Between the 26th and 30th of January, Dr Raphael Grasset from the HIT Lab NZ ran a 3D visualization course at the University of Canterbury. The course targeted national academics using or interested in visualization and also people from industrial using visualization techniques and software. The course alternated lectures in the morning with hands-on lab sessions in the afternoon. The lectures explored key concepts of visualization, standard visualization techniques, volume rendering and also large scale data visualization (e.g. coupling 3D visualization with Supercomputer simulation).

Dr Julian Looser and Dr Andreas Duenser from the HIT Lab NZ also gave lectures on 3D Interface and Perception for visualization. On the last day there was a seminar session with 4 invited speakers:

- Dr Neville Churcher (COSC, University of Canterbury)
- Phil Bartie (GRC, University of Canterbury)
- Prof. Alan McKinnon (Faculty of Environment, Society and Design, Lincoln University)
- Dr Roy Davies (CTO, Research Director, Nextspace)

The course was very successful with 20 attendees (17 academics, 3 from industry. Many of the attendees were students from the FRST MARS Fund Project the the HIT Lab NZ is involved in.

The lab session was supported by the technical help and facilities provided by the Computer Science and Software Engineering Department from the University of Canterbury.

Based on positive feedback from the course, the HIT Lab NZ will offer a similar course next year and will also teach visualization material in other University of Canterbury courses. We are seeking to grow 3D visualization skills and competences in New Zealand.
Sharpening the Saw

Steven Covey, the author of “The Seven Habits of Highly Effective People”, writes about the need to sharpen the saw or to take some time out from work to reflect on what you have achieved and your plans for the future. Over the past year we have done this at the HIT Lab NZ by conducting a strategic planning exercise to produce an action plan for the next five years.

One of the key outcomes of this exercise was to sharpen the research focus of the HIT Lab NZ and to decide which research areas we were going to invest in. The staff and students selected the following four key areas of research:

- Visualization
- Augmented Reality
- Next Generation Teleconferencing
- Applied Interaction Design

These are each areas that the HIT Lab NZ already conducts research in and which are important topics for human computer interface research in general where we could make a significant impact. For example, over the last year we have been developing a plug-in for teleconferencing software that allows users to share and collaboratively view virtual three dimensional objects. This will be useful for many different application areas such as medicine, architecture and engineering design.

The strategic planning exercise also helped to reaffirm our commitment to freely sharing tools for people to create their own experiences. For example, over five months ago the HIT Lab NZ released the free BuildAR tool for developing Augmented Reality scenes. Since that time it has been downloaded nearly two thousand times and is quickly becoming the leading AR tool for non-programmers. We are also currently building the osgART 2.0 software library for AR application development and have made that freely available as an open source project. By placing tools into the public domain like this we are building the user community and create further opportunities for research.

We also identified opportunities for collaborative research. One of the most exciting of these is the new HIT Lab Australia that has opened at the University of Tasmania in Launceston, Tasmania. The HIT Lab Australia has a focus on undergraduate education, particularly in multidisciplinary areas between traditional computer science and engineering, and art and design. The HIT Lab NZ has already helped to deliver courses to the HIT Lab Australia, teaching their students over high speed video conferencing and sending staff to provide local support. In the future we expect to engage in joint research projects with the HIT Lab Australia, especially in the areas of art and design.

A final outcome was to clarify the path to commercialization of HIT Lab NZ technologies. Over the past year a formal process has been put in place for capturing intellectual property and commercializing research through the HIT Lab NZ Ltd company. The technology that the HIT Lab NZ company may not be interested in will be commercialized through other avenues. This is an exciting development that should see several licensing deals completed this year.

The task of sharpening the saw is not complete without getting feedback from others about our research direction and plans. We would love to hear from you and would be happy to provide copies of our strategic plan so that you can see in more depth where the HIT Lab NZ will be going in the next five years.

Mark Billinghurst
Director
The family is growing and each new lab provides even more opportunity for collaboration and combining efforts on the world stage.

