Star Trek and (Computer) Science?



Star Trek Communicator (1966)



Prototype DynaTAC (1973)



Motorrola StarTAC (1996)

*"Cooper has stated many times that watching the original Star Trek series was **absolutely an inspiration for his vision**. Kirk's ability to be mobile and stay in touch with his crew was what drove Cooper beyond the limiting range of even a car phone. (Which was still a fairly novel thing as late as the 1980s"*

http://www.startrek.com/article/first-mobile-phone-call-made-41-years-ago-today

*"Exactly 30 years later, Motorola released the first phone that consumers could flip open in the same way the Enterprise's officers did. The connection was made even more apparent by the product's name: **the StarTAC**. The phone was **a commercial success**, arguably aided by the fact that **audiences had been seeing it promoted in the form of Star Trek episodes and had been pretrained in its use for three decades. In effect, the market had been presold by sci-fi.**"*

Shedroff, N., & Noessel, C., Make it so: Interaction Design Lessons from Science Fiction. Brooklyn N.Y. USA: Rosenfeld Media.