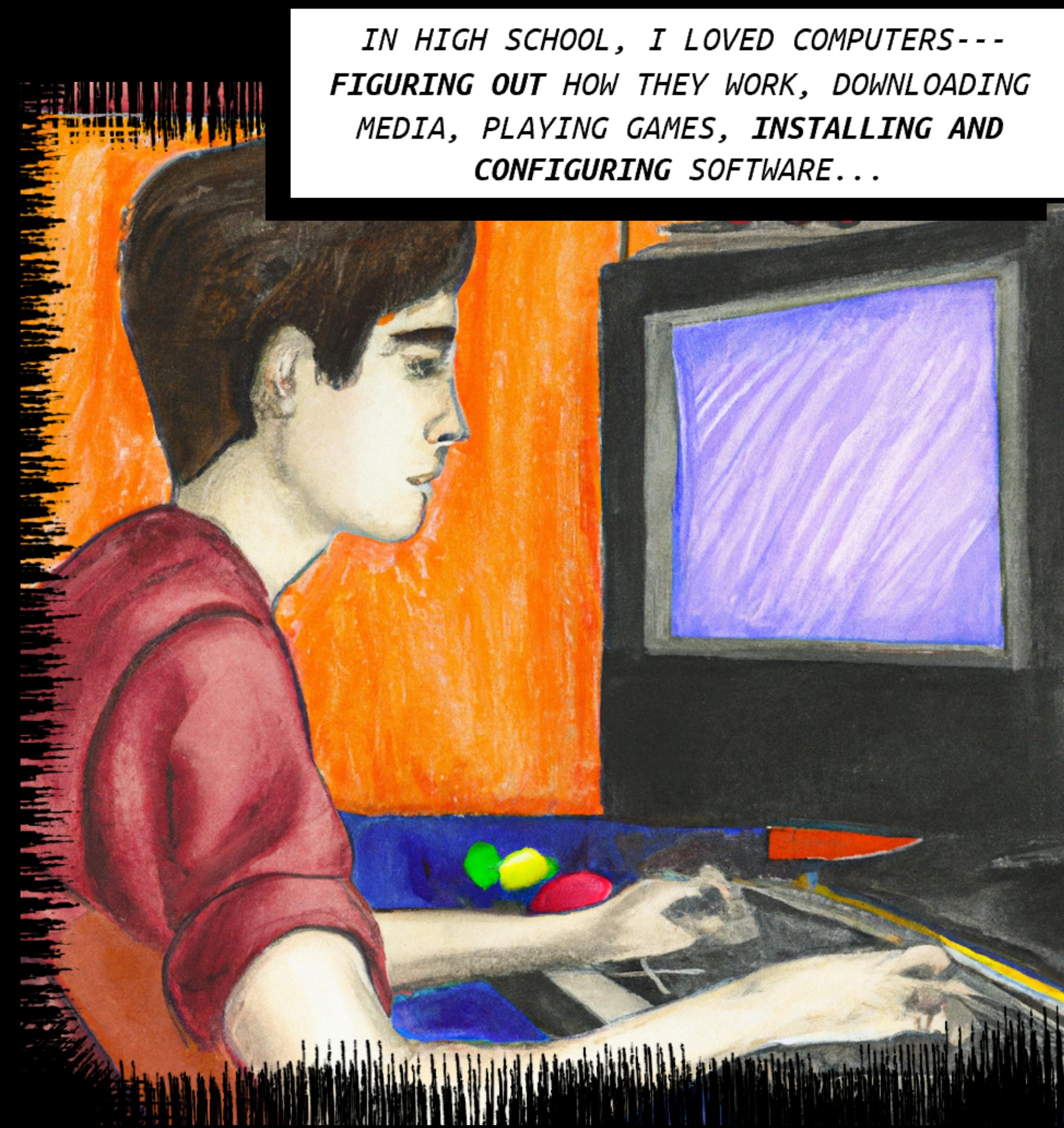




IN HIGH SCHOOL, I LOVED READING. I LOVED EXPLORING THE IMMERSIVE POWER OF LANGUAGE---I COULD VISIT WHOLE WORLDS THAT EXISTED IN THE PAGES.