Now I've traveled around a bit and seen a lot of bright students and interesting projects, but I have to say that nothing tops what I have seen here. I'm not just saying that because I helped University and Mark start the HIT Lab NZ, but because it is true! Let me see if I can cite the reasons:

- The diversity of the students is incredible, not only in terms of nationality, but also interests and talents.
- There is a great spirit of community, even family in the HIT Lab. Everyone seems to help everyone else and all thrive.
- The quality of students and their work is outstanding. There is a good balance of research and instruction and stretching.
- There are excellent academic departments here at the UC in computing, engineering, science, art and education, plus others that can provide the lab and its team additional instruction and mentoring experiences.
- The HIT Lab NZ has become a beacon to the world, and being able to say that you worked here, and even graduated from here, is a good thing.
- The HIT Lab is well connected to the rest of the world and enjoys a constant stream of visitors, interns and potential investigators. New Zealand and Christchurch are great places to live and study. People here are wonderful and the natural environment exceptional.

The HIT Lab NZ is now seven years old and has made amazing progress. But there are two things missing from the Lab, that hopefully will be resolved soon:

After all these years there is still no Ph.D. degree in Human Interface Technology. The HIT Lab NZ and University of Canterbury have the opportunity to set a new precedent in the world in this regard. With a Ph.D. degree the HIT Lab NZ will be uniquely postured to attract students that have a diversity of academic background. Human Interface Technology and Human Experience Engineering are not owned by any discipline but are a fusion and cross pollination of disciplines. To me this is a wave of the future. More students are interested in cutting across disciplines as they feel that this is where the real opportunity and fun lie.

With its own Ph.D. degree, the HIT Lab should be able to invite in students who would be unqualified to enter a Ph.D. program through the College of Engineering and even other departments in the University. This diversity is so important for achieving and maintaining a creative environment for all to thrive.

The second thing that is missing from the Lab is teaching. To measure up in its role as an interdisciplinary resource for the university, the Lab should be helping to excite and engage undergraduate students from across this campus. The Lab has 'gee whiz' technology, people and insights that can motivate and instruct students from engineering, science, arts, education and the humanities. The UC can gain a lot by using the Lab to help with these young students begin their tertiary educational journey.

On a final note, I am happy to report that the HIT Lab Australia at the University of Tasmania is now up and operating. The Aussie lab began in large part due to the success of the HIT Lab here. The Aussie lab does have a strong teaching role (starting with first year students) along with research and commercialization activities. It offers and undergraduate major in human interface technology to students across the University of Tasmania, regarding of department of affiliation. Much of this teaching is actually being supported and performed by the HIT Lab NZ and HIT Lab US. We see this as pattern for the future as we continue the development of a new HIT Lab in the United Kingdom and elsewhere. The family is growing and each new lab provides even more opportunity for collaboration and combining efforts on the world stage.

It is fulfilling and fun to be involved.

Tom Furness
International Director
The HIT Lab NZ always seeks collaborations that will enable it to explore new ideas in areas of emerging interface technology. As part of the FRST funded project CALMARS, the HIT Lab NZ is a partner in the European Union (EU) CALLAS consortium, and is currently the only NZ ICT research organization involved with an EU framework 6 project.

The main goal of the CALLAS project is to provide artists, media designers and creative companies with a toolset for using emotional input in novel ways in technologies such as interactive TV, augmented reality installations and surface computing. As part of the project the HIT Lab NZ is working with 18 industry and academic partners of the to build next generation Augmented Reality authoring tools.

As part of the EU research project process a review takes place every 12 month. This time the review was held in Middlesbrough, UK at the University of Teesside. Middlesbrough is a small industry town in the Durham-Teesside valley north of York county and famous for being the birthplace of Captain James Cook.

The University of Teesside is a main project partner for the HIT Lab NZ. At the meeting the HIT Lab NZ was represented by our director Mark Billinghurst and by post-doctoral fellow Hartmut Seichter.

