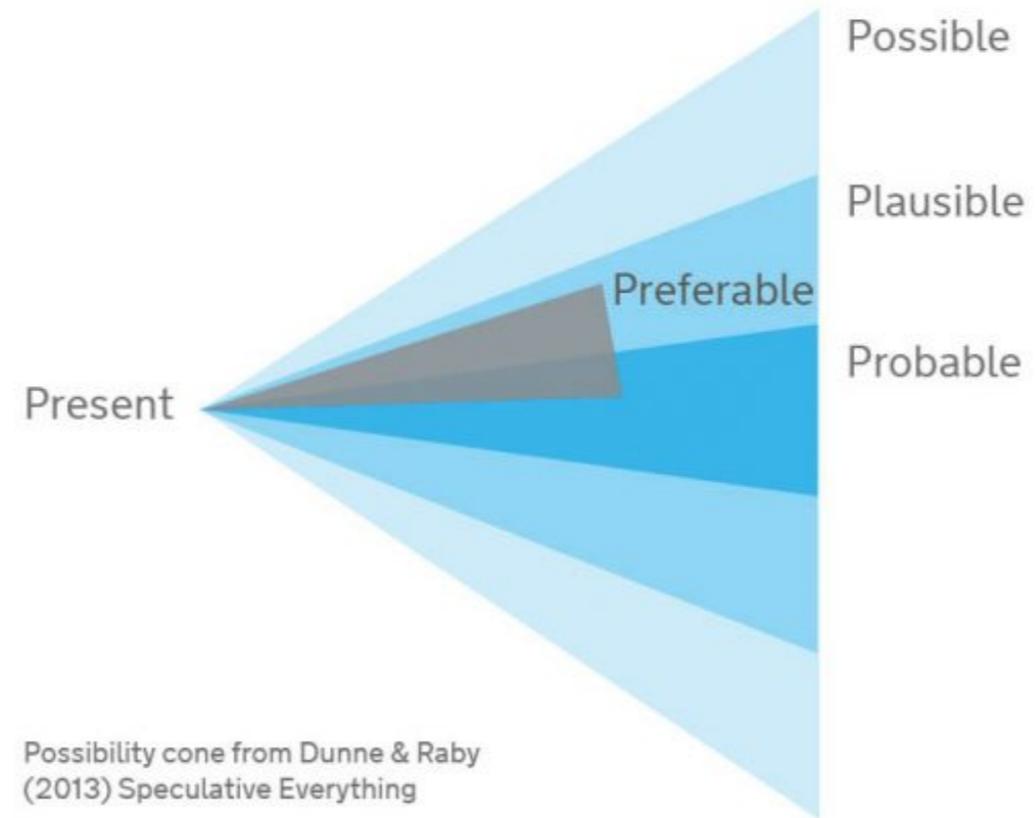
Weak signal / signal faible



Future cone (Voros, 2003)



