

INTERMEDIA: Palpable Exploration of Digital Convergence

Jay Lee @ 2004

Innovation is inefficient. More often than not, it is iconoclastic; and it nourishes itself with confusion and contradiction. When innovation takes place in the digital technology domain, new ideas are relevant only as they present more fashionable and faster ways of doing what people already do. New approaches, on the other hand, match the strengths of technological involvement from their intersections. The peripheral visions that enables one to see ‘*edges*’ work with missing intelligence and creativity that have changed our engagement to digital innovation.

As a palpable exploration of digital convergence, INTERMEDIA--Questions that capture the essence of intersections between digital technologies, suggest seamless flow of bits information that can be efficiently transformed into another and can intertwine more than one medium at a time. To apply this agenda into future convergence products and services, we must understand our metaphors, must solicit information on its own, must improve over time, and must be intelligent in context. These critical assets blur the boundary between people and information in new computing and communication culture.

In his tutorial program at ICAT 2004, audiences will be informed to think critically about properties of different digital media technologies, and about shared properties and functions of the media. The limits of flow between media as the concept of the coherent convergence are unfolded and the new concept of convergence is demonstrated.



Jay Lee currently leads Future Convergence Group at Samsung Electronics, where he provides executive lens for strategic and creative solutions for future digital convergence business. Before joining Samsung, Jay worked at the MIT Media Lab as a research scientist. With the consecutive years since 1997 at the MIT Medal Lab, he conducted advanced human-computer interaction research and embedded technologies with computational interface design, such as various tangible user interfaces—new emerging interface paradigm

which has impacted computer science, digital design, and interactive digital arts communities respectively.