Why Virtual Reality Has Not (Yet) Become a Widespread Technology

Tuesday, September 9
7:00 to 9:30 p.m.
http://www.baychi.org/program/

7:00 to 7:30:
Tea, Coffee, Socializing, Joining BayCHI, ...

7:30 to 9:30:
Why Virtual Reality Has Not (Yet) Become a Widespread Technology
Jaron Lanier, National Tele-Immersion Initiative
PARC’s George E. Pake Auditorium
3333 Coyote Hill Road
Palo Alto, CA 94304

Jaron will discuss, in dialog with the audience, the eleven top reasons why Virtual Reality (VR) has not yet become widespread. Read his list, and come to the meeting prepared for a colorful discussion with one of the founders of the field.

This event is cohosted with the Future Systems BOF.

Jaron Lanier is a computer scientist, composer, visual artist, and author. Lanier serves as the lead scientist of the National Tele-Immersion Initiative. His current tele-immersion-related research interests include real time, remote, terascale processing, autostereo methods, haptics, and software simulation component integration and reusability.

Lanier tends to collect adjunct appointments and is currently a visiting faculty member of one sort or another at the Thayer School of Engineering at Dartmouth, the Wharton School of Business of the University of Pennsylvania, the Interactive Telecommunications Program of the Tisch School of the Arts at NYU, where he is a visiting artist, and at the Columbia University Computer Science Department. Lanier has no academic degrees.

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