IN HIGH SCHOOL, I LOVED COMPUTERS---FIGURING OUT HOW THEY WORK, DOWNLOADING MEDIA, PLAYING GAMES, INSTALLING AND CONFIGURING SOFTWARE...



EVENTUALLY I STARTED WRITING MY OWN STORIES. I WANTED TO TRANSPORT PEOPLE TO PLACES THAT EXISTED INSIDE MY HEAD.



THE WORLD IS OXID  
FOLLOW SHOGO  
ALONE  
NO ONE IS KID A SHOGO  
EII

EVENTUALLY I STARTED LEARNING HOW TO WRITE MY OWN SOFTWARE. I WANTED TO SEE EVERYTHING THE COMPUTER COULD DO.



THEN I STARTED CREATING WORLDS WITH COMPUTERS. THE LINES BETWEEN PROGRAMMING AND CREATIVE WRITING WERE GLITCHING.

I STARTED COLLEGE, MAJORED IN COMPUTER SCIENCE AND ENGLISH, BUT STILL MOSTLY THOUGHT OF THEM AS SEPARATE FIELDS.




THEN ONE DAY I STUMBLED ACROSS A VIRTUAL REALITY DEMO ON CAMPUS.



AND I STARTED TO RECONSIDER AND REIMAGINE HOW MY INTERESTS COULD INTERWEAVE IN INTERESTING WAYS.





**THE SEED WAS PLANTED.**

**I IMAGINED THE INFINITE RANGE OF  
WORLDS AND EXPERIENCES ONE COULD  
VISIT AND EXPLORE IN A VR HEADSET.**

I STARTED BRINGING THE VIRTUAL WORLDS IN MY HEAD TO LIFE---THE VIRTUAL WAS BECOMING REAL.

...AND VR IS RHETORICALLY INTERESTING AS A MEDIUM, RIGHT? BECAUSE OF HOW IT POSITIONSTHE USER---THE IMMERSANT---ALWAYS AT THE CENTER OF THE VIRTUAL WORLD, AND LITERALLYBLOCKS OFF THE REAL, THE PHYSICAL WORLD...DO WE WANT TO FEEL LIKE WE ARE REALLY IN A VIRTUAL WORLD COMPLETELY? OR AT ALL?

