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BEYOND YOUR EXPECTATIONS

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MEETING PROFESSIONALS INTERNATIONAL

Emergent Technologies for Meeting Professionals

Objectives.....

- 1) Understand how the internet and computer systems are changing.
- 2) Identify new technologies of the future
- 3) Use internet tools to stay informed
- 4) How these new technologies will impact your meetings

Overview

- 1) Communication technology
- 2) The changing Internet
- 3) New computer interfacing technologies
- 4) New mobile technologies
- 5) Implications for the future

Communication Technology

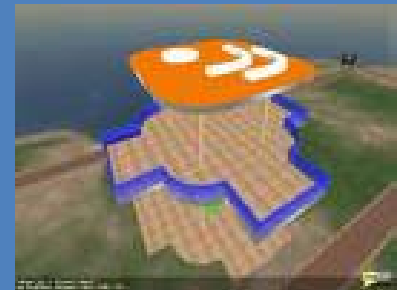
- 1) RSS Feeds
- 2) Wikis and Blogs
- 3) Podcasts



RSS Feeds



- What are RSS feeds?
- Emails
- Mobile
- Use to market meeting and events



Wiki's and Blogs

- Difference
- Collaboration
- Building content
- Validity
- Pre/post meetings & events



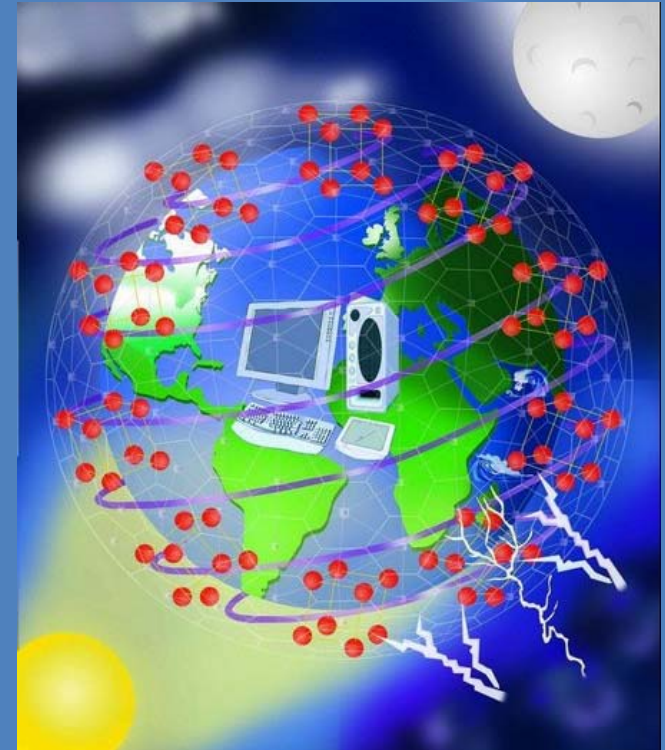
Podcasts

- What are Podcasts?
- Audio and Video
- How to create a Podcast
- Storage, use and distribution



The changing Internet

- 1) Web 2.0 Technologies
- 2) Web 3.0 MUVE's
- 3) Importance of open source



Web 2.0 Technologies

- [Delicious Links](#)
- [Flickr](#)
- [iGoogle](#)
- [You tube](#)
- [Google Desktop](#)
- [Wikipedia](#)



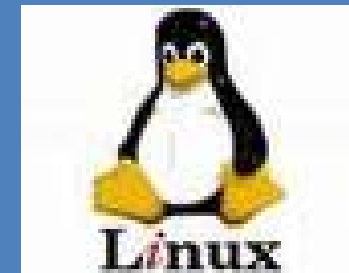
Web 3.0 Technologies

- The Virtual Internet
- MUVE's
- Examples
- Mobile Internet



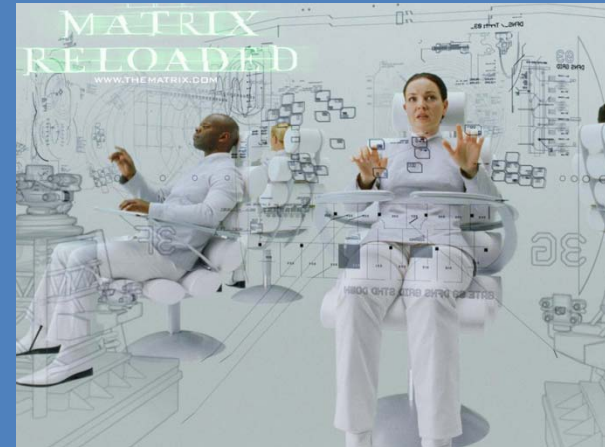
Open Source

- What is open source?
- Why is it important?
- What does it mean for the future?



