



DEPARTMENT OF
ELECTRICAL &
COMPUTER
ENGINEERING



UNIVERSITY OF
WESTERN MACEDONIA

Department of Electrical and Computer Engineering

Title: «*Virtual Reality Visions from Sci-fi*»

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Abstract:

Science Fiction (Sci-Fi) has inspired or motivated many of us into science and technological professional fields. "Science fiction is the playground of your imagination", says Brian David Johnson. But a playground can also be thought of as a prototyping workshop - a place to test out ideas, see what works and what holds up to the judgement of others. Sci-Fi movies give us a rich dataset of prototypes that explore different dimensions of new technologies - implementations, application domains, societal implications, etc. This talk will provide an initial analysis of Virtual Reality (VR) through the lens of Sci-Fi. What different visions for VR have been imagined in Sci-Fi? What technological solutions have been envisioned? For what purposes? These are some of the questions that will be addressed in this talk.

Biography:

Jorge C. S. Cardoso is Assistant Professor at the Department of Informatics Engineering (DEI) of the Faculty of Sciences and Technology of the University of Coimbra (FCTUC), and a researcher at the Centre for Informatics and Systems of the University of Coimbra (CISUC). He is also a member of the Europeana Network Association Members Council. He has a PhD in Information Systems and Technologies by the University of Minho, a Masters degree in Mobile Systems by the University of Minho, and a Bachelor degree in Informatics Engineering and Computation by the University of Porto.

At the University of Coimbra, he is currently the coordinator of the Bachelor in Design and Multimedia and teaches Internet Technology, Interactive Media Design, Human-Computer Interaction, and Interactive Virtual Reality Environments. He is also a Visiting Academic at the University of Saint Joseph, Macau, China, where he teaches the Virtual Reality Environments module of the Design Master Programme.

His research interests include Human-Computer Interaction, Virtual and Augmented Reality, Tangible User Interfaces, Interaction Techniques, Interaction Design.