

“Visualization beyond the Desktop --the Next Big Thing”

Speaker: Dr Panagiotis Ritsos

Venue: Thornton – [room 245 in building 49](#)

Date: Wednesday, 21st October 2015

Time: 13.30

Audience: Staff and students interested in research



Summary:

Visualization is coming of age. With visual depictions being seamlessly integrated into documents, and data visualization techniques being used to understand increasingly large and complex datasets, the term "visualization" is becoming used in everyday conversations. But we are on a cusp; visualization researchers need to develop and adapt to today's new devices and tomorrow's technology. Today, people interact with visual depictions through a mouse. Tomorrow, they'll be touching, swiping, grasping, feeling, hearing, smelling, and even tasting data. The next big thing is multisensory visualization that goes beyond the desktop.

Roberts, J.C.; Ritsos, P.D.; Badam, S.K.; Brodbeck, D.; Kennedy, J.; Elmqvist, N., "Visualization beyond the Desktop--the Next Big Thing," in *Computer Graphics and Applications, IEEE*, vol.34, no.6, pp.26-34, Nov.-Dec. 2014
doi: 10.1109/MCG.2014.82

Speaker's bio:

Panagiotis (Panos) is a Senior Lecturer in the Department of Computer Science, Faculty of Science and Engineering of the University of Chester, UK, since June 2015. He holds a PhD on Wearable Computing and Augmented Reality from the University of Essex and a MEng in Electronic Systems Engineering, also from Essex.

Previously, he was a lecturer and researcher at the School of Computer Science, Bangor University, UK, a member of the Visualization and Medical Graphics (VMG) group and an associate of the Research Institute of Visual Computing (RIVIC), Wales.

His research expertise is on Mixed/Virtual Reality, Information Visualization and Wearable Computing, complemented by experience in Visual Analytics, Haptics and Usability Evaluation.

He is currently interested in various themes of human-computer interaction, and in particular multisensory & beyond-the-desktop visualization and wearable mixed/augmented reality.

Treat: Tea and coffee + cookies will be served