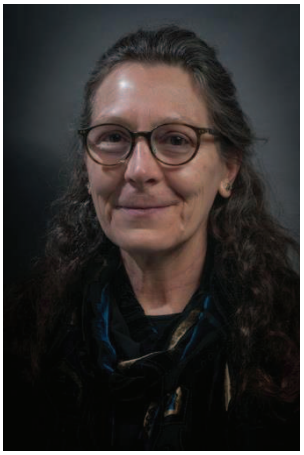
The 2020 VGTC Virtual Reality Career Award

Victoria Interrante



The 2020 Virtual Reality Career Award goes to Victoria Interrante in recognition of her lifetime contributions to visualization and visual perception for augmented and virtual reality. Professor Interrante has been a longtime member of the IEEE VR community. Her research has primarily focused on applying insights from visual perception and cognition to the development of more effective virtual reality experiences, including a large body of work addressing the need to enable accurate spatial understanding in immersive architectural environments. She enjoys collaborating with colleagues in a wide variety of fields and has been a committed mentor to a diverse array of graduate and undergraduate students.

Victoria Interrante is a Full Professor in the Department of Computer Science and Engineering at the University of Minnesota, where she is also currently serving as the Director of the University-wide Center for Cognitive Sciences.

Professor Interrante received her PhD in 1996 from the University of North Carolina at Chapel Hill, where she was co-advised by Professors Henry Fuchs and Stephen Pizer. Her dissertation research focused on designing novel representational methods for supporting the accurate spatial perception and 3D understanding of layered transparent surfaces, primarily for applications in radiation therapy treatment planning. She joined the faculty at the University of Minnesota in 1998, after a two-year position with the Institute for Computer Applications in Science and Engineering at NASA Langley, where she worked on the development of data visualization methods to facilitate the understanding of 3D fluid flows. Soon afterward, she received the 1999 Presidential Early Career Award for Scientists and Engineers (PECASE) in recognition of the potential value in her research efforts at the intersection of computer graphics, visualization and perception. In 2004 she co-founded and served as the first general co-chair of the ACM Symposium on Applied Perception in Graphics and Visualization, and since 2015 has served as co-editor-in-chief of the closely affiliated ACM Transactions on Applied Perception.

Professor Interrante began attending the IEEE Virtual Reality Conference in the late 1990s, and her involvement in VR research intensified in the early 2000s when she began a long-standing collaboration with Professor Lee Anderson from the Department of Architecture aimed at harnessing the potential of immersive virtual environments technology to more effectively support the process of conceptual design in architectural education and practice. Over the years, her research has also addressed multiple challenges related to embodiment and presence, as well as enhancing locomotion in VR.

In addition, Professor Interrante has a long history of service in multiple capacities within the VR research community. She was an editorial board member of the IEEE Transactions on Visualization and Computer Graphics from 2015–2019 and contributed to the EuroVR conference as co-general chair in 2017 and co-program chair in 2018 and 2019. She has taken on multiple leadership and support roles for the IEEE VR Conference, including stints as workshops, panels, tutorials, and posters co-chair, as well as co-general chair in 2014, co-program chair in 2015–2017, and steering committee member from 2016–present. In 2016–2017 she helped to initiate the IEEE VGTC Virtual Reality Best Dissertation Award to help recognize and promote the accomplishments of the newest generation of emerging VR researchers.

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 contributions to virtual and augmented reality. VGTC members may nominate individuals for the Virtual Reality Career Award by contacting the awards chair, Henry Fuchs, at vgtc-vr-awards@vgtc.org.