The EU project meeting was held on two days with the first day demonstrating the components developed in the project and the second day for the reviewers to experience the showcases developed by the project partners. Great emphasis was put on the experience as the project deals mainly with capturing the emotions induced by novel, ubiquitous technology experiences.

The HIT Lab NZ demonstrated its new Augmented Reality authoring system, ComposAR. The showcase demonstrated the technology developed here as a hub for various components of emotions to be used in an AR art installation and also for the use of multimodal fusion. As an example we showed a virtual tree that reacted to laughter, clapping, waving of objects and gaze.

Other partners demonstrated components such as gaze tracking, speech input, and emotional fusion.

The review was a great success and reviewers thought that the collaboration between the partners was well developed and also emphasized the great engagement of the HIT Lab NZ. As part of the project in the future we will explore more possibilities to work with partners including developing an AR avatar to enable output of emotions.

For more information about CALLAS see http://www.callas-newmedia.eu and for CALMARS - http://www.hitlabnz.org/wiki/CALMARS
Augmented Reality on your home PC

Although researchers and programmers have been experimenting with augmented reality for many years, the technology has remained largely out of reach for non-experts. Recently, the HIT Lab NZ has released an easy to use tool, BuildAR, which allows non-programmers to experiment with Augmented Reality on their home computers. BuildAR allows users to create simple AR scenes from printed tracking markers and 3D models.

BuildAR provides a simple graphical user interface for constructing AR scenes. The first step is to create and print patterns that the underlying ARToolKit library uses for tracking. Then 3D models (made by the user or downloaded from the internet) can be loaded and associated with the markers. Some basic manipulation controls allow the user to fine tune the position, rotation and scale of the model on the marker. Several markers and models can be paired to build more complicated scenes. For example, turning printed marker sheets into the pages of a book makes for an interesting way to browse 3D models.

BuildAR is free for non-commercial use, and since its online release in August 2008, the software has been downloaded over two thousand times from around the world. In the following pages we show how BuildAR has recently been used for some interesting educational projects in Australia, and New Zealand.

Currently BuildAR is available for Windows, although a Mac version is on the way. BuildAR can be downloaded from the HIT Lab NZ website at http://www.hitlabnz.org/wiki/BuildAR, where there is also a tutorial and forum to help get started.

If you would like more information, contact Julian Looser, julian.looser@hitlabnz.org.
A cross-disciplinary team from the Open Polytechnic of New Zealand is researching the potential of introducing Augmented Reality components into their courses by using the BuildAR augmented reality software. The first students to trial the technology will be second year engineering students who’ll be asked to view some engineering components as 3D objects and to provide feedback on how this affects their learning experience.

The aim of the project, called “Enhancing learning for engineering trade students: Augmented paper based materials in course design”, is to develop a process for integrating 3D images of engineering objects into paper-based material that can be read using a webcam.

The project involves four staff from the Open Polytechnique supported by two people from the HIT Lab NZ. “Each team member brings a set of different skills making it a small but exciting project”, says project leader Cheryl Brown.

Sandra Maathuis-Smith is from the Centre for Information Science and brings her extensive background in Information Technology to the project. Martin Glaeser is a tutor in the Applied Technology Centre in School of Workplace Learning & Development. “This is an exciting opportunity for our students to use three dimensional models to help them visualise and understand the detail of the bearings required for this course.” He says. Gary Mersham, a Professor of Communication Science in the School of Information and Social Science, specialises in communication for e-learning and training, and Cheryl Brown, an Instructional Designer the e-learning Centre, is involved in a number of e-learning enhancements to course materials. Members of the team have had several chats with HIT Lab NZs’ Mark Billinghurst and are grateful for his help and support. “Mark has been responsive to our calls and really supportive”, says project leader Cheryl Brown. “The HIT Lab NZ are the leaders in the field”.

