Homework 1: What will the future of computing look like?

Tell me what you think. You may use sources for ideas that you want to bring in; however, I want at least **half** of this to be your own thoughts and ideas. Maybe discuss what you think the near future (5 to 10 years) will be like. Go on to discuss what you think the long-term (10 or 15 years out) will look like. Maybe you want to predict what the next century will look like. **Think for yourself using your experiences.** I am more interested in what is in your head than what you find on the Internet. Oh, and don't cheat or plagiarize!

Submit your paper in PDF format. To be clear, this means that DOC, DOCX, ODT, and other formats **will not be accepted**!

And now for some unfortunate housekeeping:
- One page. Not a few lines on a second page. Not three-fourths of a page. One. Page.
- 12pt Times New Roman. Like this is.
- 0.75" margins on all sides.
- Single spacing. If you want a blank line between paragraphs, create one manually (you know, by pressing Enter).
- If applicable, include a references section on a separate page (see below).
- In the text, refer to sources like this [1]. Or like this [1, 2]. Or like this: there are many ideas on the subject, and one particularly cool one is called the idea of champions designed by Kackley et al. (in [1]).
- Submit a PDF document (in case you forgot already).

REFERENCES
[1] J. Kackley, M. Gambrell, and J. Gourd. I3P: A protocol for increasing reliability and responsiveness in massively multiplayer games. *Journal of Advanced Computational Intelligence and Intelligent Informatics*, 12(2):142–149, 2008.
[2] J. Gourd and G. Vert. Hyper distribution of contextual information. In *Introduction to Contextual Processing: Theory and Applications*, pages 115–184. Taylor and Francis, 2011.