

## THE STATE OF THE ART & SCIENCE OF VIRTUAL REALITY

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### Abstract

The world of virtual reality has undergone amazing changes in the past several years. Specifically, since the successful Kickstarter campaign that ultimately funded Oculus VR, public interest in virtual reality has been at an all time high. Though research-grade VR systems have been around for decades, this is the first time that the technology has been both accessible and affordable for nearly anyone with spare time and an internet connection. This factor, more than anything else, is fueling VR's second renaissance. New products, hype, and media sensation are emerging daily. With all these things happening so quickly, we have to pause and ask ourselves, "Is this the real life? Is this just fantasy"? What can (and can't) we do with virtual reality? Where has virtual reality been, and where is it going? In this talk, we will take a look at these questions as we overview the state of the art and science of virtual reality.

### *About the Speaker*

Dr. J. Adam Jones is an assistant professor in the Department of Computer & Information Science at the University of Mississippi. Prior to his current appointment, Dr. Jones served as a postdoctoral fellow at Clemson University in the Human-Centered Computing Division. Dr. Jones also served as a postdoctoral fellow at the University of Southern California's Institute for Creative Technologies. His research focuses on factors that affect the perceptual realism and spatial accuracy of virtual and augmented environments. His other areas of interest include human vision, cognitive science, computer graphics, and visualization. Dr. Jones completed his Ph.D. in Computer Science & Engineering with emphases in Computer Graphics and Cognitive Science at Mississippi State University.

***Reception in Dunn Hall 336 - 1:30pm***