Replicating the face to face meeting in Telepresence

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Abstract:
A grand challenge shared between computer science and communication technology is reproducing the face-to-face meeting across a distance.
At present, we are some way from reproducing many of the semantics of a face-to-face meeting. Furthermore, while we can reproduce some in certain mediums and others in others, we are currently unable to reproduce most in any. For example while some mediums can show us what someone really looks like and others what or who they are really looking at, communicating both together has not yet been achieved to any reasonable quality across a reasonable distance. This talk explains some of the primary challenges, comparing our approaches to “telepresent” video conferencing, immersive virtual environments, and 3D video based tele-immersion.

Biography:
Professor David Roberts' primary research interest is in creative group work encouraged or supported by immersive mediums. Towards this he leads both the development of new technologies and studies of their use. Through a framework of social human communication that includes verbal and non-verbal communication and the role of objects and environment, he studies how people interact around simulated artefacts in environments enriched or joined through technology. Most of his work has focussed on telepresence, and his current focus is on combining VR and computer vision to enhance the naturalness of telecollaboration through free view immersive 3D video.