

Benjamin Lok

Virtual Storytelling, Real Change

Tuesday October 9th - 1:30pm - GLD 322

Ben Lok is a Professor in the Computer and Information Sciences and Engineering Department at the University of Florida and co-founder of Shadow Health, Inc., an education company. His research focuses on virtual humans and mixed reality in the areas of virtual environments, human-computer interaction, and computer graphics. Professor Lok received a Ph.D. (2002, advisor: Dr. Frederick P. Brooks, Jr.) and M.S. (1999) from the University of North Carolina at Chapel Hill, and a B.S. in Computer Science (1997) from the University of Tulsa. He did a post-doc fellowship (2003) under Dr. Larry F. Hodges.

Professor Lok received a UF Term Professorship (2017-2020), the Herbert Wertheim College of Engineering Faculty Mentoring Award (2016), a NSF Career Award (2007-2012), and the UF ACM CISE Teacher of the Year Award in 2005-2006. He and his students in the Virtual Experiences Research Group have received Best Paper Awards at ACM I3D (Top 3, 2003) and IEEE VR (2008). He currently serves as the chair of the Steering Committee of the IEEE Virtual Reality conference. Professor Lok is an associate editor of Computer and Graphics, and ACM Computing Surveys.



Abstract: What's the social-good issue you are passionate about? To change people's hearts and minds, what is the story that needs to be experienced immersively? What if you could connect with a team of like-minded members with the cross-functional skills to realize your idea in VR? What if you could get started NOW? What would you build?

The *VR for the Social Good Initiative* was started in 2015 by Professors Sriram Kalyanaraman and Benjamin Lok (www.vrforthesocialgood.com). Their goal was to connect people (e.g. researchers, startups, non-profits) who are seeking solutions to social good issues with people (e.g. students) who could solve problems by creating virtual reality stories. Connecting seekers and solvers would enable many new ideas of how to apply VR to social good issues to be generated, tested, and evaluated.

This talk will be filmed for later release on the UW Reality Lab website

The Reality Lab Lectures bring important researchers and practitioners from a variety of disciplines to the UW campus to discuss Augmented, Virtual, and Mixed Reality, and to suggest what their work might mean for other disciplines working on related questions as well as for the future of the AR/VR field.

<http://realitylab.uw.edu>