

References

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Prof. Ken Perlin [**:Contacted 6/2/05.*]

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Position: Ken Perlin is a Professor of Computer Science and Mathematics in the Department of Computer Science at the Courant Institute of Mathematical Sciences, New York University. He directs the Media Research Laboratory at NYU. He directed the NYU Center for Advanced Technology from 1994-2004.

Area of research: Computer Graphics and Animation

Contact Reason: Dr. Perlin is a preeminent researcher in computer graphics who also has a deep appreciation of design and art. His research group includes a mix of disciplines.

Biographical Sketch: Ken Perlin is a professor in the Media Research Laboratory, within the Department of Computer Science at New York University. He directed the NYU Center for Advanced Technology from 1994-2004. His research interests include graphics, animation, and multimedia. In January 2004 he was the featured artist at the Whitney Museum of American Art. In 2002 he received the NYC Mayor's award for excellence in Science and Technology and the Sokol award for outstanding Science faculty at NYU. In 1997 he won an Academy Award for Technical Achievement from the Academy of Motion Picture Arts and Sciences for his noise and turbulence procedural texturing techniques, which are widely used in feature films and television. In 1991 he received a Presidential Young Investigator Award from the National Science Foundation.

Dr. Perlin received his Ph.D. in Computer Science from New York University in 1986, and a B.A. in theoretical mathematics from Harvard University in 1979. He was Head of Software Development at R/GREENBERG Associates in New York, NY from 1984 through 1987. Prior to that, from 1979 to 1984, he was the System Architect for computer generated animation at Mathematical Applications Group, Inc., Elmsford, NY, where the first feature film he worked on was TRON. He has served on the Board of Directors of the New York chapter of ACM/SIGGRAPH, and currently serves on the Board of Directors of the New York Software Industry Association.

Dr. Hiroshi Ishii [**:Contacted 6/2/05.*]

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Position: Tenured Associate Professor of Media Arts and Sciences, at the MIT Media Lab.

Area of research: Interactive System Design, Human-Computer Interaction

Contact Reason: Ishii is one of the best know researchers combining design and computing. His work on tangible media has had significant impact in the HCI community.

Biographical Sketch: Hiroshi Ishii's research focuses upon the design of seamless interfaces between humans, digital information, and the physical environment. He joined the MIT Media Laboratory in October 1995, and founded the Tangible Media Group to pursue a new vision of Human Computer Interaction (HCI): "Tangible Bits." His team seeks to change the "painted bits" of GUIs to "tangible bits" by giving physical form to digital information and computation.

Ishii and his students have presented their vision of "Tangible Bits" at a variety of academic, industrial design, and media art venues including ACM SIGCHI, ACM SIGGRAPH, Industrial Design Society of America, and Ars Electronica, emphasizing that the development of tangible interfaces requires the rigor of both scientific and artistic review. A display of many of the group's projects took place in "Tangible Bits" exhibition at the NTT InterCommunication Center (ICC) in Tokyo in summer 2000. A new, two-year-long exhibition "Get in Touch" that features the Tangible Media group's work opened at Ars Electronica Center (Linz, Austria) in September 2001.

Since July 2002, he has co-directed the Thing That Think Consortium at the MIT Media Lab. Prior to MIT, from 1988-1994, he led a CSCW research group at the NTT Human Interface Laboratories, where his team invented TeamWorkStation and ClearBoard. In 1986 and 1987, he was a visiting research associate at GMD (The German National Research Centre for Computer Science) in Bonn, Germany. In 1993 and 1994, he was a Visiting Assistant Professor at the Computer Systems Research Institute of the University of Toronto, Canada.

He served as an Associate Editor of ACM TOCHI (Transactions on Computer Human Interactions) and ACM TOIS (Transactions on Office Information Systems). He also serves as a program committee member of many international conferences including ACM CHI, CSCW, UIST, SIGGRAPH, Multimedia, Interact, ISMAR, and ECSCW. He received B. E. degree in electronic engineering, M. E. and Ph. D. degrees in computer engineering from Hokkaido University, Japan, in 1978, 1980 and 1992, respectively. He was born in Tokyo in 1956, and started to play with PDA (Personal Digital Assistant) in 1958.

