Immers-eXpo: Immersive Research and the Metaverse

OXFORD X-REALITY HUB & JESUS COLLEGE DIGITAL HUB JESUS COLLEGE, 20 MAY 2022



Prepared by LISANDRA (LIA) COSTINER RICHARD SMITH

Overview

The Immers-eXpo showcased developments in mixed reality technology in academia and industry.



On 20 May 2022, the Oxford X-Reality Hub organised its first in-person event following the pandemic, in collaboration with Jesus College Digital Hub. This was held at Jesus College Ship Street Conference Centre, in Oxford. The Immers-eXpo: Immersive Research and the Metaverse showcased developments in mixed reality technology in academia and industry. Visitors were invited to learn about advancements in the field, peruse stalls and experience live demonstrations. On display were a number of academic projects being developed at the University of Oxford and other UK institutions, as well as demonstrations from industry leaders. The event also included a number of lightning talks given by academic and industry partners, which focused on the use of immersive technologies in a variety of disciplines including, sciences, education, medicine, mental health, oriental studies, art, history, and cultural heritage.

The announcement for the event garnered more than 3000 page views, and the tickets were sold out. The majority of attendees hailed from the University of Oxford (70%), while the rest (30%) came from outside of Oxford.

Event organisers



RICHARD SMITH

New Technology Officer, Bodleian Library, University of Oxford Founder and Co-leader of the Oxford X-Reality Hub, University of Oxford



DR LISANDRA (LIA) COSTINER

Founder of (En)coding Heritage Network, Oxford Co-leader, Oxford X-Reality Hub, University of Oxford



DR JANINA SCHUPP

SOUTHWORKS Career Development Fellow of the Digital Hub, Jesus College, Oxford

Academic Talks

Speakers spanning a wide range of disciplines and approaches.

Welcome

- 13:40 Dr Janina Schupp, Mr Richard Smith, Dr Lia Costiner Introduction to the Hubs
- 13:50 Dr Anant Jani
- EdTech in the Cloud: Envisioning the Future of Literature Learning
- 14:00 Prof Graham Taylor
 - Viewing animal flight from the inside out: muscle visualizations and visual fields
- 14:10 Dr Paul Docherty Videogrammetry: Ground based 3D capture of large areas using video
- 14:20 Prof Shankar Srinivas and Prof Wes Williams Shaping Destiny: Experiments in Embodiment
- 14:30 Prof William Latham
 - Organic Art Forms in VR
- 15:30 Dr Sylvia Pan Social, Empathic, and Embodied VR
- 15:40 Mr Ian Stuart, Avantis Education Impact of Immersive experiences in School education
- 15:50 Mr Giovanni Pala and Lia Costiner Immersive and 3D Tools for the study of Cultural Heritage
- 16:00 Mr Tim Doubleday, Dimension Studio Building entertainment for the metaverse
- 16:10 Dr Aitor Rovira
- Virtual reality for mental health therapies
- 16:20 Dr Lorenzo Picinali
 - Immersive audio for XR
- 16:30 Mr Steve Taylor Biomedicine in the Metaverse

Interactive Demonstrations

The event also featured a number of hands-on demonstrations, where participants could immerse themselves or explore interactive visualisations or a range oprojects that utilised immersive technologies.

- Prof Graham Taylor Bird Flight VR app
- Prof Shankar Srinivas Experiments in Embodiment VR
- OXR Hub Demo of EdTech in the Cloud
- Lab in your pocket (Katrin Wilhelm and Sterling MacKinnon) - mobile application for studying the built environment
- HTC Demo of the latest HTC VR products
- PlayKo Creative Software solutions in VR
- Goldsmiths Demo of MutatorVR
- Breathless VR Interactive VR bicycle experience



Statistics

17

5

3000 EVENT PAGE VIEWS

100 ATTENDEES (FULL CAPACITY)

ACADEMIC SPEAKERS

INDUSTRY LEADERS

A thank you to our sponsors and helpers



Event assistance:

- Libby Hills, Dept. of Education
- Sagarika Unnikrishnan, Dept. of Education
- Nandy Millan, IT Services
- Stephen Taylor, MRC Weatherall Institute of Molecular Medicine
- Xav Laurent, Centre for Teaching and Learning



Oxford X-Reality Hub

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