

Department of Computer Science



Dr. Lee Lik Hang, Paul

Assistant Professor (Tenure-track)
Korea Advanced Institute of Science and Technology (KAIST),
South Korea

 **Date: 28 February 2022 (Monday)**

 **Time: 4:00pm – 5:00pm**

 **Registration: <http://bit.ly/bucs-ereg>**

(*Zoom details will only be provided to registrants)

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Building User-centric immersive cities: Interactivity Bandwidth, Privacy, and Safety

ABSTRACT

Designing immersive environments in city-wide urban scenarios has received rising attention since the metaverse went viral in 2021. Mobile Augmented Reality (MAR) enables users to receive highly diversified services and valuable information in urban areas. Nevertheless, the augmentation of our urban requires significant efforts of user-centric design in a blended virtual-physical reality. This talk will discuss several recent studies to elaborate on an immersive human-city interaction framework towards interactivity bandwidth, privacy and user safety. Finally, the talk will be concluded with future directions of MAR in the metaverse era.

BIOGRAPHY

Lik-Hang Lee received a PhD degree from SyMLab, Hong Kong University of Science and Technology, and the Bachelor's and M.Phil. degrees from the University of Hong Kong. He is currently an assistant professor (tenure-track) with the Korea Advanced Institute of Science and Technology (KAIST), South Korea, and the head of the Augmented Reality and Media Laboratory, KAIST. He has built and designed various human-centric computing specializing in augmented and virtual realities (AR/VR).

ENQUIRY