What can the HIT Lab NZ offer you?

Free consortium membership
The Virtual Worlds Consortium fee is waived for academic institutions.

Access to the Lab's extensive global networks
Academic members can meet and network with the HIT Lab's industry consortium members such as Boeing, Ford, Trimble Navigation, and Hewlett Packard, as well as other leading universities.

Collaborative funding
The HIT Lab NZ will help its academic partners raise funds for collaborative research, including providing the services of a highly skilled proposal writer.

Staff and student placements in the Lab
The HIT Lab NZ offers academic members the opportunity to send staff and students on internships to the HIT Lab NZ, and to host HIT Lab NZ staff and students at their own institutions.

About the HIT Lab NZ Director
Dr Mark Billinghurst has a wealth of knowledge and expertise in human-computer interface technology, particularly in the area of Augmented Reality. He has achieved several accolades in recent years for his contribution to human interface technology research. Most notably he was awarded a Discover Magazine Award in 2001, for creating the MagicBook technology. Dr Billinghurst has a PhD in Electrical Engineering from the University of Washington, and has produced over 70 technical publications.

Opportunities to engage in collaborative research
The HIT Lab NZ provides a conduit for establishing alliances and formulating collaborations between the HIT Lab, academia and industry.

Privileged access to cutting-edge technological innovations
Academic Consortium members have access to the HIT Lab NZ's new interface technology for research purposes.

Attendance at the annual consortium meeting
Each year the HIT Lab NZ holds a consortium meeting attended by members of the NZ and US consortia. This event provides an ideal forum for presenting research and engaging with the Lab's industry partners. Academic members can also attend the annual HIT Lab US consortium meeting at the University of Washington in Seattle.

About the HIT Lab NZ International Director
Professor Tom Furness established the HIT Lab US at the University of Washington in 1989, and serves as the International Director for the HIT Lab NZ. As a pioneer of human interface technology, Professor Furness' contributions to the field have deservedly earned him the title of 'grandfather' of virtual reality. His research and development laid the foundations for virtual reality as we know it today. In 1998 he won the Discover Magazine Award for his invention of the Colour Virtual Retinal Display, a revolutionary display technology. Professor Furness has a B.S in Electrical Engineering and a PhD in Engineering and Applied Science.
What is the HIT Lab NZ?

The Human Interface Technology Laboratory New Zealand (HIT Lab NZ) is a cutting-edge human-computer interface research centre based at the University of Canterbury. It was created from the world-leading HIT Lab US at the University of Washington in Seattle.

The HIT Lab NZ has strong ties to a number of other departments including Mechanical Engineering, Computer Science, Electrical Engineering, Psychology and Fine Arts. This multi-disciplinary approach to research and education fosters a wealth of innovative ideas and facilitates a truly entrepreneurial climate.

Who does the HIT Lab NZ collaborate with?

The HIT Lab NZ engages in projects with members of its Virtual Worlds Consortium. The consortium is made up of partners from both academia and industry. Between both the HIT Lab NZ and the HIT Lab US there are over 65 members in the industrial consortium, including market-leading companies such as Sun, Boeing, Ford, Microsoft, Virtual Spectator, Pulse Data International, and Trimble Navigation NZ Ltd.

The HIT Lab NZ’s academic partners include over a dozen institutions from around the globe, such as the National University of Singapore, the University of Osaka, the University of South Australia, Hyperwerk Studios in Switzerland and the University of Western Australia.

HIT Lab NZ Research focus areas include:

- Augmented Reality
- Immersive Virtual Reality
- Wearable Computing
- Tangible User Interfaces
- Multimodal Interfaces
- Perceptual User Interfaces
- Collaborative Spaces
- Computer Vision

The HIT Lab NZ develops revolutionary technologies that:

- Increase the efficiency and effectiveness of interacting with computers.
- Are commercialized through partner and spin-out companies.
- Improve the lives of people with physical and cognitive disabilities.
- Enhance face to face and remote collaboration.

Technologies developed in the Lab are transitioned to industry through the HIT Lab NZ’s industrial Virtual Worlds consortium. In this way the HIT Lab NZ bridges the gap between academia and industry.