The Role of Movie and Telephone in the History of Communication Media

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Abstract:

Recently various types of new communication media have emerged. Good examples are e-mails, blogs, and social networks such as Twitters and Facebook. There are various opinions and critics concerning these new media. Some are favorite of these media and some others are against them. However most of them only look at the surface communication phenomena initiated by these media. And only few of such opinions and critics are trying to look into the depth of the phenomena that lie in the background. In this presentation I try to investigate this recent trend based on the long history of human communications. And I want to show that this trend could be interpreted as a shift from logical communications to emotional communications. At the same time I want to clarify that this recent trend has its origin to the invention of movies and telephony in late 19th century.

Short bio:

Ryohei Nakatsu received the B.S., M.S. and Ph.D. degrees in electronic engineering from Kyoto University in 1969, 1971 and 1982 respectively. After joining NTT in 1971, he mainly worked on speech recognition technology. In 1994, he joined ATR (Advanced Telecommunications Research Institute) as Director of ATR Media Integration & Communications Research Laboratories. In 2002 he became Professor at School of Science and Technology, Kansei Gakuin University. Since March of 2008 he is Professor at National University of Singapore (NUS) and Research Director of Interactive & Digital Media Institute (IDMI) at NUS.

His research interests include interactive media, entertainment technologies and communication robot/agent.

In 1978, he received Young Engineer Award from the Institute of Electronics, Information and Communication Engineers Japan (IEICE-J). In 1996, the best paper award from the IEEE International Conference on Multimedia. In 1999, 2000 and 2001, Telecom System Award from Telecommunication System Foundation and the best paper award from Virtual Reality Society of Japan. In 2000, the best paper award from Artificial Intelligence Society of Japan.

He is a fellow of the IEEE, the Institute of Electronics, Information and Communication Engineers Japan (IEICE-J), and Virtual Reality Society of Japan. He is a member of various academic societies such as IEEE, ACM, IEICE-J, the Acoustical Society of Japan, Information Processing Society of Japan, Japanese Society for Artificial Intelligence, and so on. Also he is a chair of IFIP Technical Committee on Entertainment Computing.