

NOTORIETY

William Bricken

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from a colleague

William -

I hope you know that you have overtaken Jaron as the most controversial figure in VR. I am personally very "in sync" with your vision, but others perceive it as all hype. I was at the center of your defense during a heavy-weight debate in the Cyberthon kitchen after your statement "Gloves and Goggles in EVERY home". Then tonite I was invited to passively attend a review of the national CPSR VR debate, as an "expert" witness, for the local CPSR chapter meeting. They took several video clips out of context to generate an evening of Bricken bashing. After prompting for a show of hands, I found only four of the sixty or so had experienced telepresence into a computed reality. Their primary gripe was "auto-technology", that it was going to happen and there was nothing they could do about it. People don't like to be told they're powerless ... even though you are perfectly correct. I hadn't heard some the material that you presented there. Can you get me a copy of your overheads/notes if you haven't covered it in a paper yet?

from William

Hi:

Thanks for the note on notoriety. No I was not aware...

I find the CPSR folks (I am a longterm member) to be exceedingly arrogant. The central intellectual issue is to be aware of what is happening. Do they propose to boycott Japanese products, to ignore European philosophy, to primitivize the USA? How will they couple words with effective action when their words call for a redefinition of reality? Perhaps the CPSR objectives can be implemented in VR. Perhaps they can muster their incredible influence to get rid of the 10000 nuclear warheads on our soil.

The Cyberthon is a surprise. The lab has contacted literally hundreds of industries, and telecommunications is the strongest supporter of VR, as an extension of the telephone. This is information, not hype. Its a great position to be in, when folks think your technical work is extreme. No competition.

In reference to hype: we've got 24 folks building the architecture I have been describing, and more on the way. We've got heavy economic support. Where is the line between hype ala journalistic fantasy and hype ala

preliminary research reports?

Really don't recall saying "EVERY", and it misses the point to say 90%, as you have commented. Basically, there is a class of technologies which pervades our culture {telephone, television, automobile, refrigerator, radio, toaster, ...}. And there are things that are special interest tools {computer, snowmobile, atomic bomb, ...}. The only point is that we should think about VR as being in the first category.

I'll send you some papers. Thank you very much for the gossip. Its an honor to have colleagues that will share.