



ISPR 2011:

THE INTERNATIONAL SOCIETY FOR PRESENCE
RESEARCH ANNUAL CONFERENCE

EDINBURGH, 26-28 OCTOBER 2011

EDITED BY PHIL TURNER



ISBN: 978-0-9792217-4-3

© *The copyright of each separate paper published within these proceedings remains vested in its author. Authors have assigned to ISPR 2011 organizers and ISPR (International Society for Presence Research) the on demand availability rights for their work and the right to create a derivative work from it, including conference proceedings.*

(Panel) A Project for the Presence Community: The Telepresence Timeline

Matthew Lombard¹, Wijnand IJsselsteijn² and Frank Biocca³

¹Temple University, Philadelphia, USA

²Eindhoven University of Technology, Netherlands

³Syracuse University, Syracuse, New York, USA

{lombard@temple.edu} {W.A.IJsselsteijn@tue.nl} {fbiocca@syr.edu}

Abstract

This panel session will present a timeline for telepresence-related events of different types and then lead a discussion regarding which events and categories the community believes should be added or removed from the timeline. The final interactive, multi-media, searchable product will be published on the ISPR web site as a resource for the presence community.

1. What is a telepresence timeline?

A timeline is a chronological presentation of information. The information presented can be about nearly anything; relevant examples include [integrative medicine](#), [data visualization](#) and [computer science](#).

A telepresence timeline contains one or more types of events related to telepresence arranged in chronological order.

Wijnand IJsselsteijn presented an example of such a timeline in his keynote address at the PRESENCE 2007 conference (see Figure 1).

The timeline envisioned in this proposal would include a broad range of categories to highlight milestone developments in telepresence:

ideas (in subcategories of conceptualizations/theories regarding mediation, futurist visions of presence experiences before they exist, concerns about effects of presence, etc.),

publications (e.g., Marvin Minsky's 1980 article in *Omni*),

technology (e.g., Cisco's 2006 TelePresence conferencing product launch),

institutions (e.g., the EU Presence FETs, the 13 Presence conferences and the founding of ISPR), and

culture (e.g., the release of presence-related films such as *The Matrix* [1999] and *Blade Runner* [1982]).

While most timelines only present events that have already occurred, the telepresence timeline envisioned here would include relevant events predicted to take place in the future.

Timelines can take the form of lists of dates and events; simple graphics; or more complex, interactive, searchable, multi-media presentations. We propose to create a timeline in the latter format with the involvement of the ISPR 2011 panel attendees.

2. Why create a telepresence timeline?

Creating a community-based timeline for telepresence is a potentially valuable goal for several reasons:

It would provide a new and different, macro or 'big picture' perspective on a diverse, interdisciplinary topic that is often difficult to perceive as a whole.

It would serve as both a teaching and learning resource for those in the presence community and way to promote the field to others who might be interested in learning about presence (especially since so many academics and professionals conduct work related to presence concepts and phenomena without using or knowing the term).

As a group project that takes into account many people's views it would increase a sense of community.

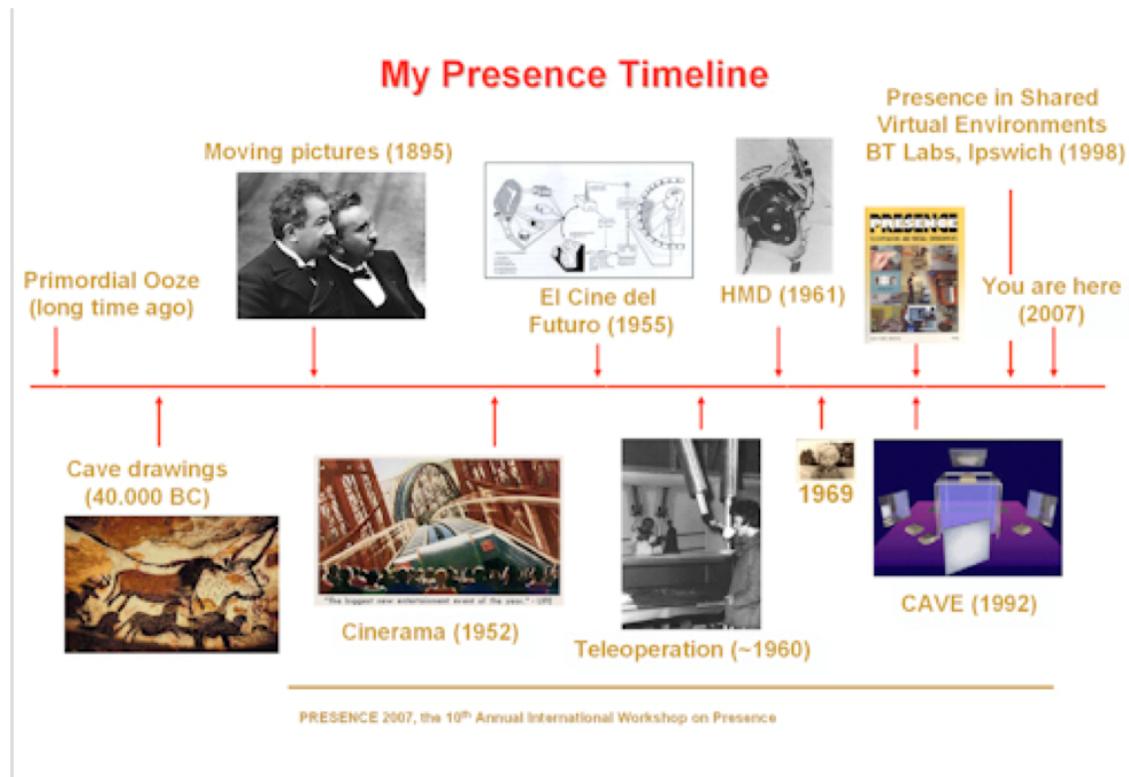
As a group project it would help us learn and understand the reasons for our diverse views and priorities regarding presence.

