COLLEGE OF
ENGINEERING, COMPUTER SCIENCE, & TECHNOLOGY

Seminar in Interdisciplinary STEM Research

Friday, April 19th - 11:00-11:50 AM

Location: ET A227

HOSTED BY CREST CATSUS



David M. Krum, PhD

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Bio: David M. Krum, PhD (he/him/his) is an Assistant Professor of Computer Science at Cal State LA. His research interests include human-computer interaction, virtual/augmented reality, and 3D interaction. He began his research into virtual reality technologies in 1998. Dr. Krum leads the Experience Lab (XP Lab) at the Cal State LA. The XP Lab studies human-computer interaction and specializes in the research and development of virtual and augmented reality technologies. Prior to joining Cal State LA, Dr. Krum was an Associate Director at the Mixed Reality Lab (MxR) at the USC Institute for Creative Technologies. The MxR Lab performed pioneering work in low cost virtual and augmented reality and helped reignite the current renaissance in consumer virtual reality.

Interactive Experiences in Virtual Reality

Abstract: Virtual and augmented reality displays are now readily available consumer products from companies like Meta, HTC, and Apple. Steam and other online stores offer a variety of games, immersive videos, and other entertainment experiences. Where did virtual reality come from? Is VR just for entertainment, or can VR be utilized to tackle larger social and environmental problems? Let's discuss the history of VR and how VR can help us conduct social science and psychological research to help us better understand how humans think, learn, and behave. Finally, let's discuss how VR, combined with an understanding of human behavior, can help us work on socially impactful problems.

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