The 2016 VGTC Virtual Reality Technical Achievement Award

Anthony Steed

The 2016 Virtual Reality Technical Achievement Award goes to Anthony Steed of University College London, United Kingdom in recognition of developments that have significantly advanced research, engineering and applications of virtual reality systems. Prof. Steed has been working in the field for over 20 years. The IEEE VGTC is pleased to award Anthony Steed the 2016 Virtual Reality Technical Achievement Award.

Anthony Steed is Professor of Virtual Environments and Computer Graphics in the Department of Computer Science, University College London. He received his PhD in 1996 from Queen Mary College, University of London. He has published over 200 papers and co-authored two books.

Anthony's work has spanned a broad range of topics concerned with the engineering and application of virtual reality systems. One theme of engineering work has been virtual environment systems. This started with his PhD work on visual programming language for virtual reality. It has continued with work on distributed systems and novel system architectures. A second theme has been effective interfaces for 3D user interaction using novel displays and interfaces that use body language and eye-gaze. A particular focus recently has been on low-latency interaction. Complementing the engineering work, are several themes of evaluation, including presence within virtual environments, and supporting successful collaboration at a distance. In 2009, Anthony was the lead author of the book "Networked Graphics", which summarises the state of the art in the field of distributed virtual environments.

Since 2005 Anthony has led the Virtual Environments and Computer Graphics group at UCL. He is also the Director of UCL's Centre for Virtual Environments, Interaction and Visualisation, which runs a large doctoral training programme with over 50 partner companies. Anthony is a member of the IEEE Visualization & Graphics Technical Committee and was program chair for IEEE Virtual Reality in 2007, 2008 & 2009. He was a founding editor of the journals Computational Visual Media, Frontiers in Robotics and AI, Virtual Environments and IEEE Transaction on Computational Intelligence and AI in Games. He is an associate editor of International Journal of Human Computer Science and IEEE Transactions on Visualisation and Computer Graphics. He is also Chief Technology Officer of Asio Ltd, creators of Chirp (chirp.io).

Anthony Steed
University College London, UK
Award Recipient 2016

Award Information

The IEEE VGTC Virtual Reality Technical Achievement Award was established in 2005. It is given every year to recognize an individual for a seminal technical achievement in virtual and augmented reality. VGTC members may nominate individuals for the Virtual Reality Technical Achievement Award by contacting the awards chair, Arie Kaufman, at vgtc-vr-awards@vgtc.org.

For more information, please visit http://wp.cs.ucl.ac.uk/anthonysteed/.