Marie Shirley

I am a student at Boise State University majoring in Gaming, Interactive Media, and Mobile Technologies with minors in Computer Science and Cyber Security.

I am a member of the NASA SUITS Team. This year, we will be addressing the Spacesuit User Interface Technologies for Students

(SUITS) challenge posed by NASA with enhancements to the Augmented Reality Space Informatics System 2.0 (ARSIS 2.0) that the team designed in 2018. ARSIS is an AR user interface (UI) system built for Microsoft HoloLens to assist crewmembers in extra-vehicular activities (EVA) with the use of anchored instructions, visual communication with Mission Control, translational maps, eye tracking, and voice controls.

Additionally, I intern for a local start-up performing user interface/user experience (UI/UX) testing.

I am currently enrolled in GIMM 300: Mobile Web Development. This course will provide me with a solid foundation in front-end development as well as a philosophical understanding of the implications of this ability.

The Gaming, Interactive Media and Mobile Technologies (GIMM) program has provided me with a well-rounded skill set which will allow me to effectively and creatively produce cutting-edge technology. Upon graduation in May of 2020, these skills will provide for a wide range of opportunities, though I am particularly interested in Augmented Reality development.

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