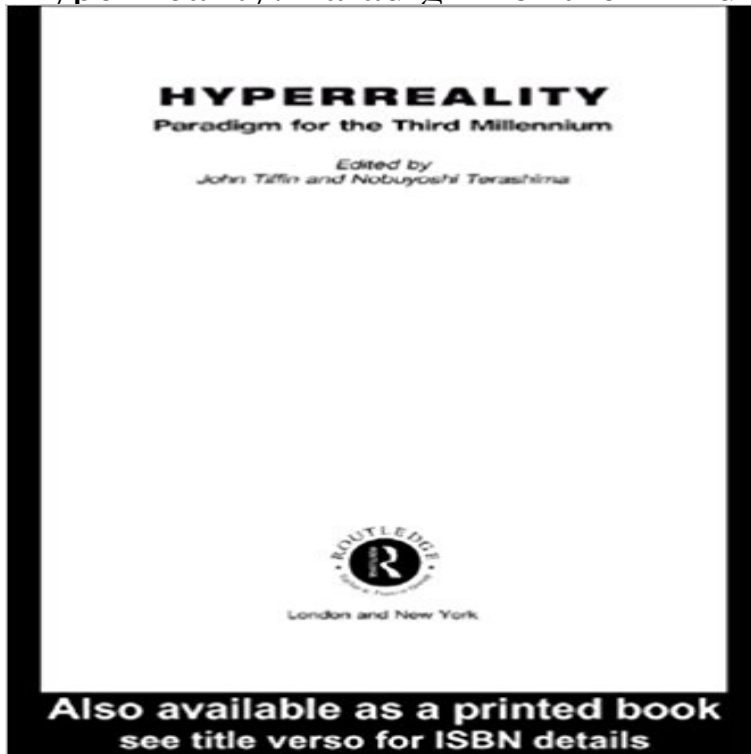


HyperReality: Paradigm for the Third Millennium



HyperReality is a technological capability like nanotechnology, human cloning and artificial intelligence. Like them, it does not as yet exist in the sense of being clearly demonstrable and publicly available. Like them, it is maturing in laboratories where the question if has been replaced by the question when? and like them, the implications of its appearance as a basic infrastructure technology are profound and merit careful consideration. - Nobuyoshi Terashima

What comes after the Internet? Imagine a world where it is difficult to tell if the person standing next to you is real or a virtual reality, and whether they have human intelligence or artificial intelligence; a world where people can appear to be anything they want to be. HyperReality makes this possible. HyperReality offers a window into the world of the future, an interface between the natural and artificial. Nobuyoshi Terashima led the team that developed the prototype for HyperReality at Japans ATT laboratories. John Tiffin studied they way HyperReality would create a new communications paradigm. Together with a stellar list of contributors from around the globe who are engaged in researching different aspects of HyperReality, they offer the first account of this extraordinary technology and its implications. This fascinating book explores the defining features of HyperReality: what it is, how it works and how it could become to the information society what mass media was to the industrial society. It describes ongoing research into areas such as the design of virtual worlds and virtual humans, and the role of intelligent agents. It looks at applications and ways in which HyperReality may impact on fields such as translation, medicine, education, entertainment and leisure. What are its implications for lifestyles and work, for women and the elderly: Will we grow to prefer the virtual worlds we create to the

physical world we adapt to?HyperReality at the beginning of the third millennium is like steam power at the beginning of the nineteenth century and radio at the start of the twentieth century, an idea that has been shown to work but has yet to be applied. This book is for anyone concerned about the future and the effects of technology on our lives.

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