

## Sector Round Table links and projects - University of Auckland

*Provided by Steve Leichtweis*

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Professor Mark Billinghurst is leading the newly created [Empathic Computing Lab](https://www.auckland.ac.nz/en/abi/our-research/research-themes/biomimetics-augmented-human-technologies/empathic-computing-laboratory.html) (<https://www.auckland.ac.nz/en/abi/our-research/research-themes/biomimetics-augmented-human-technologies/empathic-computing-laboratory.html>)

Professor Mark Sagar is leading the [Lab for Animate Technologies](https://www.auckland.ac.nz/en/abi/our-research/research-themes/biomimetics-augmented-human-technologies/empathic-computing-laboratory.html) (<https://www.auckland.ac.nz/en/abi/our-research/research-themes/biomimetics-augmented-human-technologies/empathic-computing-laboratory.html>) and has started a new company, [Soul Machines](https://www.soulmachines.com/) (<https://www.soulmachines.com/>), to sell some of their commercialised IP.

The [Centre for eResearch](https://www.eresearch.auckland.ac.nz/) (<https://www.eresearch.auckland.ac.nz/>) works with academic staff and supports their high performance computing needs. A visualisation lab at the Centre provides staff support and access to a range of advanced visualisation technologies, including HoloLens, Oculus and Vive.

A recently formed Community of Interest has been formed for the university community to explore and share ideas on using AR/VR/MR/XR technologies to support learning and teaching.

### **Links to URLs for a few projects:**

An interactive AR Art project - (<https://www.eresearch.auckland.ac.nz/interactive-ar-art-project-gordon-2/>)

VR visualisation of calcium waves in salivary gland cells - (<https://www.eresearch.auckland.ac.nz/modelling-and-visualisation-of-calcium-waves-in-parotid-acinar-cells/>)

VR visualisation of protein interaction - (<https://www.eresearch.auckland.ac.nz/visualising-protein-interaction/>)

MR for Learning (project outline) - (<https://www.eresearch.auckland.ac.nz/project/presence-distributed-mixed-reality-learning-environment/>)