

Aryabrata Basu

Curriculum Vitae

"Science is built up of facts, as a house is built of stones: but an accumulation of facts is no more a science than a heap of stones is a house." - Henri Poincaré, Science and Hypothesis, 1905

Current Position

2016-present Visual Information Specialist II, Emory Center for Digital Scholarship, Emory University, Atlanta.

Education

2009–2018 **Ph.D.** - **Computer Science**, *University of Georgia*, Athens, United States.

2003–2007 Bachelor of Technology - Information Technology, West Bengal University of Technology, Kolkata, India.

PhD Dissertation

Dissertation Designing and evaluating ubiquitous wearable virtual reality

Advisor(s) Johnsen K, Potter D, Rasheed K, and Liu T

Research Interests

Topics Human-Computer Interaction, Virtual Reality + Augmented Reality = Extended Reality, Virtual Worlds, Virtual Avatars, Animation, Natural User Interfaces (2D/3D), Usability Analytics, Study Design, Computer Graphics, Artificial Intelligence, Robotics, Prototyping wearable hardware and its design, and Haptics.

Awards

- 2014 Best Paper Award 'Mixed Reality Virtual Pets to Reduce Childhood Obesity', IEEE Virtual Reality.
- 2013 Best Poster Award 'Evolution and Usability of Ubiquitous Immersive 3D Interfaces', IEEE Symposium on 3D User Interfaces.
- 2010 Best Poster Award ('Honorable Mention') 'Field Valid Probability Assessment in Uncertain and Multi-agent Settings', Research Day 2010, Department of Computer Science, University of Georgia.

Emory Center for Digital Scholarship, 540 Asbury Circle Atlanta, GA - 30322 \Box +1 (706) 254 7984 • \Box +1 (404) 985 0765

☑ aryabrata.basu@emory.edu

digitalscholarship.emory.edu/about/staff/basu-arya.html Digital Portfolio

Teaching

2019-present Lead Instructor, Introduction to 3D Visualization and Interactive Media Design (ARTHIST 393R), Emory University, Atlanta.

Service

- 2020 Reviewer: NSF
- 2020 Associate Editor: Presence
- 2020 Review Editor: Frontiers in Virtual Reality
- 2020 Review Editor: Springer Nature Virtual Reality
- 2020 Program Committee Member: International Symposium on Visual Computing
- 2020 **Session Chair**: Immersive Learning Research Network
- 2020 Local Arrangements Chair, Usability Study Researcher: IEEE Virtual Reality
- 2012-2013 Student Volunteer: IEEE Virtual Reality
 - 2012 Student Volunteer: IEEE International Symposium on Mixed and Augmented Reality

Membership

- IEEE Professional Member
- ACM Professional Member

Publications

Basu, A. Work-in-progress—augmented reality at scale: Using physical dimensionality of spaces to our advantage! In 6th International Conference of the Immersive Learning Research Network (iLRN), pages 373–376. IEEE, 2020.

Basu, A. Work-in-progress—tracking the untracked. arXiv preprint arXiv:1909.05327, 2019.

Basu, A. Work-in-progress—a brief chronology of virtual reality. arXiv preprint arXiv:1911.09605, 2019.

Basu, A. and Johnsen, K. Work-in-progress—navigating a maze differently-a user study. arXiv preprint arXiv:1805.09454, 2018.

Basu, A., Ball, C., Manning, B., and Johnsen, K. Effects of user physical fitness on performance in virtual reality. In *IEEE Symposium on 3D User Interfaces (3DUI*), pages 233-234. IEEE, 2016.

Ahn, S. J., Johnsen, K., Robertson, T., Moore, J., Brown, S., Marable, A., and Basu, A. Using virtual pets to promote physical activity in children: An application of the youth physical activity promotion model. Journal of Health Communication, 20(7):807-815, 2015.

Johnsen, K., Ahn, S. J., Moore, J., Brown, S., Robertson, T. P., Marable, A., and Basu, A. Mixed reality virtual pets to reduce childhood obesity. Visualization and Computer Graphics, IEEE Transactions on, 20(4):523–530, 2014.

Emory Center for Digital Scholarship, 540 Asbury Circle Atlanta, GA - 30322

 \Box +1 (706) 254 7984 • \Box +1 (404) 985 0765

☑ aryabrata.basu@emory.edu

digitalscholarship.emory.edu/about/staff/basu-arya.html Digital Portfolio

- Basu, A. and Johnsen, K. Ubiquitous virtual reality 'to-go'. In *IEEE Virtual Reality* (VR), pages 161–162. IEEE, 2014.
- Basu, A., Johnsen, K., Bogert, K., and Wins, P. Immersive virtual reality on-the-go. In *Virtual Reality (VR), IEEE*, pages 193–194. IEEE, 2013.
- Basu, A., Johnsen, K., and Bogert, K. Poster: Evolution and usability of ubiquitous immersive 3d interfaces. In *IEEE Symposium on 3D User Interfaces (3DUI)*, pages 131–132. IEEE, 2013.
- Wins, P., Basu, A., and Johnsen, K. Off-the-shelf electronics prototyping for virtual reality. In *IEEE VR Workshop on Off-the-Shelf Virtual Reality*, 2012.
- Wins, P., Basu, A., and Johnsen, K. Do-it-yourself interface device prototyping for virtual reality. *International Journal of Virtual Reality*, 11(3):43–48, 2012.
- Basu, A., Saupe, C., Refour, E., Raij, A., and Johnsen, K. Immersive 3dui on one dollar a day. In *IEEE symposium on 3D user interfaces (3DUI)*, pages 97–100. IEEE, 2012.
- Basu, A., Raij, A., and Johnsen, K. Ubiquitous collaborative activity virtual environments. In *Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work*, pages 647–650. ACM, 2012.
- Mrázek, J., Chaudhari, T., and Basu, A. Perplot & perscan: tools for analysis of dna curvature-related periodicity in genomic nucleotide sequences. *Microbial informatics and experimentation*, 1(1):13, 2011.
- Basu, A. and Nachtegael, M. Owa filters: A robust filtering method and its application to color images. In *IEEE Symposium on Computational Intelligence for Image Processing*, pages 8–13, 2009.
- Basu, A. and Funk, S. An optimal scheme for multiprocessor task scheduling: a machine learning approach. *Work-In-Progress Proceedings, The 30th IEEE Real-Time Systems Symposium*, page 29, 2009.