The project is supported by a research grant from Ako Aotearoa.
BuildAR was also used to introduce students to augmented reality at the newly opened HIT Lab Australia in Launceston, Tasmania. During an intensive ten-day summer course on Virtual Reality and Advanced Media Technology, sixteen students divided into groups and used BuildAR to create simple interactive augmented reality games. The BuildAR software made it easy for them to prototype augmented reality game concepts.

Industrial design projects presented using a combination of physical and virtual content by students from the University of Western Sydney. BuildAR was also used to introduce students to augmented reality at the newly opened HIT Lab Australia in Launceston, Tasmania. During an intensive ten-day summer course on Virtual Reality and Advanced Media Technology, sixteen students divided into groups and used BuildAR to create simple interactive augmented reality games. The BuildAR software made it easy for them to prototype augmented reality game concepts.

The BuildAR software has been used for several interesting projects at universities in Australia.

Paul Kouppas, a lecturer in industrial design at the University of Western Sydney, used BuildAR to introduce augmented reality to his students. As part of their course work the students designed products ranging from prosthetic feet to kitchen appliances. Their designs evolved from rough sketches, to detailed 3D models, and intricate physical prototypes. For their end of year presentations, the students used BuildAR to demonstrate their virtual models alongside the physical counterparts. “AR is the perfect technology at this stage of the design process; it allowed our students to reveal the depth of their design resolution in an interactive and immersive way not before possible!” Mr Kouppas said.

An augmented reality game created by students using BuildAR at HIT Lab AU.
Time, context and mixed reality for architecture at the HIT Lab NZ

The HIT Lab NZ is collaborating with the University of Melbourne on an Australian Research Council Discovery grant, and Jules Moloney, Senior Lecturer in Digital Architectural Design visiting the HIT Lab in February to progress the research.

The aim of the three year project is to discover how mixed reality may be strategically located in architectural practice, with an emphasis on the early conceptual design stages. The research is planned as three components: (1) a survey of design practice (2) development of a desktop system that integrates video, real time 3D visualisation, and environmental performance data (3) a screen based mobile AR system for onsite review.

Anyone interested in learning more may contact Hartmut Seichter at the HIT Lab NZ.

WETA Experts Visit the HIT Lab NZ

Dr Mark Sagar from Weta Digital visited the HIT Lab NZ and gave a presentation about his research on facial animation. Dr Sagar is one of the leading world experts on face animation and he talked about working on the King Kong movie. He showed how actor Andy Serkis’ face expressions were able to be mapped onto the King Kong character, and also talked about his career going from a student at Auckland University to working on blockbuster movies such as Spiderman 2 and King Kong. Dr. Sagar is helping supervise the PhD research of Mohammad Obaid, a Computer Science student at the University of Canterbury and HIT Lab NZ who is conducting research on emotional face animations.

The HIT Lab NZ also hosted Marcus Schoo and Jack Greasley from Weta Digital. During their visit, they were given an overview of the recent technologies and research at the HIT Lab NZ. Marcus and Jack presented a departmental seminar at Computer Science and Software Engineering department on some of the technologies, methodologies, problems and peculiarities of writing software in a film production environment.

HIT Lab PhD student Mohammad Obaid with Dr. Mark Sagar
Immersive Learning Through Virtual Reality project

The HIT Lab NZ has recently begun a new project to investigate applying Virtual Reality (VR) platforms to support professional education for tertiary students in the fields of engineering, audiology, nursing and medicine.

This three-year project funded by the Tertiary Education Commission is a collaborative effort involving the HIT Lab NZ, the Chemical and Process Engineering, and Communications Disorders departments and the Health Science Research Centre at the University of Canterbury, the University of Auckland, the Christchurch Polytechnic Institute of Technology, the University of Florida, and the University of Queensland.

