

A large, modern brick building with multiple levels and arched windows. A prominent feature is a tall, square stone tower on the right side. The building is set against a clear blue sky.

MBA Fellowship

Neely Center for Ethical Leadership and Decision Making

Deliverables



Conduct research on an area of XR of your choice. This could be theoretical, related to applications of technology or even building a prototype.

Identify and coordinate a learning visit for the fellows for an industry or academic XR application that interests you

Contribute to a library of meaningful deployments of XR, serving to promote innovative XR projects that leverage previous work



Tejaswa Gavankar

- Fellow at Neely Ethics & Technology Center
- Marshall FT MBA Candidate (co'24)
- VP Emerging Tech, Marshall Graduate Programs
- Former developer and product lead at Credit Suisse
- Incoming Tech Strategy Consulting at EY



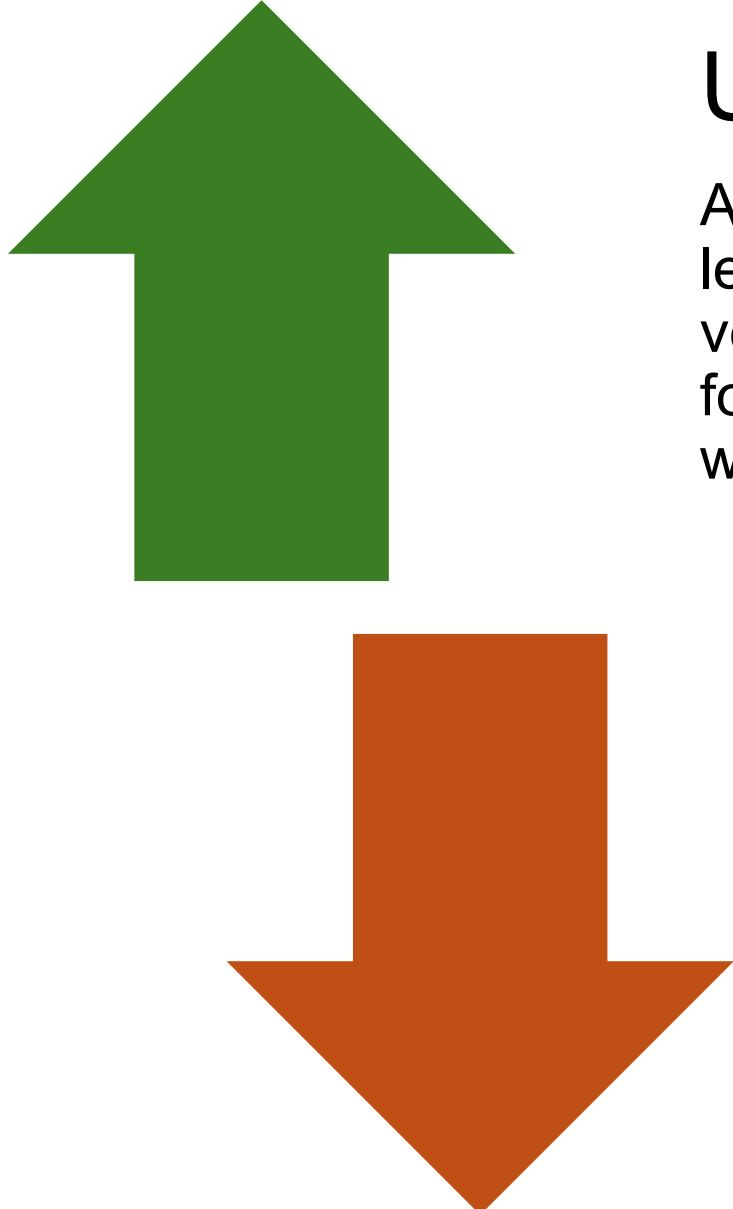
Immersive Advertising

Tejaswa Gavankar
FT MBA'24



What did you notice?

- Encourages good behavior (public transport, vegetables)
 - Road crossing
 - Informed decision making
 - Accessibility
 - Immersion
-
- Gamification and Pay to play
 - Reliance on critical tasks
 - Influence decision making
 - Personalized marketing
 - Sensory overload



User Attention

AR/VR engage multiple senses, often letting you escape reality to be a simulated version of it that you can interact with, fostering a sense of presence and agency within the digital environment.

