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serious problem: women were facing discrimination and exclusion in the technology industry. I wanted to write a book that inspired, motivated, and educated women to surmount the hurdles. But I am no expert in this field, and interviewing women and researching solutions would have taken me years. So I asked women all over the world to crowdcreate this book with me by sharing their stories and ideas on how to fix the problem. We used a social-media-style website to accomplish the task.

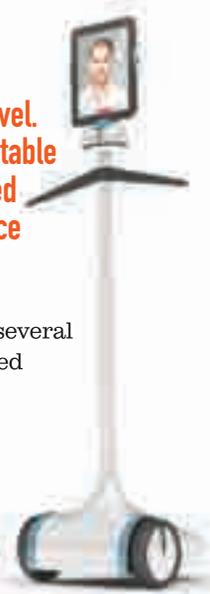
I was able to tap into the collective knowledge of more than 500 women. Within six weeks, we had gathered enough information and anecdotes to

publish not one but several books—and we learned from one another.

Businesses are beginning to do this as well. Rather than locking workers in departmental silos, companies on the cutting edge are encouraging employees to start communicating with one another on internal social-media sites. What used to be the quarterly email from the CEO has become a torrent of information-sharing within companies—at all levels. Watch this transform into the same type of crowdsourcing of ideas to solve problems that I employed to create *Innovating Women*. Companies will start designing and developing new products and services by engaging their entire employee base.

Telepresence robots are taking video conferencing to a new level. There are several products on the market, such as Beam (by Suitable Technologies) and Fellow Robots, that allow a screen mounted on a mobile platform to move around the office and experience what is happening in a more human way. Imagine walking into your boss's office while you are at home, stepping into a conference room to join a meeting, or chit-chatting with your peers around the water fountain.

At a Stanford University-funded holographic talk I gave for entrepreneurs in Uruguay, they literally beamed a live image of me onto a stage in Montevideo—an approach developed by a Uruguayan company named Holograam. There are also video-conferencing technologies in development such as Mezzanine by Oblong Industries, which uses multiple screens and spatial user interfaces to allow people in different locations to collaborate and share electronic information in a science-fiction-like setting. Mezzanine is being developed by John Underkoffler, chief computer visionary behind the 2002 film *Minority Report*.



We can expect Google Glass-type devices to bring the computer display to our bodies, so that we view the screen on our glasses and don't need to sit at a desk anymore. I expect future versions to provide immersive 3D experiences that are more like the holodecks we saw on *Star Trek*. And who knows? We may well have holodecks that make it feel as though we are together when we are actually far apart—but that is getting too far into the future. During this decade, we'll have to settle for 2D interfaces and 3D simulations.

This is all exciting—and terrifying—enough. But what worries me is the intrusion that companies will increasingly make into our lives and the burnout we will suffer from always being at our employers' beck and call. I know from personal experience how hard it is to turn off email and disconnect from social media. This will only get worse for all of us as we become more connected.

And then there will be demands by our employers for us to manage our lifestyles better—so that they can reduce their health bills and maximize their yield from us. Just as companies now reward workers who join health clubs and stop smoking, we will see firms making greater demands on their staffs. They will be able to measure what we do because we will increasingly be wearing biometric-monitoring devices such as the Nike FuelBand and Fitbit Flex, and our smartphones will be adding new sensors. The new generation of sensor-based devices will continually gather data about our movement, heart rate, weight, sleep, and other health-related matters and upload these to the cloud. Before giving you more sick leave, employers will probably demand that you improve your lifestyle and habits.

All of this may seem like science fiction, but it isn't. The future is happening faster than we think—and it's changing important parts of our existence. **N**

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