Computer Interfacing Technologies

- 1) Microsoft Surfaces
- 2) Multi-touch displays
- 3) Neural Interfaces
- 4) Mobile Augmented Reality



Microsoft Surface

- What is it and how does it work?
- How does it change computing?
- [SURFACES](#)



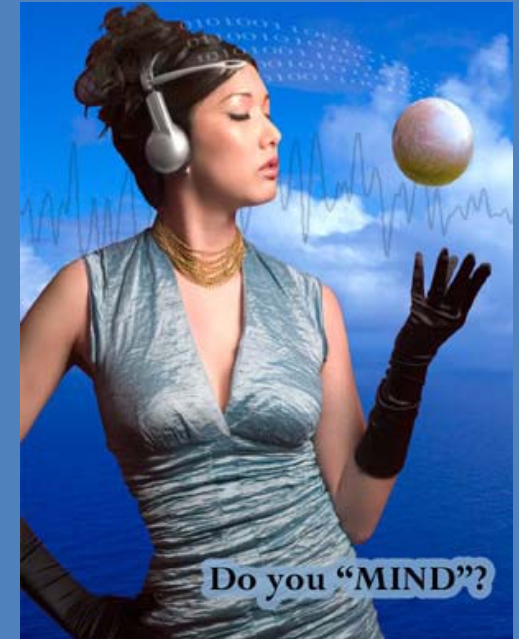
Multi-touch Display

- Microsoft surface
- iPhone
- HTC Touch



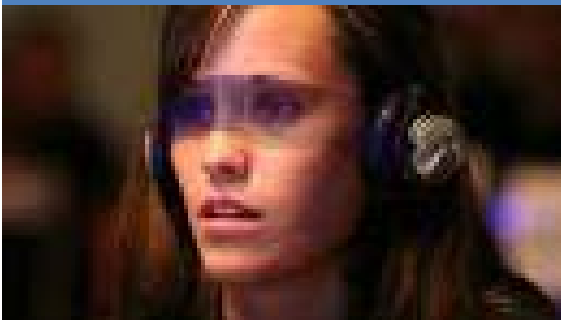
Neural Interfaces

- What is it and how does it work?
- 2 main competitors:
- “Neurosky” & “Emotiv”
 - [Emotiv Website](#)
 - [Neurosky Website](#)
 - [VIDEO](#)



Mobile Augmented Reality

- What is it and how does it work?
- How does it differ from VR and MUVE's?



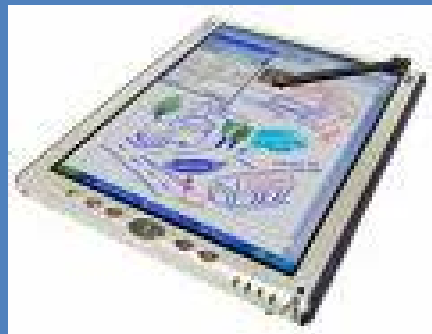
New Mobile Technologies

- Mobile Augmented Reality
- Thin Clients
- Pocket PC's and PDA's
- RFID



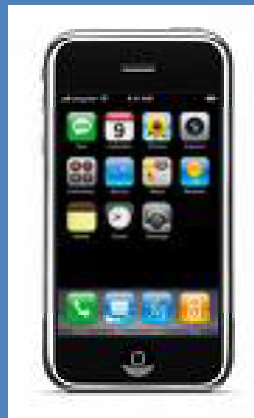
Thin Clients

- What are they?
- Architecture changes
- How do they work?
- What does it mean for the meeting industry?



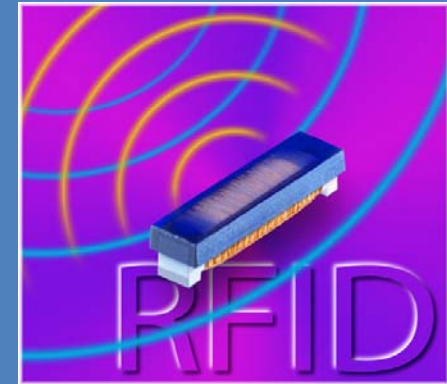
Pocket PC's and PDA

- Pocket PC
- Smart phones
- PDA's



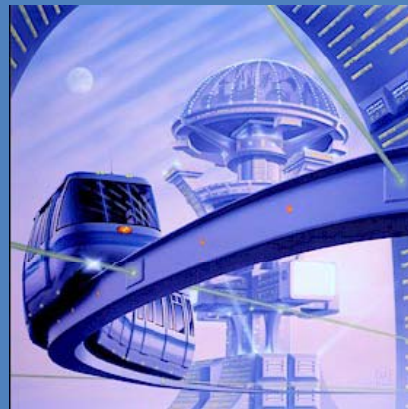
RFID

- What are RFID's?
- How are they used?
- How used in meeting and events?



Future Implications

- Meeting Industry
- Events
- Hospitality
- Corporate
- Open Dialog and Q&A



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