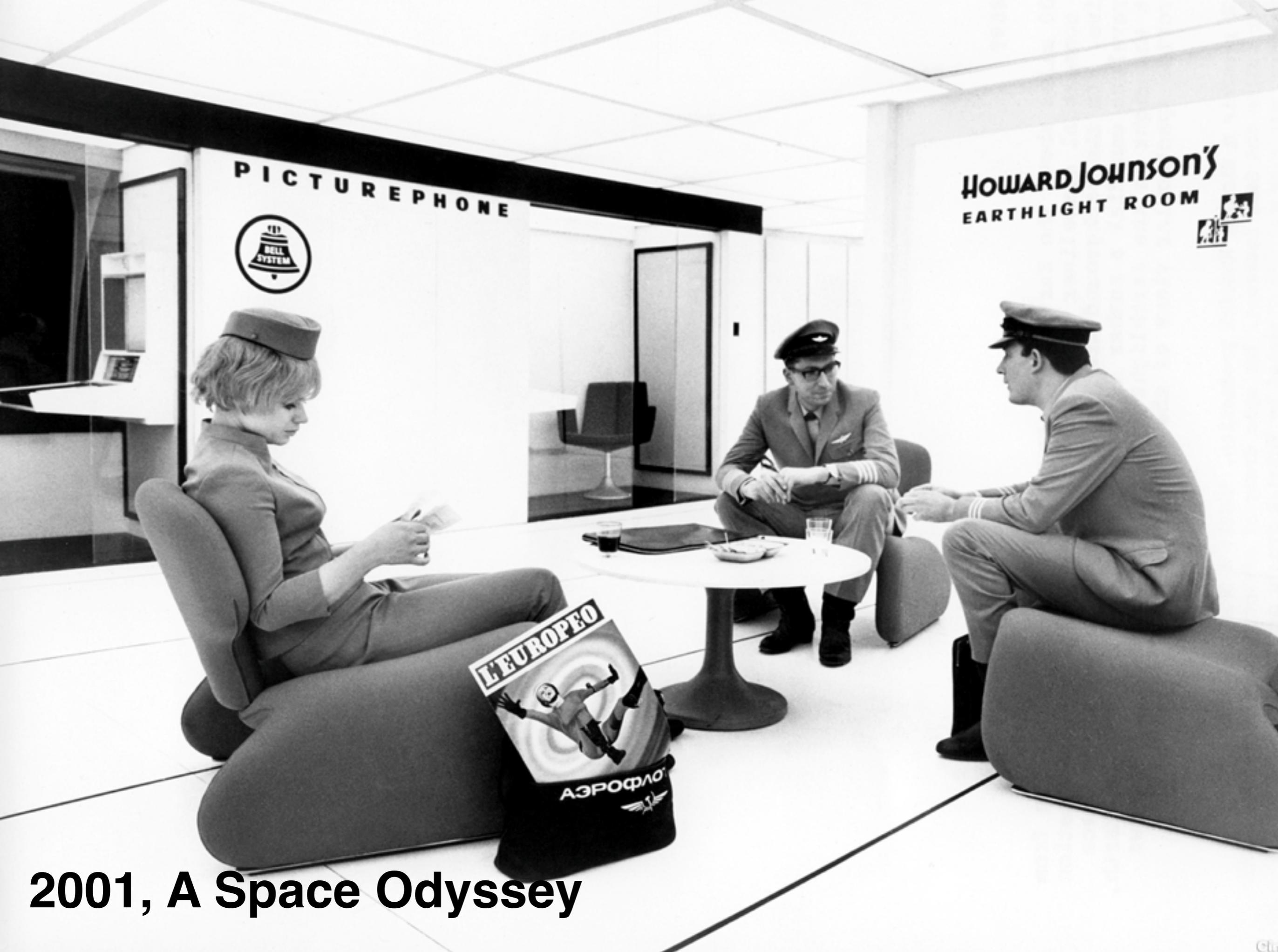
Future cone (PPPP-model, Norman Henchey)



