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Abstract

This paper investigates the possible disappearance of the screen with the evolution and design pressures of viewership in mind. It begins with the complexities of the screen. This includes the aspect ratio wars of cinema's widescreen and the square television standard which changed in favour of the cinematic. This leads onto the constraints and imposed aspects formed from the additional orientation change of smartphones and tablets. The successive changes have led to an attempt at established forms of viewing with wearable screens which provide relief from the health risks of using handheld devices which are unique to the current generation.

Augmented reality, an extension of the real world with additional overlays provides new experiences with practical uses to visualise new and unseen possibilities. One of the earliest forms established for consumers is the overlaying of information onto live sports broadcasting to increase user's enjoyment and understanding. Smartphone cameras augment reality using their cameras for user created visual content, with new possibilities for location based mobile games in real-time user environments. The educational values of this form of viewing are investigated, including the latest and future heads-up displays and head-mounted devices.

Virtual reality is mediated with immersive screens for three-dimensional experiences in 360-degrees. The potential exists for a new medium of 360-degree video and photography for consumer content creation. Real world applications of virtual reality are investigated beyond the established gaming genre of this form of viewing. Head-mounted displays include motion controls for new interactive screen abilities with potentially limitless possibilities. The screen is in fact not disappearing as future technologies appear to suggest. It has evolved into the next dimension, beyond the screen as it is known.