Prof. Randy Pausch [**:Contacted 6/2/05.*]

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Position: Co-Director, Entertainment Technology Center. Professor, Human-Computer Interaction Institute, School of Computer Science, and School of Design, Carnegie Mellon University.

Area of research: Computer Graphics, Human Computer Interaction and Virtual Reality.

Contact Reason: Dr. Pausch is a preeminent researcher in the design of interactive entertainment, and on the creation of tools for non-programmers to work with virtual reality.

Biographical Sketch:

Randy Pausch is a Professor of Computer Science, Human-Computer Interaction, and Design at Carnegie Mellon, where he is the co-director of Carnegie Mellon University's Entertainment Technology Center (ETC). He was a National Science Foundation Presidential Young

Investigator and a Lilly Foundation Teaching Fellow. In 1995, he spent a Sabbatical with the Walt Disney Imagineering Virtual Reality Studio, and currently consults with Imagineering on interactive theme park attractions, particularly for the "DisneyQuest" virtual-reality based theme park. Dr. Pausch is the author or co-author of five books and over 50 reviewed journal and conference proceedings articles, and his primary interests are human-computer interaction, entertainment technology, and undergraduate education.

Prof. Scott Hudson [**:Contacted 6/2/05.*]

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Position: Professor in the Human-Computer Interaction Institute within the School of Computer Science at Carnegie Mellon University where he directs the HCII PhD program.

Area of research: Human Computer Interaction, especially User Interface Software and Technology.

Contact Reason: Dr. Hudson's research interests lie in the areas of user interface software and the use of new media and modalities for interaction. In the area of user interface software he is interested in creating tools and software infrastructure which make it possible to produce high quality user interfaces quickly and economically. This work includes the creation of innovative new interaction techniques for 2D and 3D interaction, development of advanced user interface toolkits, work in the use of constraint systems for user interface implementation, and higher level user interface specification tools.

Biographical Sketch:

Scott Hudson is a Professor in the Human-Computer Interaction Institute within the School of Computer Science at Carnegie Mellon University where he directs the HCII PhD program. He was previously an Associate Professor in the College of Computing at Georgia Tech and prior to that an Assistant Professor of Computer Science at the University of Arizona. He earned his Ph.D. in computer science at the University of Colorado in 1986. He has regularly served on program committees for the SIGCHI and UIST conferences, and served as Program Chair for UIST '90 and UIST '00, as well as Symposium Chair for UIST '93. He also served as a founding Associate Editor for ACM Transactions on Computer Human Interaction. His recent research funding has been from the National Science Foundation, and DARPA.

Prof. Scott Fisher [**:Contacted 6/2/05.*]

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Position: Chair of the Interactive Media Division in the School of Cinema-Television at the University of Southern California.

Area of research: Interactive Art and Media Technology, Immersive Virtual Environments and Technologies of Presence, Mobile Multimedia and Location-based Services, Stereoscopic Imaging

Contact Reason: Scott is a very respected researcher and artist whose work crosses between art, design and technology.

Biographical Sketch: Scott S. Fisher is a media artist, producer, and director whose work focuses primarily on immersive environments and technologies of presence. Currently he is Chair of the Interactive Media Division in the School of Cinema-Television at the University of Southern California. He is also President of Telepresence Media, a production company focusing on the art and design of virtual environment and remote presence experiences, and Project Professor in the Graduate School of Media and Governance at Keio University at Shonan Fujisawa, Japan; From 1997 to 1999, he was Director of the Virtual Explorer Project in the Department of Chemistry and Biochemistry at the University of California, San Diego.