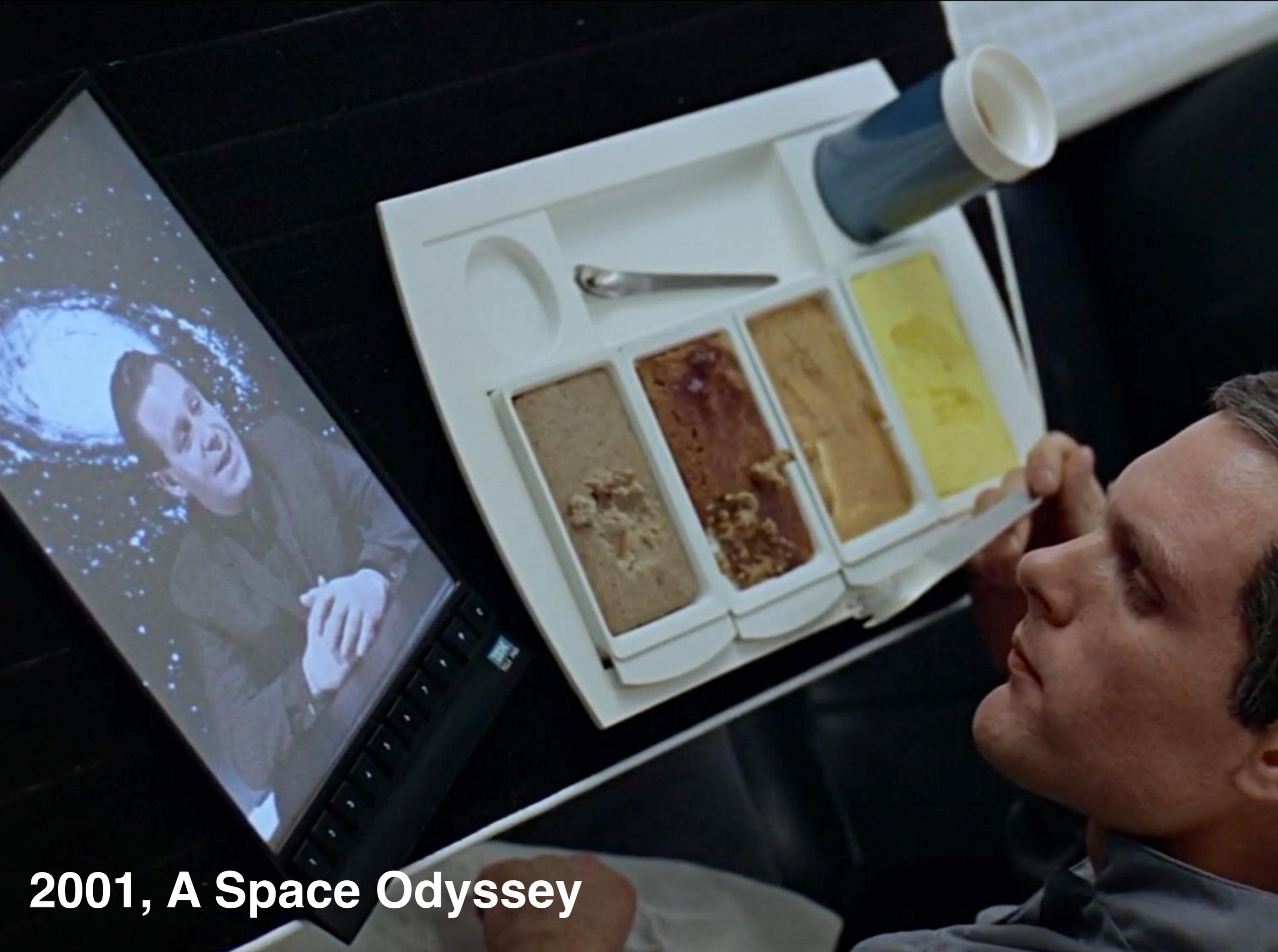
Future cone



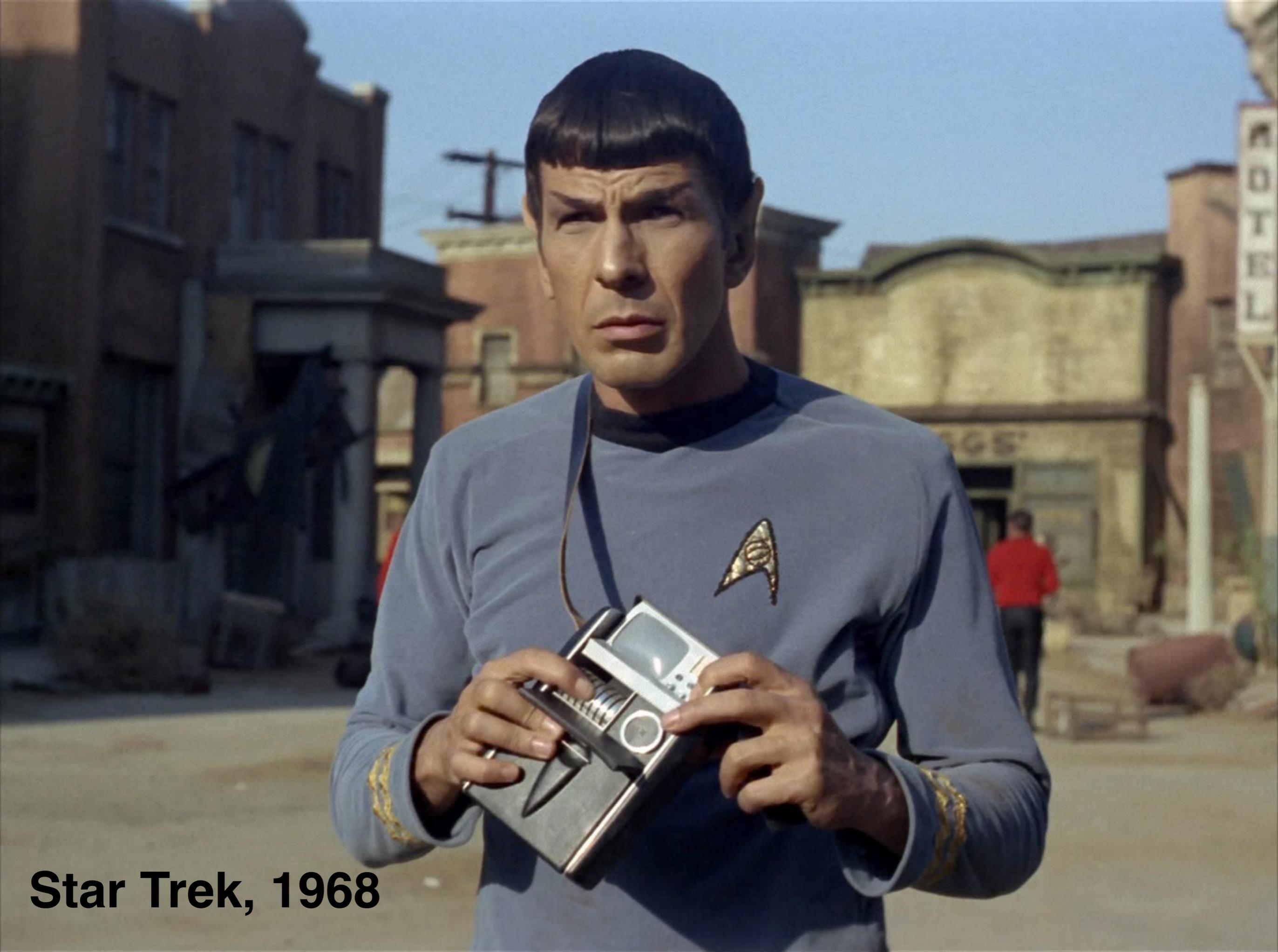
3.3 POP CULTURE



2001, A Space Odyssey



2001, A Space Odyssey



Star Trek, 1968

Tricorder: A mobile sensor network browser

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Manas Mittal

Michael Lapinski

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Abstract

In this paper we discuss some of the implications of wireless sensor networks in the context of mobile spatial interaction and, by way of example, give an overview of our "Tricorder" handheld sensor network interface.

will people access, search, and sort the copious real-time and stored data available from wireless sensor networks? Will networks be open or closed, centralized or decentralized? Regardless of how these and similar questions are ultimately answered, their consideration will benefit from real-world examples of human interfaces to sensor networks. To this end, we introduce the "Tricorder" handheld wireless sensor network navigator and data browser, relate it to the state-of-the-art in mobile spatial interaction, and discuss new avenues of research therein.

Keywords

Tricorder, sensor network navigation, handheld, browsing, pointing interface

ACM Classification Keywords

H.5.2 Information Interfaces and Presentation: User Interfaces.

Introduction

Collections of cooperative, wirelessly networked, intelligent sensors embedded in our surroundings are poised to become integral parts of our everyday work and domestic environments. Although significant challenges must yet be overcome before ubiquitous deployment is realized, such wireless sensor networks are steadily creeping into our lives - cell phones, network-aware digital cameras, and RFID tags are already accepted as the norm. With them come challenging questions of usability and human-network interfacing. Should people be aware of the sensor nodes surrounding them? If so, how? How

