

Abstract

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The Minority Report Interface. A bridge between science fiction and science reality.

Has the speculation of the evolution of the Human Computer of Interface as represented by Minority Report found a place in 2011?

In 1999 on a “shopping spree for future technologies”, film production manager Alex McDowell took a tour of the Massachusetts institute of Technology (MIT) tangible media lab looking for the future of the computer interface. What he found was a prototype called the *luminous room*. Now fast forward to 2002 and the release of Stephen Spielberg's *minority report* depicting a model of human computer interaction so “dramatic”, and so “breathtaking”, that it has been credited with changing the way we think about the computer interface.

The *minority report* interface was a groundbreaking collaboration between Stephen Spielberg and MIT interface specialist John Underkoffler, that presented a future free of the mouse and keyboard and a future that opened up new and exciting methods of human computer interaction. Although the interface was an effective use of interface interaction for use within the context of film making, with it's dramatic actions and high-tech look, it's translation as a real world application of gesture soon came into question. That question being why anyone would want to wave their arms around to interact with a computer when the mouse or touch pad required a simple a flick of the wrist?

The purpose of this research paper is to not only answer that question but to identify examples of real world gestural interfaces that reflect minority report's key characteristic of external legibility. I propose that it bridges the gap between science fiction and science reality as it's use is justified in both realms with equal effect.