It would allow us to see a trajectory of events and predict how future events involving presence will unfold, which might even help shape those events.

3. What will happen prior to ISPR 2011?

The authors will work together to create lists of events in each of the categories above and enter them in a preliminary timeline using the online service Timeglider (<http://timeglider.com>), the combination of Exhibit and Timeline scripts from MIT's SIMILE project and Google Docs (see [1]), or another software tool. If it proves logistically feasible we'll contact the conference attendees via email prior to the event to explain the project and panel and encourage them to participate.

Figure 1. Presence timeline by Wijnand IJsselsteijn from PRESENCE 2007 keynote



4. What will happen at ISPR 2011 and at the panel itself?

Hard copies of the list of events/dates in the preliminary timeline along with a preview of the panel's discussion will be distributed with the conference materials as attendees register so that they can continue or begin thinking about the project and how they can contribute their views.

At the panel session, the three authors will provide a brief overview of the project and then guide a discussion of the appropriate criteria for the inclusion/exclusion of items and categories and consideration of nominations for items and categories that attendees believe should be added, removed or changed. By the end of the session we'll have a list of timeline events refined by the community as represented at the conference.

5. What will happen with the project after ISPR 2011?

With the results of the conference discussion, the first author will update the preliminary timeline and publish it in a prominent place on the ISPR web site. The timeline will be supplemented with illustrative material so that it is fully interactive, multi-media and searchable. A mechanism for moderated comments and proposals for additions will be included as well.

6. How are the proposers qualified to oversee the project?

The three people proposing this panel are senior researchers in the presence field and co-founders of ISPR. More information about each of them is below.

Matthew Lombard is President of the International Society for Presence Research, editor of ISPR Presence News, an Associate Professor in the Department of Broadcasting, Telecommunications and Mass Media, and director of the Mass Media & Communication doctoral program in the School of Communications and Theater at Temple University in Philadelphia. His research centers on individuals' psychological and physiological processing of media presentations and experiences, with particular focus on the concept of (tele)presence. His work has appeared in academic journals including Behaviour & Information Technology, CyberPsychology and Behavior, Journal of Communication, Human Communication Research, Journal of Computer-Mediated Communication and Presence: Teleoperators and Virtual Environments. For more detailed information please visit <http://matthewlombard.com>.

Frank Biocca is the Newhouse Endowed Chaired Professor at the Newhouse School of Public Communications at Syracuse University. He is also World Class University Professor at Sungkyunkwan University, S. Korea. He is the founder and director of Media Interface and Network Design (M.I.N.D.) Labs. Dr. Biocca was a professor or researcher at University California Berkeley, Stanford, University of North Carolina, Helsinki School of Economics, and Michigan State University. Dr. Biocca's research and commentary on media, cognition, and communication have been featured in the BBC World Service, CNN, the New York Times, ABC Nightline, the Washington Post, Discovery Channel, USA Today, NBC, CSPAN, Voice of America, and over 60 broadcast and print organizations spanning more than 15 countries. His current research is funded by National Institutes of Health, US Department of State, European Union, AT&T Foundation, and by the National Research Foundation of Korea. Prior to getting a Ph.D. he was a Silicon Valley executive who participated in the introduction of the first portable computer. More detailed information is available on the web site of the M.I.N.D. Lab (<http://www.mindlab.org>).

Wijnand IJsselsteijn is an Associate Professor within the Human-Technology Interaction Group at the Eindhoven University of Technology (the Netherlands). Since 1996, he has worked on the scientific investigation of how humans interact with advanced media technologies, such as stereoscopic television, virtual environments, or mobile communication services. He is specifically interested in how to conceptualize and measure the human experience in relation to media. For more information: <http://www.ijsselsteijn.nl/index.html>

Reference

- [1] Croxall, B. (n.d.). Build Your Own Interactive Timeline. [Web site]. Retrieved June 2011 from <http://briancroxall.net/TimelineTutorial/TimelineTutorial.html>