Future Living Technologies

- Applying software development principles to dwelling environments
- Optimizing/re-inventing live-work processes
Outline

• What
  • Adaptable multi-use spaces (live/work/play)
  • Better workflow processes (living, studying, etc)

• Why
  • Maximize human potential (environments that inspire, nurture (health, performance, etc), guide
  • Better use of resources, new opportunities

• How
  • Principles, core workgroup, partners, new spaces
Inspiration
Stargate Atlantis
Star Trek home (UK)
Innovative designs
Universal Portal Framework

- **iFocus** - time management and goal setting for workgroups
- **CMS** - intuitive and simple website editing
- **Phone** - your own company's telephone system
- **PhotoGallery** - creating picture galleries for your website
- **Insight** - flexible statistics and reporting
- **iShop** - e-shop with instant Paypal integration for your website
- **MyPortfolio** - user profile management
- **iLearning** - courses, study, curriculum
- **ePAS** - advanced course registration and assignment
- **iQuest** - online pooling and questionnaires
- **WorkFlow** - electronic form and workflow management
- **Administration** - global user/privilege/group administration
- **Sync** - synchronizing Uportal data with external sources (LDAP, MySQL, etc)
What

- Multi-use, modular, extendable, mobile
- High-tech, eco-friendly, affordable and unique
- Better workflow processes (living, studying, dining, etc)
Why?

• Maximize human potential
  • Inspire, nurture, motivate
  • Adapt, guide, educate

• Better use of resources
  • Single-function, dedicated spaces (hardware)
    - Office building, residential houses, cars, traffic
  VS
  • Multi-function spaces (adaptable architecture)
5000 years ago
Present Day
Similarities?

- Huge and heavy
- (mostly) the same materials
- Static, cannot be changed, moved, extended
What is better?

• Conthouse modular living:
  http://www.youtube.com/watch?v=gldYDZwVsWA

• Container City System:
  http://www.youtube.com/watch?v=Hou5_w60Lew
Software Principles for Architecture

- MVC (separating functionality from presentation) - repainting/changing wallpaper
- Extendability – adding new rooms/spaces
- Multifunctionality - multipurpose furniture/devices
- Light/small - light materials (composite materials, etc)
- Flexibility – changing the purpose
Principles

- Modular design
- Standards
- Layered architecture (drivers, OS, applications)
- Integration & interoperability (other systems)
- Security
API/Services

- Climate control
- Multimedia (lighting, sound, etc)
- Nutrition (food preparation, delivery, disposal)
- Personal hygiene
- Exercise, sleeping/relaxing,
- Surveillance, security & defense (internal/external)
API/Services

- Cleaning
- Utilities (Electricity, Internet, etc)
- Storage
- Health/performance maximization
- Garbage/recycling
Practical ideas

- Modular frame (conthouse, shipping containers)
- Multifunctional plates/tiles to provide various services (climate control, multimedia, self-cleaning, etc)
- Multi-function furniture
Software Design History

• Originates from architecture itself
  • Christopher Alexander (Patterns):

http://en.wikipedia.org/wiki/Pattern_(architecture)
Examples

- Tempohousing: Shipping container-based
Adam Kalkin
Mobile Dwelling Unit
Partners

- Montalvo Arts Center (Saratoga, CA)
- Nimbyspace (Oakland, CA)
- American Steel Studios (Oakland, CA)
- Seasteading Institute
Roadmap

• Core workgroup
  • Principles/foundation/specification
  • Partners/funding
  • Zoning/building codes
  • Creating first designs and testing
• Knowledge/Project Management tools
  • futureLiving.info
Thank you!

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