

Awards

IEEE VGTC Virtual Reality Career Award 2005

This 2005 Virtual Reality Career Award goes to Mel Slater, University College London, UK in recognition his lifetime contribution to virtual & augmented reality. He has pioneered research on presence in virtual environments including its application to psycho-therapy. Mel Slater became Professor of Virtual Environments at University College London in 1997. He was awarded a higher doctorate from London University (DSc, Computer Science) in September 2002, for his work on 'Presence in Virtual Environments'. The IEEE VGTC is pleased to award Mel Slater the 2005 Virtual Reality Career Award.



Mel Slater

University College London

IEEE VGTC Virtual Reality Career
Award Recipient 2005

BIOGRAPHY

Mel Slater founded the Virtual Environments and Computer Graphics group at University College London, which currently has approximately 30 researchers. He has carried out research both on graphics rendering algorithms, a virtual light field approach to real-time global illumination, and also on understanding people's responses to their experiences in immersive virtual environments. In particular he has pioneered research on presence in virtual environments including its application to psycho-therapy, and recently co-authored a paper in Nature Reviews Neuroscience that connects this topic with research on perception and consciousness. From January 2006 he will be leading a new group on presence research and interaction as an ICREA Research Professor at the Virtual Reality Centre of Barcelona, Universitat Politècnica de Catalunya, Spain.

Mel Slater became Professor of Virtual Environments at University College London in 1997. Before that he was at Queen Mary, University of London, Head of Department of Computer Science from 1993-95. His research includes both computer graphics and virtual environments. He has been involved in many funded projects over the past decade, and obtained funding for the UCL 'Cave' system (£900,000) and further support for this more recently (£350,000). Since 1989 seventeen of his PhD students have obtained their PhDs, and he is currently supervising ten students. He is co-Editor-in-Chief of Presence: Teleoperators and Virtual Environments and was co-Programme Chair of the Eurographics Conference 2004, and has been on the Siggraph papers panel 4 times since 1999. He was an Engineering and Physical Sciences Senior Research Fellow from October 1999 for five years working on the Virtual Light Field approach to computer graphics rendering. His book 'Computer Graphics and Virtual Environments. From Realism to Real-Time' with co-authors A. Steed and Y. Chrysanthou, was published in 2001. He led a European consortium (PRESENCIA) funded under the European FET Presence Research initiative from 2002 to 2005, and leads a follow-on European Integrated Project PRESENCIA from January 2006 for 4 years. He was awarded a higher doctorate from London University

(DSc, Computer Science) in September 2002, for his work on 'Presence in Virtual Environments'. During 2005 he was a visiting scientist at the Instituto de Neurociencias de Alicante, Universidad Miguel Hernandez-CSIC. From January 2006 he is an ICREA Research Professor at the Universitat Politècnica de Catalunya, Barcelona, Spain.

AWARD INFORMATION

The IEEE VGTC Virtual Reality Career Award was established in 2005. It is given every year to an individual to honor that person's lifetime contribution to virtual & augmented reality. VGTC members may nominate individuals for the Virtual Reality Career Award by contacting the awards chair, John Staudhammer, at <http://tab.computer.org/vgtc/>.