



Department of Computer Science

Research Seminars 2010

Tangible Visualization for the Computational Sciences

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Date: February 12, 2010

Time: 1:00 PM

Place: 256, Coates Hall

Abstract

Among many questions raised by progress in the computational sciences, the need for tools supporting engagement by end-users -- including experts, students, and the general public -- raises a number of high-impact challenges. Driving use contexts include engagement with supercomputing analyses and scientific + information visualizations, by individuals and groups, in laboratories and classrooms, and well beyond. I will present research of LSU's Tangible Visualization group over the past five years toward developing new physical-world interaction techniques, concepts, and technologies supporting applications in the computational sciences. The talk will begin with discussion of the context and interaction approach for this research. I then consider enabling technologies developed by my team; our applications and collaborations in computational genomics, visualization, design, and education; and the impact + future trajectories of our work.

All are invited.