



Having you in the hereafter

Scenario_part 2 Embedded network between life and death

People can be provided since their birth of a broad range of sensors that will collect and store particular and personal data all life long until they have passed away.

All the sensors are normally added to the powder milk parents feed their child on. A smart dust sensor is rice-grain size, so there is absolutely no risk for the little child when he gulps it down. According to his property, each kind of sensor has its own color, so it is easy to check what the baby had taken from the baby bottle after each meal.

Here you find a first scheme of the color code:

- *yellow*: humidity sensor;
- *green*: temperature sensor;
- *pink*: chemical sensor;
- *orange*: accelerometer sensor;
- *blue*: smell sensor.

Thanks to the implantable drug delivery technology, people will be carrying their sensors during their life, while after dying the sensors will be removed from the body and they will become the virtual ashes of the person.



Relatives or very close friends could collect the smart dust of the dead person and decide to spread it in the intelligente ambient of their houses, or better in particular smart objects the houses are provided of. These objects will become a new kind of canopic vases to collect funeral ashes. *Simulacra* full of significance for all the people close to the defunt.

Thanks to the network working of the smart dust, the hereafter could interact with the real world. As everybody since their birth will be provided of a set of sensors, then the living people sensors could interact with the dead people ones, generating a kind of in-between life and death interaction.

After communicating between them, living people and dead people sensors will send the information to the processing devices (those smart objects previously defined as the new kind of canopic vase) which will react with a feedback in real time mainly throught those smart objects as interfaces.

This feedback is meant to give living people the presence of the dead person back.

On the next scheme, you will find some examples of these interactions whose outcomes are all based on the sense of suspence and unpredictability, like they really represented the spontaneous manifestations of the dead people spirits in a way.



Living people sensors	Dead people sensors	Smart objects in the Ambient Intelligence
<p>Identification and temperature sensors detecting temperature of the hands</p>	<p>Identification, pressure and accelerometer sensors detecting the position and shape of the hand</p>	<p>At the specific temperature measured when the two people held each other hands, the object shapes itself into the hand hold of the dead person (pillow, gloves, etc.).</p>
<p>Humidity sensors detecting tears on the face</p>	<p>Pressure and accelerometer sensors detecting the writing gestures</p>	<p>Tissue used to dry the tears: it works like a display on which a sentence once wrote by the dead person appears like a kind of random consolation.</p>
<p>Chemical sensors detecting food in the mouth</p>	<p>Smell sensors detecting the what the dead person was used to smell</p>	<p>Each time you use the fork to eat one bite, the fork itself displays the dates and references the dead person had the same meal like a kind of lay communion.</p>
<p>Smell sensors detecting smell all around</p>	<p>Chemical and temperature sensors detecting the drink in the mouth</p>	<p>If it happened that in the past the dead person had a drink in the same time, then when you take a cup from the shelf, another one will light up, like you were having a drink with the dead person.</p>



Key worlds

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Future directions_interactions between living people and dead ones

Building my world around_ambient intelligence, smart objects as new canopic vases

Who_relatives and close friends of the dead people

Why_to give living people the presence of dead people back

By what_smart dust sensors network, ambient intelligence, smart objects