## Sunday News No. 79

January 26th, 2020

In memoriam of Terry Jones



<u>Always Look on the Bright Side of Life Sing-Along</u> - Monty Python. Via Maria João Câmara

Sunday News is a selection of about 20% of the links posted daily by the <u>Explora</u> <u>community</u>. I can add you if you want (need to have a Facebook account). Newcomers can check previous Sunday News editions at <u>Explora live</u>. They can also access Sunday News First Year Highlights <u>here</u>.

Have a Great Sunday Antonio Camara

## Education

Recent story telling inspirations: I love Netflix's <u>Portátil</u> and HBO's <u>Babylon Berlin</u>. The latter has a great theme song: <u>Zu Asche, Zu Staub (Psycho Nikoros)</u>

<u>Tell it like it is</u>. "Every research paper tells a story, but the pressure to provide 'clean' narratives is harmful for the scientific endeavor"

Technologies to watch in 2020, Nature reports

The University of the Future. Learn by doing

### Food

How the Dutch use architecture to feed the World

Our current food system can feed only 3.4 billion people sustainably

The true story of Q

The Museum of Ice Cream

Mobility



Lightyear One: Hands-on with a solar-powered car with 440-mile range

Global EV outlook 2019. Via John Hagie

# It is now practical to refuel electric vehicles through thin air



A 1916 electric scooter, via César Barbosa. Meanwhile, more than one hundred years s later "our" Human Mobility's <u>3U scooter</u> and <u>i.triu</u> are eliciting interest Worldwide

Tiny vehicles and the new safety in numbers

Mathematicians have solved traffic jams, and they're begging cities to listen

Disrupting the car, a CB Insights report

Mysterious GPS outages are wracking the shipping industry

## Cities, Nature and Clean Tech

<u>The 15 minutes city: for new chrono-urbanism</u>. You fill all your essential needs with no more than a 15 minutes-walk

The new generation of self-created utopias

Houston is now less affordable then New York City

At the bottom of the sea they wait to feast on alligators



A video on GPS tracking of multiple wolves in six different packs

Stray dogs have the natural ability to understand human gestures

E42 - This drone is a generator and goes on surveillance missions

Things we can do: the Big Picture

### **Developing new companies**



France is making start-up friendly reforms to lure tech talent and take on Silicon Valley

Udacity's how to build a startup, a free course

How I built, promoted, and sold a product with no investments and no marketing budget

Fundraising? Don't say these things to investors

How to get into product management (and thrive)

Mapping workspace collaboration startups

<u>Talking to humans</u> Frank Rimalovsky, one of the authors, talked this week at the Entrepreneurship course at NOVA FCT (free book for students and academics)

Google wants to phase out support for third-party cookies in Chrome within two years.

<u>Measuring stakeholder capitalism: World's largest companies support developing core</u> <u>set of universal ESG (Environmental, Social and Governance) disclosures</u>

The innovation equation

# AR/VR/AI/Quantum Computing/IoT

Apple's Tim Cook re-states that <u>AR will be the next Big Thing</u>. Facebook <u>agrees</u>.

Apple sees AR as a new media for further bundling the hardware in the form of glasses. It will also further unbundle content and software creating new marketplaces. These were two major recipes for the iPhone success.

Facebook (and Instagram) will change its interface as soon as AR glasses take over. They have been ready to change to an AR based interface for years. AR is the superimposition of the Virtual and Real Worlds and Facebook is already dominant in VR: <u>half of the VR headsets sold in 2019 were Oculus</u> Quest.

Both assume that AR/VR will be the interface to AI and all other backend technologies and data.

Two interesting threads on the AR/VR space published this week:

- At CES, the startup Spatial <u>demonstrated</u> its hardware-agnostic, VR and AR-based, software, which lets workers communicate with each other as holograms using virtual, interactive objects @techcrunch
- The 20's Art & Commerce will be shaped by Spatial Computing (AR/VR).@Scape & @6d\_ai are in pole, says @JamesDoody7. Read it <u>here</u>

This week In XR: the codeless game engine, the XR contact lens, FDA approves augmedics

10 AR/VR trends from CES 2020

<u>Apple's 'finger devices': wearable computing's next big thing?</u>. Also from Apple: <u>The next</u> <u>iPhone will have an advanced camera that can scan 3-D objects</u> Face recognition and the ethics of AI

Map making in the age of AI. See also "Using AI to enrich digital maps"

A.I. is transforming the job interview—and everything after

3 ways video games will change in the 2020's

How do neural implants work?



Christie products power the world's first robot theme park in South Korea



This ultrasonic gripper could let robots hold things without touching them

Whoever leads in AI in 2030 will rule the World until 2030

SNNLive spoke with Jani-Mikael Kuusisto, CEO of <u>Ynvisible</u>. See it <u>here</u>

Far out Scientists just made a 3,000-year-old mummy 'speak'

Cats, once You Tube stars, are now an emerging audience

Fivethirtyeight interactive projects. Fun with interactive graphics and data visualization

People can be identified by the way they dance

America is overrun with bathrooms

Hacking life inside and outside the laboratory



Researchers capture footage of atoms bonding and separating for the first time