

Brown Bag Seminar

No. 048

Recorded data will be uploaded

Online
(Zoom)2022
5.11 (wed.)
12:10
12:50

12:10-12:15

◆ Introduction

12:15-12:40

◆ Seminar
(Presentation)

12:40-12:50

◆ Q&A

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Supported by Kyushu University, Q-AOS & TEMDEC

Development of 3D Graphics Applications for Education

Chair: **Prof. Scott Valentine** (Research Promotion Director of Q-AOS)

Professor Yoshihiro OKADA, Ph.D

Innovation Center for Educational Resources(ICER), Kyushu University Library
Graduate School of Information Science and Electrical Engineering, Kyushu University

Yoshihiro Okada is a Professor of ICER (Innovation Center for Educational Resources), University Library of Kyushu University, Japan. He received his doctorate of Engineering from Hokkaido University, Japan in 1993. After that, he worked as a Research Associate at Department of Electrical Engineering, Faculty of Engineering, Hokkaido University. He was an Associate Professor of Computer Center, Kyushu University, Japan since 1999 and an Associate Professor of Graduate School of Information Science and Electrical Engineering, Kyushu University since April, 2000. He obtained his current position in 2013. He has been a director of ICER since April, 2015. Currently, his research interests include 3D Graphics, HCI, VR/AR, network collaboration, e-Learning material development.

In this talk, Prof. Okada introduces his research activities about 3D graphics applications. He has been studying development environments for 3D graphics applications since 1993. In 1995, he and his laboratory professor proposed a development system for 3D graphics applications called IntelligentBox. In the first half of this talk, he introduces IntelligentBox and its several example applications especially for education. As education applications, there are a dental treatment training system, Tai Chi-based physical therapy game and so on. Currently, Prof. Okada works as a member of ICER(Innovation Center for Educational Resources) of Kyushu University. In the second half of this talk, he introduces development activities of ICER for e-learning materials using 3D graphics and VR/AR.

Key Words

"VR(Virtual Reality)"

"AR(Augmented Reality)"

"Development Tools"

"e-Learning Materials"

"Education"