Mr. Fisher attended the Massachusetts Institute of Technology, where he held a research fellowship at the Center for Advanced Visual Studies from 1974 to 1976 and was a member of the Architecture Machine Group from 1978 to 1982. There he participated in development of the 'Aspen Movie Map', a surrogate travel videodisc project, and several stereoscopic display systems for teleconferencing and telepresence applications. He received the Master of Science degree in Media Technology from MIT in 1981 under thesis advisor Nicholas Negroponte. His research interests focus primarily in stereoscopic imaging, immersive display environments, and the development of interactive art installations and media technology for representing 'first-person' sensory experience.

From 1985 to 1990, Mr. Fisher was Founder and Director of the Virtual Environment Workstation Project (VIEW) at NASA's Ames Research Center in which the objective was to develop a multisensory 'virtual environment' workstation for use in Space Station teleoperation, telepresence and automation activities. The VIEW Project pioneered the development of many key VR technologies including head-coupled displays, datagloves, and 3-D audio technology. In 1990, he co-founded Telepresence Research to continue research on first-person media, and to develop Virtual Environment and Remote Presence experiences, systems, and applications.

Prior to the Ames Research Center, Mr. Fisher has served as Research Scientist under Dr. Alan Kay with Atari Corporation's Sunnyvale Research Laboratory and has provided consulting services for several other corporations in the areas of spatial imaging and interactive display technology. He has taught numerous classes and seminars on Interactive Media, Photography, and Stereoscopic Displays and has been an Artist in Residence at MIT's Center for Advanced Visual Studies. His work has been recognized internationally through numerous invited presentations, professional publications and in the popular media with articles in publications such as the Wall Street Journal, Time, New Media, Computerworld, Byte, Scientific American, VR World, Funworld, TDR, Liberation, Le Monde, InterCommunication, Media Report, Nikkei Entertainment, Nikkei Computer Graphics, Login, Trigger, Asahi Shimbun, Asahi Pasocom, Designer's Workshop, Newton, Virtual, and many others. In addition, his stereoscopic imagery and artwork has been exhibited in the US, Europe and Japan. Most recently, his works have been shown in Paris at the Galeries Contemporaines of the Centre Georges Pompidou, and in the InfoArt Pavilion at the '95 Kwanju Biennale in Korea.

Prof. Dr. Nassir Navab [**:Contacted 6/2/05.*]

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Position: Professor (Ordinarius), Chair for Computer Aided Medical Procedures, Fakultät für Informatik (I-16), Technische Universität München, Germany.

Contact Reason: Dr. Navab an international leader in AR for industrial and medical applications.

Biographical Sketch: Prof. Dr. Navab is the first holder of the Chair for Computer Aided Medical Procedures at TUM. He has a PhD from INRIA (in 1993), and was a post-doctoral fellow at MIT until 1994. From 1994 to 2003, he worked at Siemens Corporate Research (SCR) in Princeton, NJ. He was the Project Leader for AR from 1998-2002, Siemens Inventor of the Year in 2001, and a Distinguished Member of Technical Staff in 2003. He has served on numerous conference and program committees, has dozens of conference and journal publications in computer vision, augmented reality and medical imaging. He has over two dozen patents.

Additional

Dr. Bruce Thomas [**:Contacted 6/2/05.*]

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Position: Associate Professor, Division of Information Technology, Engineering and the Environment, School of Computer and Information Science, University of South Australia

Area of research: Graphical user interfaces, wearable computers, augmented reality, and virtual reality

Contact Reason: Bruce is one of the leaders in the wearable computing and AR areas, and has experience in (and appreciation for) practical and industrial issues in wearable AR.

Biographical Sketch:

Associate Professor Bruce H. Thomas is the director of the Wearable Computer Lab. Dr. Thomas has degrees in computer science, physics and education; these degrees are from Flinders University of South Australia (PhD), University of Virginia (MS), and George Washington University (BA). For the past ten years he has been at the University of South Australia working in the research areas of graphical user interfaces, wearable computers, augmented reality, and virtual reality. Previously, he has worked in the area of automated manufacturing at General Electric and the National Institute of Standards and Technology, and 3D graphics and user interfaces at the Computer Sciences Corporation.