Digital Real Estate

The surfaces to place content in an XR experience is limited to the 360° view; unlike screens that allow for infinite scrolling

Looking Out
What do we see



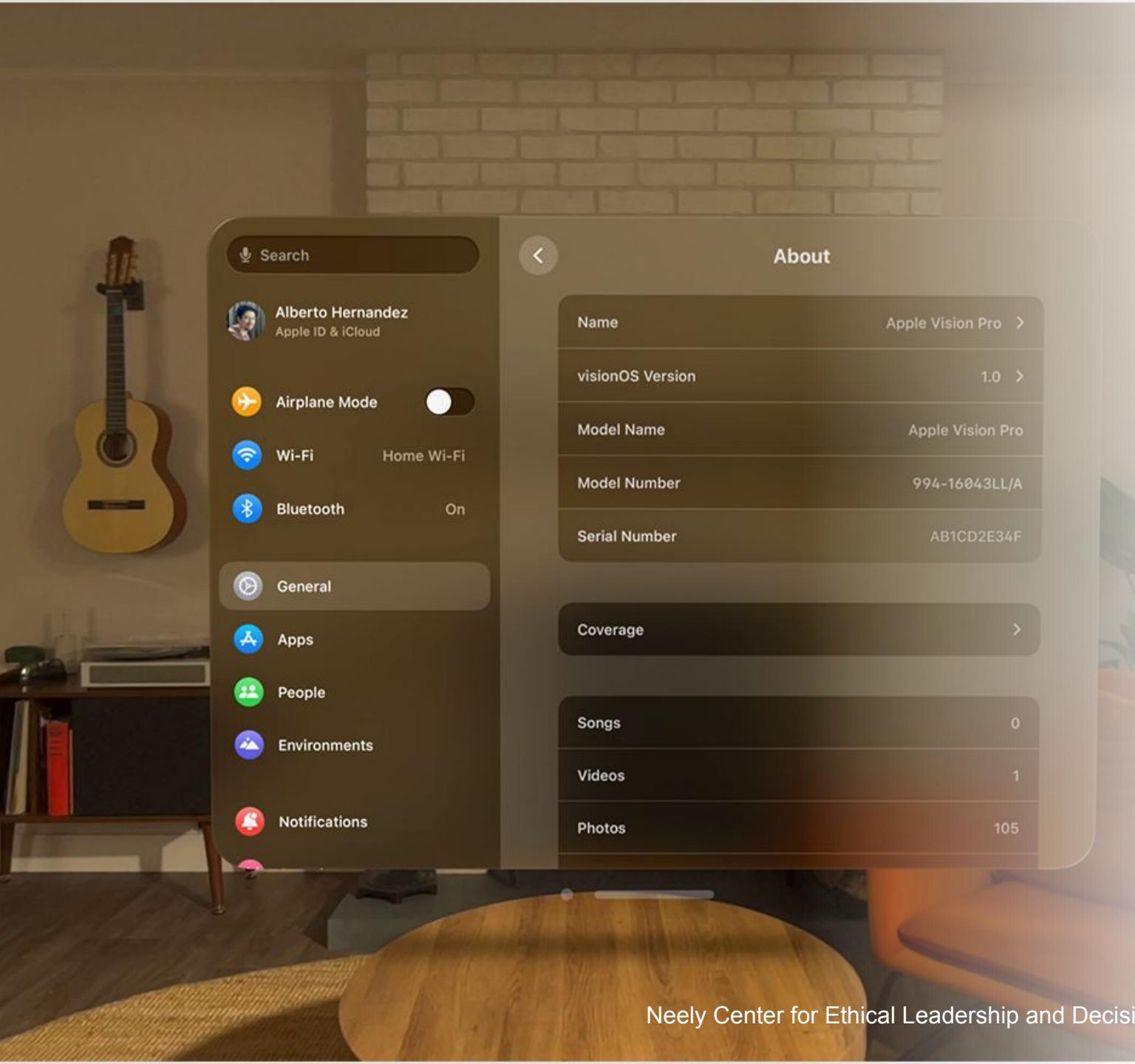
Looking In
What does it see



Looking Out

What do we see

- Real vs Augmented
- A World in Tiers



What is real?