The research team will be investigating the use of VR to overcome the limitations of expense and poor access to training opportunities for students in applied fields of study. The project will develop three VR platforms that will provide realistic immersive learning environments; (1) 3D (spherical) photography of built environments, (2) static 3D graphics models, (3) animated immersive virtual environments. These platforms will then be used to deliver educational content and their usefulness will be evaluated.

Outstanding Student Paper Award

A Computer Science and HIT Lab NZ PhD student Minkyung Lee won the Outstanding Student Paper Award at the International Conference on Multimodal Interfaces 2008 in Crete, Greece.

Minkyung presented the paper “A Wizard of Oz Study for an AR Multimodal Interface” which is the first user study exploring a multimodal AR interface with a WOz technique. “We have undertaken the research as a first step for developing intuitive multimodal input for AR applications. I believe the results will be useful for other researchers who want to develop multimodal AR interfaces.”

She was also awarded a BuildIT PhD Student Travel Grant Award which is only given to 16 PhD students a year and supports overseas conference travel. The Travel Grant Award allowed her to travel to the conference with the additional financial support from the HIT Lab NZ.
HIT Lab NZ involvement with the TePuke Ariki Museum

HIT Lab NZ staff and student have created two interactive pieces for the Puke Ariki museum in New Plymouth and the Taranaki Culture: Fresh out of the Box exhibit. The exhibition involves fifteen artists who have connections to Taranaki and who each produce works inspired by pieces from the museum collection. Some of the museum pieces include a milk urn, school uniform, Taranaki gate, and rugby team mascot, among others.

HIT Lab NZ intern student, Eva Artinger, developed a Flash application for the museum exhibit website. In her desktop application users can click on boxes holding the museum artefacts and see a more detailed description of the artefact appearing on screen. A version of this website was also shown on an a large screen touch display in the exhibit itself, allowing attendees to the exhibit to find out more about the collection objects that inspired the art works.

A second piece was developed by Mark Billinghurst and Nora Wang. Called School Daze, it was inspired by a New Plymouth Boy’s High School uniform from the TePuke Ariki collection. The school uniform was mounted under a touch frame which allowed users to touch the uniform material. Historic school images were projected on the wall behind the touch frame, and as users rub the real uniform they expose images from the New Plymouth Boy’s High. In this way there is a connection between the real uniform material and projected imagery.

The School Daze installation was developed using Flash, and included sixty four pictures from the New Plymouth Boy’s High School. Some of these pictures are photos of well know school boys, while other pictures show school activities such as performing the school Haka during a rugby match.

User response to the HIT Lab NZ installations has been very positive. Children in particular love being about touch the school uniform and see their gestures slowly uncovering the projected school images. They enjoyed the surprise that comes from touching the real cloth and seeing the projected images change in response to where the uniform is touched. The exhibit runs from February 28th – June 1st 2009 at the TePuke Ariki museum in New Plymouth. More information can be found at http://www.pukeariki.com/en/Treasures/temporaryexhibitions/
Leigh Beattie
Leigh is our new IT support personal. He was born in Dunedin, where he spent the first 13 years of his life. He moved to Christchurch at the age of 13. He has never been outside of New Zealand but hopes to travel overseas one day. Currently he is studying as a limited full-time student at the University of Canterbury and will finish his BSc in Computer Science this year.
He enjoys biking, computer hardware, painting and hosting LANs for his friends.

Kieran Pomare
Kieran has a diploma advanced multimedia and in internet technology and has done freelance work in 3D graphic design, 3D modelling, video editing. He is currently working on a flight simulator and is hoping to enrol at Canterbury Uni, doing a double degree in computer science and in psychology. He enjoys gaming, building computers, traveling New Zealand and riding Segway.

Niels De Ruiter
Niels a Mechatronic Engineering Student in the final year of his Honours Degree. His main interests lie in Human interfaces and Bio Engineering. Of particular interest to him is bionics, synthetic limbs or add on devices which interface to the mind. He is looking to complete his degree next year with a possible extension to complete a double degree with maths. He intends later to complete a masters in bioengineering. Other interests are Soccer, Badminton, the Gym, Tramping and Cooking.

