Exploring the Use of Mixed-Reality for the Design & Innovation of Future Ubiquitous Devices & Intelligent Environments

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Research Motivation

› Make computers work for humans
› The Theory of Affordances
› Physical artifacts in digital domains
› Distributed Cognition
› Embodied Cognition
Identifying Future Attributes

- Function and non functional Attributes
- Integration of feature sets
- Usability, Marketability, & Aesthetics
- Attributes for different roles
- Collaborative Iterative design process

Virtual Reality

- Virtual reality extend physical space.
- Immersive vs. Desktop VR
- Feedback ???
- Augmented Realities
- Simulate in a cost effective manner
- Automated Visualizations
- Interaction and collaboration
Virtual Prototyping

- Virtual Prototyping for design innovation
- CAD based tools for user centric devices
- Computer Gaming Industry is leading the way
- Ubiquitous & Pervasive systems are already making intelligent environments

APPLICATIONS

- Robotics
- Intelligent Environments
- eLearning
- Social networking
- Brainstorming
- Product design
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- Institute of Social and Economic Research
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Questions & Answers

CAN'T TALK NOW. I'M ON A VIRTUAL HOLIDAY.