Foveated Rendering

Product Placement

AI-fill and
GenAI content

What's
your world
view?



What's your world view?



Premium
Filter all forms of advertisements, including premium and native content cleverly integrated into the virtual or augmented space.



Ad-Supported
Filter out display ads but not those that are native and context-aware. Unlock limited hours of total control.



Ad-Full
Primarily reliant on ads for monetization. Expect standalone pop-up style ads as well as natively integrated ones. Unlock limited hours of focus model.

Times Square

Basic





Times Square

Total Control



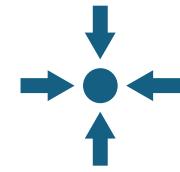


Looking In

What does it see

- Attribution
- Privacy Policies
- Spatial Data

Watching you while you're watching



Advertisers are most excited about **attributing** impressions.



Along with attention, you can measure the **arousal** the experience causes.



Big Tech's current **privacy policies** are evolving.



Brain computer interaction is getting more accurate and less intrusive



The challenges spatial data brings



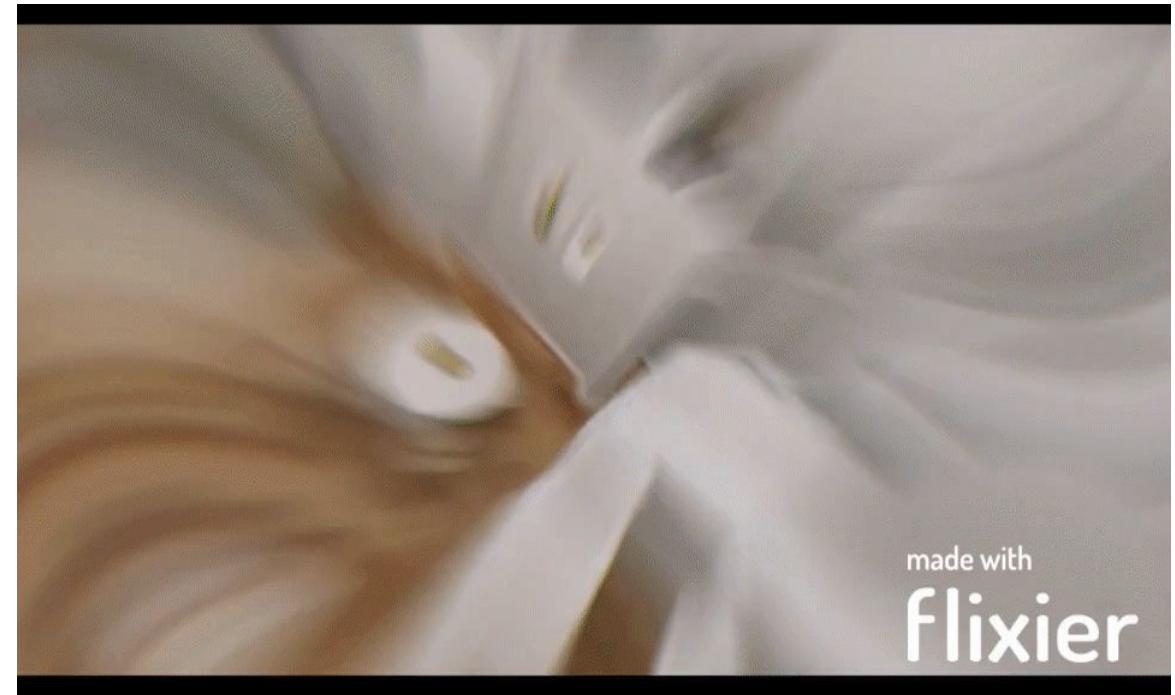
Personal vs Private.
Personal vs Public



Your personal space reveals who you are

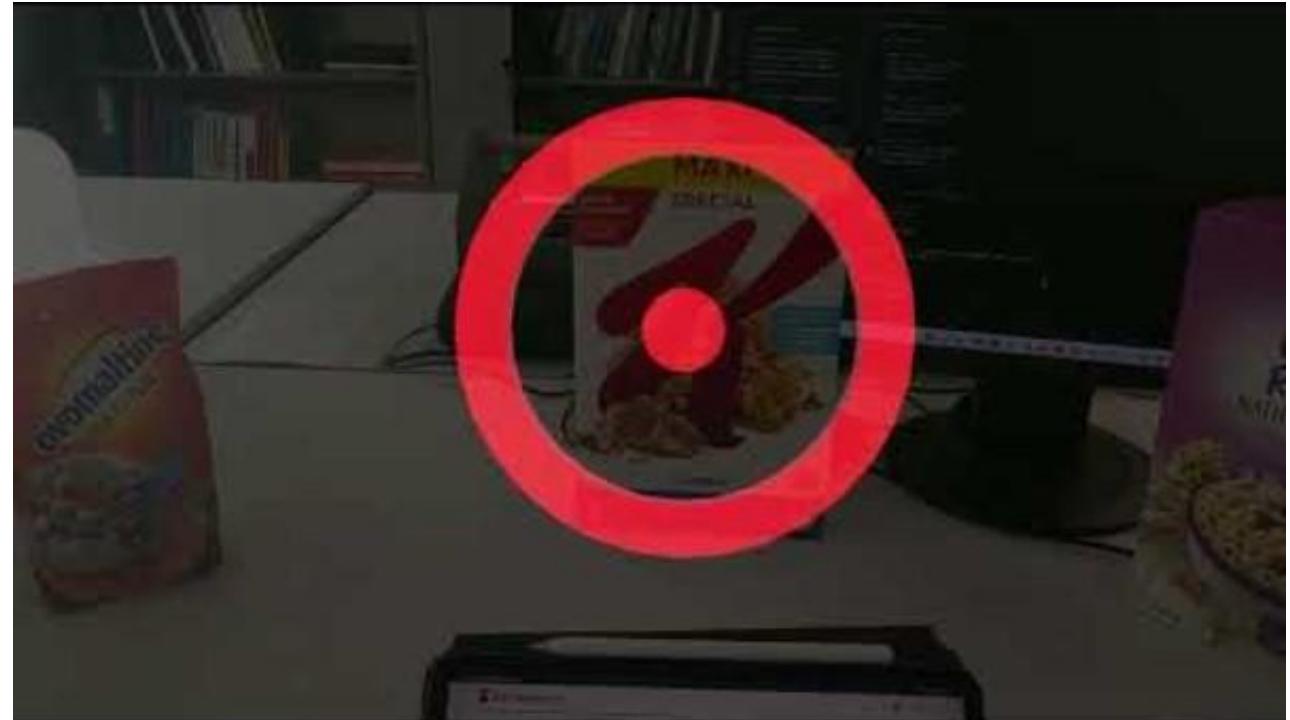


AI enables context-aware nudges
(location, environment, adjacent actions)



Auctioning attention in AR

-  Modelling AR attention markers over the physical world
-  Image model to identify objects of consumer interest and open bidding