Brian Thorne
Brian Thorne is an undergraduate Mechatronics Engineering student at the University of Canterbury. He is working at HIT Lab NZ on an open source robust eye tracking platform for use as an input into different applications such as in immersive theatres and on standard computers. Brian's computer interests are in computer vision, cloud computing and one day AI. Brian is a captain in the Canterbury University Tramping Club and is the deputy captain of the kayaking club. He has also been known to run and occasionally even go rock climbing.

Anna Hemsley
Anna is working at the HIT Lab NZ on the osgART project while she completes her BSc in computer science at the University of Canterbury. She is also doing some research on multifractal-based biomedical image analysis with the Computer Graphics and Image Processing research group at the university.
When she is not working or studying, her two small children keep her very busy. She plans to start a Masters degree next year.
Alexandre Heitz

Alexandre is a new PhD student in the College of education and is working closely with the HIT Lab NZ on a project focused on Immersive Learning through Virtual Reality. He completed his MSc in Multimedia Applications in September 2008 with a first class honours degree in the University of Teesside (Middlesbrough, UK). He also got the opportunity to get involved in the Animex Festival. He has a wide range of other interests, from sports (capoeira, rugby) to music (piano and currently starting to learn guitar), but what he likes the most is travelling and meeting new people.

Elin Abdul Rahim

Elin received her B.ITE (Hons) Data Communications from the Multimedia University, Malaysia. After working for three years she came to Lincoln University where she completed her Postgraduate Dip. in Software & IT. She is currently enrolled in a PhD program at Lincoln University and is conducting research at the HIT Lab NZ on the Immersive Learning through Virtual Reality project.

She likes travelling around New Zealand and wishes to explore more during her stay here.

Tommi Keränen

Tommi Keränen got his Master’s degree in Information Engineering from the University of Oulu in Finland in 2007, and has worked for several years on different aspects of video coding, from error concealment to realtime streaming over heterogeneous networks to low-level codec optimization both for embedded and multi-core systems.

In New Zealand he hopes to learn as much as possible about a wide array of topics related to 3D graphics and augmented reality. Tommi enjoys travelling, studying languages, reading and writing, mainstream movies and videogames, and to compensate for his lack of drawing skills feels undying fascination towards CGI in two or more dimensions.

Florian Perteneder

Florian Perteneder is an intern from the University of Applied Sciences, Dept. of Media Technology and Design in Hagenberg, Austria. He is doing an internship at the lab until the end of June 2009. Currently Florian is testing the ARToolkit-PlugIn for the Esperient Creator and is working on a project using the FLARToolkit, a marker-tracking system within the FlashEnvironment.

In his spare time, Florian likes to play classical and electric guitar. He also plays within a band. He also looks forward to explore New Zealand’s extraordinary nature during his stay. Other hobbies are include playing volleyball and computer games.

Alessandro Mulloni

Alessandro Mulloni is a PhD student at the Graz University of Technology. He received his BSc in computer science from the University of Milan, and his MSc in computer science from the University of Udine. His studies focused on 3D real-time graphics on handheld devices and Human-Computer Interaction. During his studies he worked as a researcher on various projects at the ITIA-CNR in Milan, inside the HCILab in Udine and in the Handheld Augmented Reality group at the Graz University of Technology. Alessandro is currently focusing his PhD research on user-centric design of interaction and visualization methods for handheld Augmented Reality.
Tobias Langlotz
Tobias is a PhD student at the Graz University of Technology. He graduated with a Diploma degree in Media Systems from the Bauhaus University in Weimar in 2007 where he explored new technologies for optical data transfer onto mobiles devices. Tobias research interests include projector based spatial augmented reality as well as augmented reality on mobile devices. His current work is the realization of his vision of Augmented Reality 2.0 and Authoring for AR. During his stay at the HIT Lab NZ he will strengthen the ongoing cooperation between the HIT Lab NZ and Graz University of Technology and continue his research work on AR 2.0.