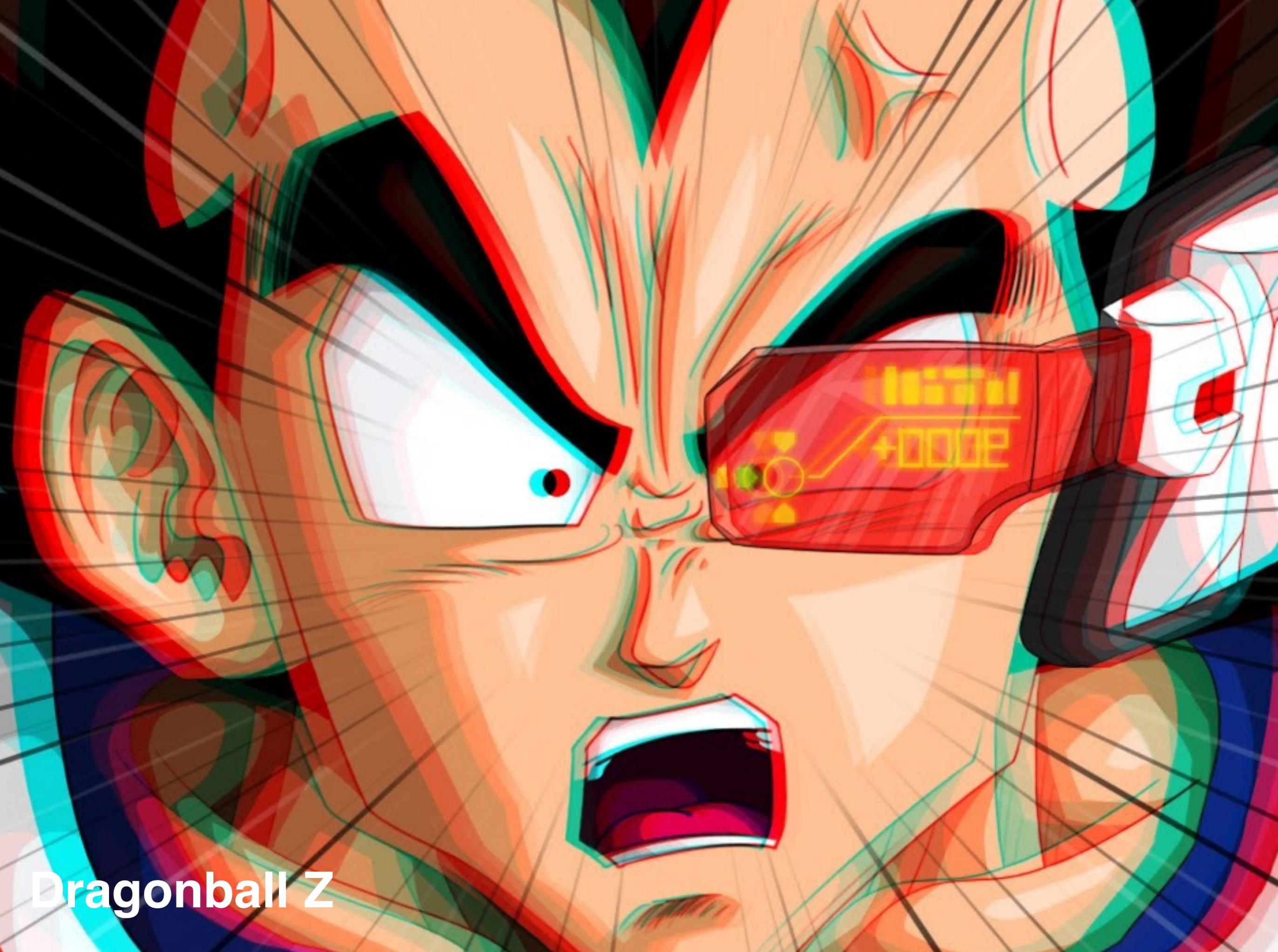
Tricorder System Overview

The Tricorder is a location-, orientation-, and network-aware handheld device used to interface in real time to a wireless sensor network embedded in surrounding domestic and occupational environment. As the name suggests, the inspiration for the Tricorder comes from the fictional device of the same name from the original *Star Trek* science fiction television series. The fictional version of the Tricorder was a self-contained device capable of sensing relevant information about whatever it was being pointed at (e.g., life signs 50 meters back, magnetic disturbance above, or plot thickener ahead). Our Tricorder device aims to achieve the same goals, but rather than being self-contained, our Tricorder pulls sensor data off a surrounding wireless sensor network.

