How to Make Augmented Reality User Interfaces Work



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Abstracts

Augment Reality has been in existence for a number of decades, but we still do not have a set of solid user interface technologies. There have many great innovations into user interfaces for AR, but these have not translated into a pervasive user interface paradigm. The classic question is: "Why does AR not have the equivalent to the WIMP for desktop computers?" This talk will examine what is great and lacking in the current state-of-the-art for AR user interfaces. More importantly the talk will explore what we can do to make AR user interfaces that people will want to use. Many of these activities we can start doing today as the Mixed and Augmented Reality community.

Biography

Professor Thomas is the current the Director of the Wearable Computer Laboratory at the University of South Australia. He is currently a NICTA Fellow, CTO A-Rage Pty Ltd, and visiting Scholar with the Human Interaction Technology Laboratory, University of Washington. Prof. Thomas is the inventor of the first outdoor augmented reality game ARQuake. His current research interests include: wearable computers, user interfaces, augmented reality, virtual reality, CSCW, and tabletop display interfaces.

Prof. Thomas' academic qualifications include the following:
1) B.A. in Physics, George Washington University;
2) M.S. in Computer Science, University of Virginia with a thesis titled:
Pipeline Pyramids in Dynamic Scenes; and
3) Ph.D. in Computer Science, Flinders University with a thesis titled:
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His experience includes working at the School of Computer and Information Science, University of South Australia since 1990. He has run his own computer consultancy company. He was a Computer Scientist at the National Institute of Standards and Technology (A major US government aboratory for the Department of Commerce.), and a software engineer for the Computer Sciences Corporation and the General Electric Company.