University of Otago, New Zealand

Department of Information Science

Human-Computer Interaction Lab

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http://www.hci.otago.ac.nz/

Our lab is specialising in research in the areas of Virtual Reality and Mixed Reality in general, ubiquitous and pervasive computing, presence and telepresence, 3D and MR interaction techniques, and applications of VR/MR.

Currently we supervise six PhD students, two PhD students are about to start, four undergraduate research students, and normally always have a number of summer scholarship or other research assistant students working in the lab. We teach in the subject areas of Human-Computer Interaction and User Experience, as well as basic computer and information science subjects.

Current major research projects address Voxel-based Mixed Reality, Computational Glasses, Pervasive Telepresence, Embodied Interaction in MR/VR, Pervasive Augmented Reality, and Virtual Rehabilitation.

In recent years, we have published full papers in for instance IEEE Transactions on Visualization and Computer Graphics, Behaviour & Information Technology, Applied Ergonomics, IEEE ISMAR, Proceedings of the IEEE, PlosONE, Computers & Graphics, MIT Press Presence, and IEEE PerCom.