Physically, the Tricorder comprises a Nokia 770 internet tablet for display and user input purposes [9], a minimal radio node used to communicate with the surrounding embedded sensor



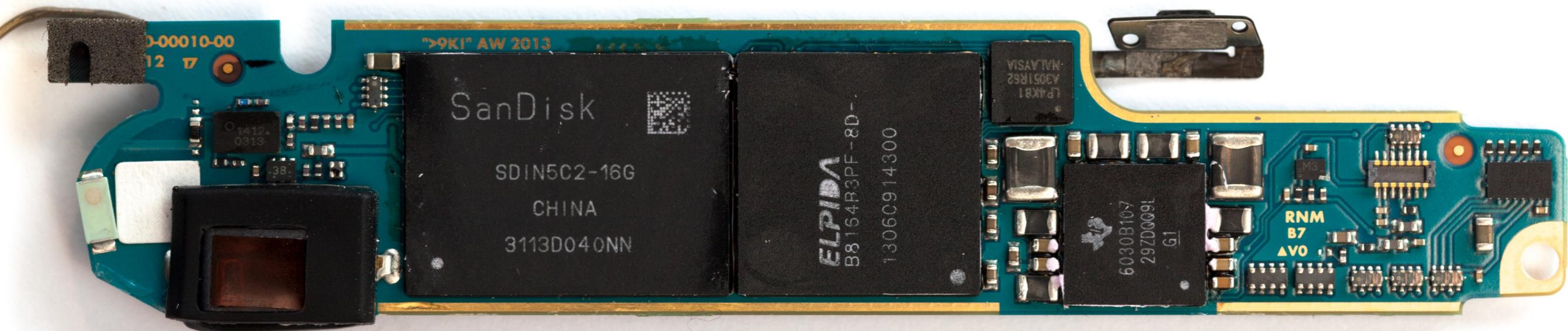
The Minority Report



Dragonball Z

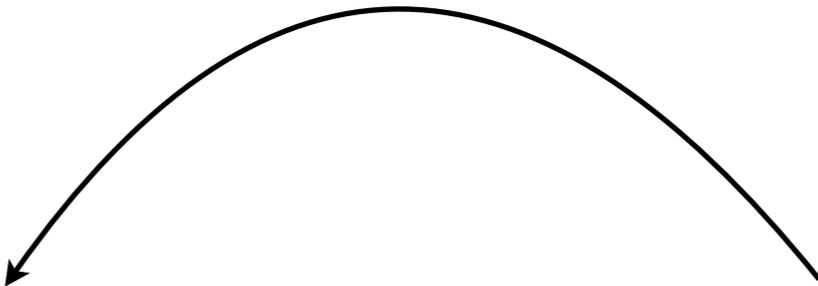


Google Glasses



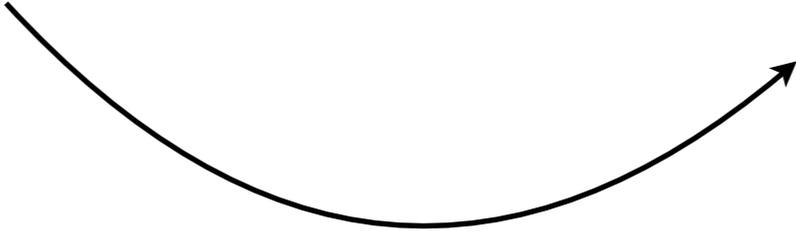
Google Glasses

fiction montrant une interface existante



interface inspirant
une fiction

fiction inspirant une
interface nouvelle



réalisateurs et concepteurs développant
conjointement une interface

4. ENJEUX

1. L'effet "designer sauveur du monde"

2. Décalage objectifs/moyens

Pop culture

**Prospective
Conseil**

Design

3. Les attentes et les manières de faire du conseil

Pop culture

Prospective
Conseil

Design

3. Les attentes et les manières de faire du conseil

?

merci!

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