

Telexistence and Entertainment Computing

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Telexistence is a concept that refers to the technology which enables a human to experience a real-time sensation of being at a place other than his or her current location. He or she can telexist in a transmitted real world where a robot is located, or in a computer-generated world or a synthesized world. Telexistence in a computer-generated world is nothing but virtual reality in a narrow sense. It is possible to telexist simultaneously in a combination of transmitted and synthesized worlds.

Telexistence can be used as a human tool for the 3Cs and the 3Es. The three Cs stand for control, communication, and creation, whereas the three Es represent experience/education, elucidation, and entertainment.

This keynote reviews the recent advancement of telexistence and discusses its possible application to entertainment computing.