



**The Lynne and William Frankel Center
for Computer Science**



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Distinguished Lecturer Series

Supported by Jeffrey and Holly Ullman



Professor Mark Billinghurst

Human Interface Technology Laboratory New Zealand at the University of Canterbury

Dr Billinghurst has a wealth of knowledge and expertise in human computer interface technology, particularly in the area of Augmented Reality (the overlay of three-dimensional images on the real world).

In 2002, the former HIT Lab US Research Associate completed his PhD in Electrical Engineering, at the University of Washington, under the supervision of Professor Thomas Furness III. As part of the research for his thesis titled Shared Space: Exploration in Collaborative Augmented Reality, Dr Billinghurst invented the Magic Book - an animated children's book that comes to life when viewed through the lightweight head-mounted display (HMD).

Not surprisingly, Dr Billinghurst has achieved several accolades in recent years for his contribution to Human Interface Technology research. He was awarded a Discover Magazine Award in 2001, for Entertainment for creating the Magic Book technology. He was selected as one of eight leading New Zealand innovators and entrepreneurs to be showcased at the Carter Holt Harvey New Zealand Innovation Pavilion at the America's Cup Village from November 2002 until March 2003. In 2004 he was nominated for a prestigious World Technology Network (WTN) World Technology Award in the education category and in 2005 he was appointed to the New Zealand Government's Growth and Innovation Advisory Board. Originally educated in New Zealand, Dr Billinghurst is a two-time graduate of Waikato University where he completed a BCMS (Bachelor of Computing and Mathematical Science)(first class honors) in 1990 and a Master of Philosophy (Applied Mathematics & Physics) in 1992, and is a Fellow of the ACM.

Looking to the Future in Augmented Reality Research

Although Augmented Reality (AR) technology was first developed in the 1960's it is only recently that the first commercial AR applications have begun to appear. There are still many research challenges that need to be addressed before AR technology will become commonplace. This talk gives a brief review of the history of AR development and then discusses several important topics that need to be explored further. Examples will be drawn from some of the leading AR groups worldwide and also research undertaken at the HIT Lab NZ. Finally predictions will be made about how technology trends may impact AR applications in the future.

**16:00 - 18:00 Wednesday, 09 January 2008
Saal Auditorium in the Alon Building for Hi-Tech (37/202)**

**18:00 - 16:00 יום ד' 09 בינואר 2008
באודיטוריום סאל בבנין אלון לטכנולוגיה עילית (202/37)**