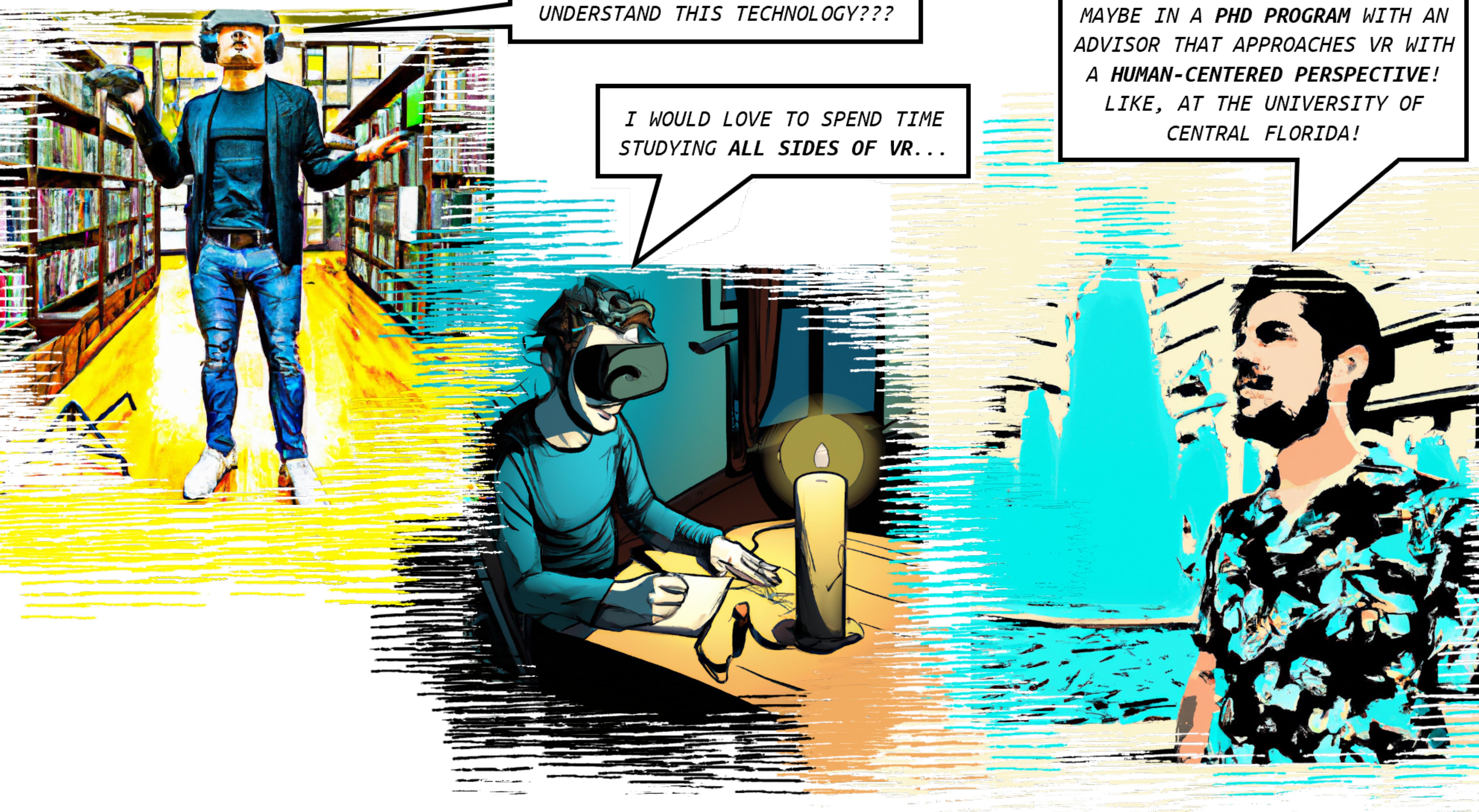
I REALIZED THERE WAS ANOTHER DIMENSION TO VIRTUAL REALITY THAT FASCINATED ME...ONE ROOTED IN THE HUMANITIES.



HOW AM I EVER GOING TO UNDERSTAND THIS TECHNOLOGY???

I WOULD LOVE TO SPEND TIME STUDYING ALL SIDES OF VR...

MAYBE IN A PHD PROGRAM WITH AN ADVISOR THAT APPROACHES VR WITH A HUMAN-CENTERED PERSPECTIVE! LIKE, AT THE UNIVERSITY OF CENTRAL FLORIDA!



I STARTED READING TONS OF INTERESTING  
RESEARCH ABOUT PERCEPTUAL AND EMBODIMENT  
EXPERIMENTS CONDUCTED WITH VR.



BUT THEN I STARTED THINKING ABOUT THESE DEVICES BECOMING WIDELY USED, AND WHAT WOULD HAPPEN TO OUR IRL SOCIAL INTERACTIONS...



THE SEED WAS GROWING. I DECIDED TO FOCUS MY PHD STUDIES ON INTERPERSONAL COMMUNICATION CHALLENGES RELATED TO VR, ESPECIALLY ONES CAUSED BY ITS ISOLATING NATURE.



SO FAR, I'VE INVESTIGATED WAYS TO BRING A REAL-WORLD INTERRUPTER INTO A VR USER'S WORLD...



...AND EXPLORED HARDWARE PROTOTYPES TO CONVEY INFORMATION ABOUT THE VR USER'S ACTIVITY TO REAL-WORLD INTERRUPTERS.



