Ian/epredator Hughes

Metaverse Evanagelist at Feeding Edge Ltd

Southampton, Hampshire, GB

Metaverse Evangelist, TV presenter, taking a bite out of technology so you don't have to. Mixing tech with social change

Description

Ian Hughes a.k.a epredator when online, is a Metaverse Evangelist who set about leading a group of like minded individuals, in 2006 when at IBM, into virtual worlds like Second Life. This sparked a large community of over 8000 of his colleagues to do the same. Powered by an open way of thinking and string ideas across social media it led to a massive growth in interest from press and enterprises alike.

He is former IBM Consulting IT Specialist who has worked on leading edge emerging technologies for the past 23 years, and now an independent consultant and director of Feeding Edge Ltd, "taking a bite out of technology so you don't have to". A programmer since he was 14. As a gamer he has seen a massive increase in the capability and design ethics within games and the rise of online gaming. In 1997 Ian started working on all things web, changing his perspective on the technology and the business due the much richer mix of people involved in the web revolution. Graphic Designer, Producers and Programmers all having to work together.

As a public speaker he shares his experiences both of the growing virtual worlds industry, the changes in culture, personal experiences of challenging the status quo and leading through doing.

He writes and presents a thread on emerging technology on the ITV programme Cool Stuff Collective by Archie Productions, covering 3d printers, haptics, open source, scanning, virtual worlds.... First shown weekly Monday 13th September 2010 CITV (UK), with series 2 airing January 2011. Series 3 ran October-December 2011. So far totalling 39 shows.

He is chairman of the British Computer Society Animation and Games Specialist Group. Promoting the games industry and associated technology within the BCS but also reaching out to the games industry to help provide professional recognition to the development community.

Availability

Keynote, Moderator, Panelist, Workshop, Host/MC, Author Appearance, Corporate Training

Industry Expertise

Computer Software, Media - Broadcast, Computer Gaming

Topics

Metaverse, Virtual Worlds, 3d Printing, Maker Culture, Kids Technology

Affiliations

http://www.feedingedge.co.uk, http://www.bcs.org/category/13784

Sample Talks

Changing the world with emerging technology
Sharing some tales from recording The Cool Stuff Collective kids
ITV show and how the Future Tech elements in the show is actually threaded together to get more people into STEM subjects through maker culture.
From Metaverses to 3d printing, Arduino to Hydrogen Fuel cells and with the odd saturday morning custard pie, there is a lot of cool technology out there.
When it is all put together it shows us a path to an exciting future powered by people willing to share online.

Past Talks

So you think virtual worlds aren't important
Develop 2011

Virtual worlds in enterprise
IBM technology road show

The future of the workplace
Workplace trends

Future of the workplace pt2
Workplace Trends

You can be a games programmer
6th form open day

Virtual worlds in enterprise
IBM technology road show

Life as a entrepreneur in a corporate environment
Global Entrepreneur Week

Washing away cave paintings
Smarter Technology

Future tech panel
Relive11

Metaverses for the CIO
Virtual Worlds 2007

Inspiring young developers
Bafta/BFI kids and games event

Technology FTW
BCS Branch events

Tech on kids TV
Immersion 2011

Where am I? - Virtual Worlds
BBC Newsnight interview

Virtual Worlds for librarians
British Library showcase

Virtual Worlds in enterprises
Tweakfest

Emerging Technology and Virtual Worlds
IBM analyst briefings

Future tech for 2020
Marketing Natives 2020

Washing away cave paintings
ACE 2009 (Awakening, Creative, Entrepreneurship)

It's not all avatars and islands
Metameets 2010

The Future of enterprise communication
Virtual Worlds 2008

Washing away cave paintings
3DTLC

It's not all avatars and islands
Apply Serious Games

Sport technology futures
Wimbledon Tennis IBM corporate hospitality tours

Washing away cave paintings
Apply Serious Games

Washing away cave paintings
Learning in other worlds

Virtual Worlds and Augmented Reality Panel
Virtual Worlds 2009

Washing away cave paintings
ITM at NEC

Future tech presenter - series 1,2 and 3
Series 1 thru 3 mid 2010 to end 2011

Hursley 50th anniversary looking forward
Sky News/IBM Hursley 50th event

Metaverse updates
Metaverse Week in Review

IEEE virtual worlds
Federal Consortium of Virtual Worlds

The future of communication - Metaverses
VWFE Europe

Washing away cave paintings
Train 4 Success

Metameets (Moderator)
Metameets 2011

Educating with new technology
Handheld Learning

Washing away cave paintings
BCS/IET joint event

Education

DeMontfort University
Bsc 2.1 Information Technology