

# Previous projects (2023-2025)

## 2025

- 👉 Design of a Haptic Model for Simulating Peripheral Vascular Examinations – Ben Smith
- 👉 Development of a Haptic Training System for Neurological Tremor Simulation – Jim Zhu
- 🖥️ Low-Cost Radiance Fields for Dynamic Scenes – Damani Mguni-Coker

## 2024

- 👉 Dermaphone: A Multi-sensory Textbook for Dermatology – Aleera Ewan
- 📐 What shape is my robotic snake? – Murilo de Freitas Ferrari
- 👁️ ASTER: Advanced Technology to Alleviate the Effects of Colour Blindness – Charmaine Louie
- 🐜 Hyper Localised Environmental Monitoring and Planning for Air Quality – Mahanoor Syed

## 2023

- 🕶️ Adding a Scent Sense to Virtual Reality – Selin Uygun 🏆
- 👉 Mid-air Surface Rendering for Virtual Objects – Lawrence Castle
- 🕶️ VR Sandbox: Creating Shareable, Interactive, Virtual Environments for the Web – Jason Tang

# Previous projects (2019-2022)

## 2022

- 👁️ An agile electronic guide-stick for the visually impaired – Finlay Goff
- 🎵 A virtual reality music performance space – Sebastiano Zane
- 👉 The Air Map: A new electronic touch map for visually impaired people – Simisola Otunla 🏆

## 2021

- 👁️ Augmented reality for the visually blind – Emily Mac
- 👤 Interactive mapping application for search and rescue – Mark Qi

## 2020




- 👁️ Mobility without vision – Archit Sharma
- 👉 The haptic smartphone case: Enabling visually impaired people to access printed media – Xin Zhou 🏆
- ❓ Fake or Fraud? A graphical tool for the investigations into likelihood of business fraud – Yiwen Zou

## 2019






- ❓ Fact or Fake? - Orion Matthews
- 👉 Virtual Air Sculpture – Zihan Liu

# Previous projects (2015-2018)

## 2018

-  Design for Serendipity – Sharlyn Doshi
-  The Tactile Mouse: Presenting printed media for blind people – Joshua Brown 

## 2017











-  Mixed reality for piano learning – Max Poynton
-  Tactile transducer for embedded Braille applications – Minhea Rusu
-  The sixth sense: Electronically augmented perception – Julia Booth 
-  The effectiveness of target highlighting mechanism on urban search – Wuzheng Ma

## 2016

-  Assisting search and rescue through modified video presentation – Nikola Dourtchev 

## 2015

-  Looking Glass: shared interactive workspace for real-time remote collaboration – Buhran Lonue

-  Robotics
-  Virtual reality
-  Haptics
-  Visual impairment
-  Internet of things
-  Music technology
-  Search and rescue
-  Business search
-  Collaboration
-  Computer graphics