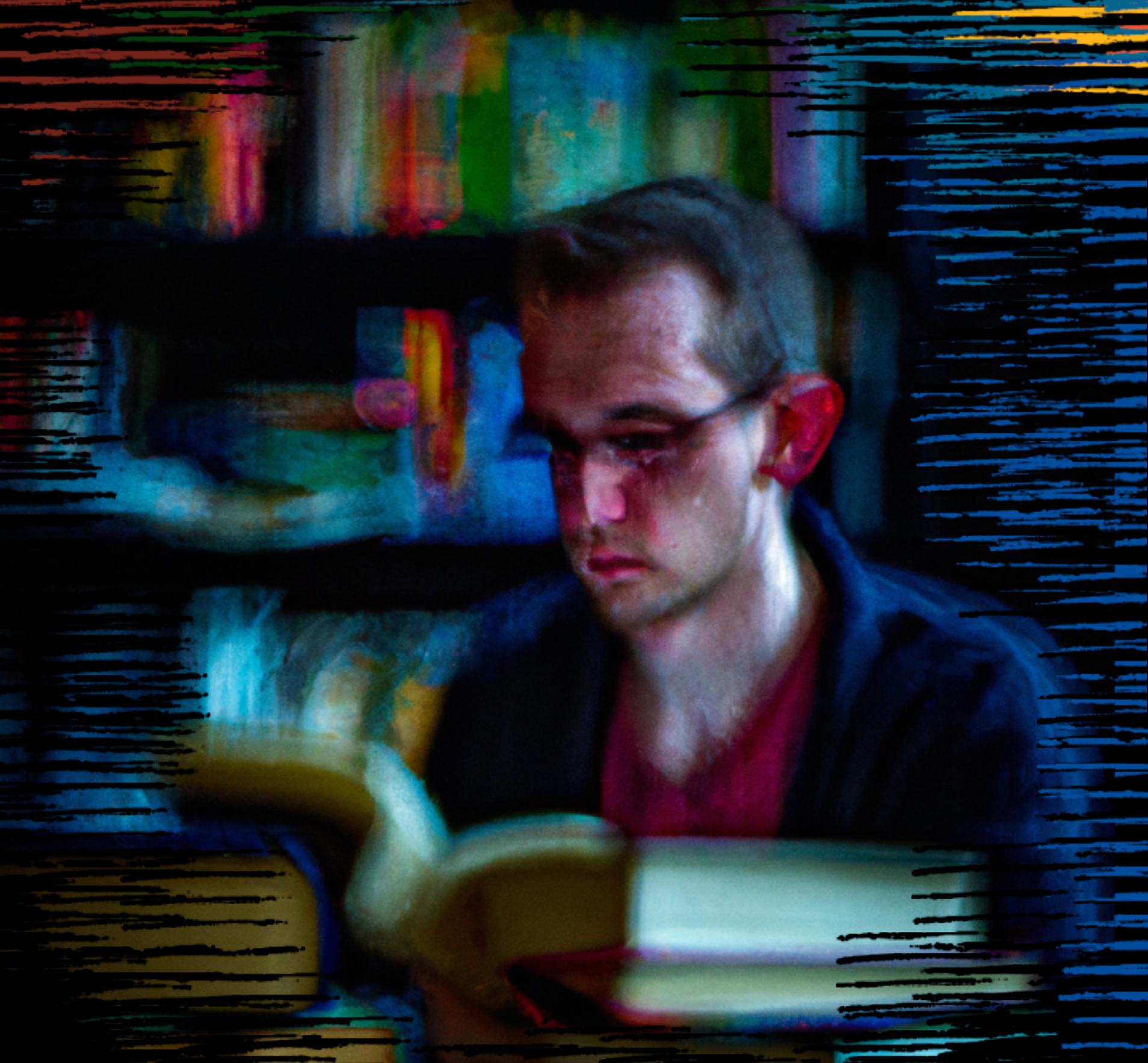
I AM WORKING ON MAPPING OUT THE SOCIAL INTERACTIONS AND DYNAMICS INVOLVED IN COORDINATING SUCH CROSS-REALITY INTERACTIONS...



...WITH THE GOAL OF CONTRIBUTING TO A FUTURE WHERE REAL AND VIRTUAL WORLDS ARE INTERWOVEN AND PROVIDE HOLISTIC INTERPERSONAL CONNECTION.



I THINK THAT FUTURE WOULD BRING OUT THE BEST POTENTIAL OF VR.



I'M HAPPY TO BE WORKING IN WHAT SEEMS TO ME LIKE THE MOST HUMAN-CENTERED BRANCH OF COMPUTING RESEARCH, WHERE MY INTERESTS IN THE HUMANITIES AND COMPUTERS CAN GROW IN INTERESTING, INTERCONNECTED WAYS.