Karin Fitz
Karin recently finished her Masters degree with First Class Honours at the University of Arts in Linz, Austria. In 2006, she received her Bachelors Degree at the University of Applied Sciences majoring in Media Technology and Design in Hagenberg, Austria.

Since then she worked for various companies and projects mainly in the video, graphics and photography areas. One of her career highlights is working for an advertisement project directed by an Oscar winning director (Stefan Ruzowitzky).

Karin’s main interests are nature, travelling, photography, going to the movies, but NOT skiing.

Ann Morrison
Ann Morrison is an Interaction Design researcher and project manager at Helsinki Institute for Information Technology, Finland working on two applications within IPCity—a multi-touch display set in Helsinki Urban centre—CityWall (http://citywall.org) and MapLens project working with physical and digital maps via mobile phones. Ann is on researcher exchange at the HIT Lab NZ working on PhD research to gauge audience participation and consider the nature of ludic engagement with interactive art technologies.

Shusuke Fukuden
Shun is from Japan and he has recently finished his studies at an English language school. He has worked for a computer graphic company for 6 years, working with TV program, advertisement, game graphic and so on. He has been now working on a “Magic Book” project and hoping to contribute somewhat to the project.

His personal interests are swimming, watching movies and riding motorcycles.

Other Members - Short Term Visitors

Jan Herling from FIT
ChangHyeok Bae from GIST
Brenda Zheng from UC
Kun Zhao from Lincoln Uni.
HIT LAB X-MAS PARTY

The theme of last Christmas party was superheroes. The Andreas and Daniela team was the winner of best dressed award. We had some of the ex-HIT Lab NZ members came around and it was really good to catch up with everyone.

Good-bye to Nathan

In February Nathan Gardiner left HIT Lab NZ to become the new manager of the University of Canterbury Advanced Video Conferencing Centre. However, although we won’t have him here at the HIT Lab NZ, he will always be around Campus and will visit any time.

We are sad to see Nathan go as he has been a wonderful IT manager, but this is a great opportunity for him and a significant promotion. We are also very happy that he is able to take advantage of it.

Good Luck Nathan!

Arthur’s Pass trip

Nora’s Wedding!

Nora became a happy bride in March and her long time boyfriend is now her husband.

HIT Lab wishes happily ever after.

NZ Cricket
Researchers at the HIT Lab NZ have been very productive over the last few months. From October 2008 until March 2009 they published 11 peer reviewed papers in international and national conferences and journals. There are also a number of book chapters that should be appearing in edited volumes soon.

HIT Lab NZ researchers have presented their work at a number of prestigious international conferences such as the 23rd International Conference Image and Vision Computing in New Zealand, ACE Japan(2008), ICAT(2008), OzCHI(2008), ICMI(2008).

Electronic copies of these publications can be downloaded from:

The list below shows the recent publications. Full text of all these publications is available at the HIT Lab NZ website.


New Scholarships are Available!!!

The HIT Lab NZ and University of Canterbury has scholarships available to support postgraduate study at the Masters and PhD level. These scholarships typically cover all course fees and living expenses and are worth up to $25,000 NZD/year tax free. We are looking for students with excellent academic backgrounds (preferably from Computer Science, Electronics, Mechanical, Psychology or Social Science background) who would be working on leading edge research in the following areas:

• Augmented Reality
• Visualization (Information or Scientific Visualization)
• Next Generation Teleconferencing
• Interaction Design
• Virtual Reality
• 3D Interaction
• Interactive Computer Graphics & Computer Vision
• Novel User Interface
• Pervasive and Ubiquitous Interfaces

How to Apply;
Please send us an email (info@hitlabnz.org) with below information

• Email Title : Application of Scholarship.
• CV.
• Demonstration of your interest in projects.
• Copies of your academic records.

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