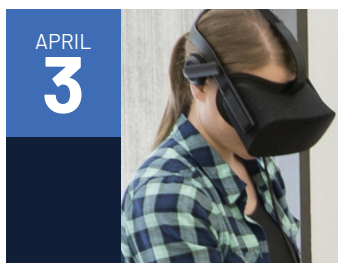


VR SYMPOSIUM

FOR EDUCATION, RESEARCH AND CLINICS



🐦 @EHSLibrary 📞 801.581.5534



HEALTH SCIENCES VIRTUAL REALITY AT THE U

2019 | APRIL 3, WEDNESDAY, ECCLES HEALTH SCIENCES LIBRARY, MAIN LEVEL
12 - 3 PM

- Noon – 1:30 pm** Demoiing VR apps including The GApp Lab, Dentistry, Occupational and Recreational Therapy, & Diabetes Prevention
- 1:30 – 2 pm** Lightning talks and Q&A
- 2:30 – 3 pm** *How Virtual Reality and Artificial Intelligence are Transforming Higher Education* by TJ Ferrill



VIRTUAL REALITY AT THE U

2019 | APRIL 4, THURSDAY, MARRIOTT LIBRARY, DIGITAL MATTERS LAB
11 AM - 3 PM

- 11 am - Noon** Demoiing VR apps including Visual Perception and Spatial Cognition Lab, Research Quest, and "Call and Response" art exhibit
- Noon – 2 pm** Presentations and demos
- 2 - 3 pm** More VR/AR Playtime



PRISCILLA M. MAYDEN LECTURE FEATURING MARIA V. (MAVI) SANCHEZ-VIVES

2019 | APRIL 5, FRIDAY, COLLEGE OF NURSING, ROOM 2300
11:30 AM - 1:30 PM

- 11:30 AM – NOON** Reception
- NOON – 1 PM** Lecture
- 1 – 1:30 PM** Reception



Towards the Rehabilitation of Domestic Violence Offenders using Virtual Reality.

The Priscilla M. Mayden Lecture will focus on the results of research conducted by Dr. Mavi Sanchez-Vives on the use of virtual reality to change the perspective in domestic violence – how offenders can become the victims and the impact of that experience.

HEALTH SCIENCES VIRTUAL REALITY AT THE U*

2019 | APRIL 3, WEDNESDAY, ECCLES HEALTH SCIENCES LIBRARY, MAIN LEVEL
NOON – 3 PM

Chris Allan, Eccles Health Sciences Library

Living Portraits AR

This project enhances viewer' experience as they see portraits come to life in the National Library of Medicine's exhibit, *Renaissance Science, Magic, and Medicine in Harry Potter's World*.

Greg Bayles, The GApp Lab, & Eric Handman, Dance

Choreografish

Choreografish connects faculty from the School of Dance, Entertainment Arts and Engineering Program and Department of Family and Consumer Studies with participants from the Neuroversity digital design program for youth on the autism spectrum. Choreografish is an underwater environment that enables users to synchronize the swim patterns of fish to the music of their choice.

Mark Durham & Ben Engel, Dental.

Dental VR

How's the U disrupting education/healthcare? In the last 6 months, we created "x-ray glasses" using AR in surgery, and we disseminated "hands-on" surgical simulation to the University of Utah and in India. Over the next 6 months, we will complete the world's first full-service dental-practice simulation for every procedure dental students need to graduate.

Bryan Gibson & Julia Schaefer, Biomedical Informatics

VR to promote engagement in Diabetes Prevention

Simulation-based behavior change intervention for individuals with Type 2 diabetes.

Rhonda Nelson & Lauren Lee Isaacs, Occupational and Recreational Therapies

Commercial VR Systems and Apps: Usability and Implementation in Recreational Therapy Practice

VR can be used to provide recreational interventions that yield promising health care outcomes in diverse populations. Take a look at how Jam Studio VR and Google Earth VR, two commercially available applications, are being used by recreational therapists and with older adult residents of an assisted living facility.

*Join the **VRPlus Campus Working Group** to get involved with VR, AR, MR and other emerging technologies on campus.
Email **Brandon Patterson** at b.patterson@utah.edu

VIRTUAL REALITY AT THE U MARRIOTT LIBRARY

2019 | APRIL 4, THURSDAY, MARRIOTT LIBRARY, DIGITAL MATTERS LAB
11:30 AM – 1:30 PM

Dana Hansen, MFA Student

No Exit

This installation is a metaphor for the exit or escape that many can't seem to find from reality. This is portrayed through the activity that takes up most of the hours in our life — our jobs — and I use symbols we have become conditioned to in this setting.

Jeanine K. Stefanucci, Psychology

Visual Perception and Spatial Cognition Lab

The ability to perceive our spatial surroundings is critical to tasks ranging from grasping nearby objects to complex navigation through an unfamiliar environment. Our group examines visual perception and spatial cognition with a multidisciplinary approach involving psychology and computer science in the service of both basic and applied research goals.

Tony Sams, Marriott Library

VectorWorks

A virtual design application for art, architecture and theater.

PRISCILLA M. MAYDEN LECTURE FEATURING MARIA V. (MAVI) SANCHEZ-VIVES

2019 | APRIL 5 FRIDAY, COLLEGE OF NURSING, ROOM 2300, 11:30 AM – 1:30 PM

The Priscilla M. Mayden Lecture will focus on the results of research conducted by **Dr. Mavi Sanchez-Vives** on the use of virtual reality to change the perspective in domestic violence — how offenders can become the victims and the impact of that experience. At the foundation of this research are years of research on embodiment in virtual reality and the power of this approach to change from physiological responses to attitudes and behaviour.