

Emily Chen

PROFILE Computer Science

GENDER Female

AGE 48

LOCATION Melbourne, VIC

OCCUPATION Professor, Lecturer



VR/AR can revolutionize education; I'm committed to making that a reality.

MOTIVATION

Professor Chen is driven by a desire to push the boundaries of how VR/AR can be used in education, particularly in computer science. With a solid background in VR/AR development, she seeks to use her expertise to revolutionize teaching methods and enhance educational content delivery. Her motivation stems from a belief that immersive technology is not just a tool for engagement, but a transformative medium for pedagogy, enabling personalized and experiential learning.

GOALS

- **Develop Advanced VR/AR Curricula:** To design advanced courses that fully utilize VR/AR capabilities, making complex programming and algorithm concepts tangible for students.
- **Foster a Community of VR/AR Scholars:** To establish a community within the university that fosters collaboration between students and faculty interested in exploring and expanding the use of VR/AR in education.
- **Research on Educational Impact:** To lead and publish significant research on the effectiveness of VR/AR teaching tools in improving educational outcomes, thereby contributing to the scholarly community and influencing how educational institutions adopt these technologies.

FRUSTRATION

- **Keeping Up with Rapid Technological Changes:** Despite her expertise, the rapid pace of innovation in VR/AR technologies means continuous learning and adaptation, which can be time-consuming and challenging.
- **Balancing Innovation with Practicality:** Integrating cutting-edge VR/AR solutions that are scalable and practical for university-wide adoption without excessive costs.
- **Resistance to Change:** Encountering resistance from other faculty or administrators who are skeptical of investing heavily in VR/AR technologies, fearing obsolescence or lack of proven benefits over traditional methods.