

IMPOSSIBLE OUTSIDE VR

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IRB 4105

Online: <https://umd.zoom.us/j/3289959085>

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3:30pm EST

For immersive technologies to become a primary form of interaction with digital content, we need to understand what types of things we can do in them that would be impossible with 2d screens. I will be talking about my technical work on avatars, locomotion and haptics. And some of our findings related to the challenges on the interaction needs and accessibility.

Short Biography: *Dr. Mar Gonzalez-Franco is a Computer Scientist and Neuroscientist at Google working on a new generation of Immersive technologies. With a background in real-time systems in her research she tries to build better interactions for immersive technologies using different disciplines: Virtual Reality, Augmented Reality, Avatars, computer graphics, computer vision and haptics. All while studying human behavior, perception and neuroscience.*

Learn more about this speaker:
<http://margonzalezfranco.GitHub.io>