-  Auction markers awarded to highest bidder, similar to today's advertising marketplace



Thank you!



Insoo Choi

Sr. Marketing Manager
AmazeVR



Jason Steinberg

Founder and CEO
Pretty Big Monsters



Jameson Spivack

Sr. Policy Analyst
Future of Privacy Forum



Brendan David-John

Assistant Professor
Virginia Tech



Eddan Katz

AI Policy Analyst
Ethical Intelligence



Jeremy Dalton

Head of Immersive
Technologies
PwC US



Joseph Jerome

Assistant Professor
University of Florida



Immersive Advertising

Tejaswa Gavankar
FT MBA'24



Let's stay in
touch!

Appendix

Cognixion Axon-R



Citations

1. [ShoppingCoach: Using Diminished Reality to Prevent Unhealthy Food Choices in an Offline Supermarket Scenario \(unisg.ch\)](#)
2. [Towards Understanding Diminished Reality | Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems \(acm.org\)](#)
3. [Deceptive_Patterns.pdf \(bmdj-vt.github.io\)](#)
4. [AuctentionAR - Auctioning Off Visual Attention in Mixed Reality | Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems \(acm.org\)](#)
5. [Identifying Manipulative Advertising Techniques in XR Through Scenario Construction | Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems \(acm.org\)](#)
6. [fpf.org/wp-content/uploads/2023/12/FPF-Risk-Framework-for-Body-Related-Data-FINAL-Digital.pdf](#)
7. [Augmenting People, Places & Media: The Societal Harms Posed by Everyday Augmented Reality, and the Case for Perceptual Human Rights | Proceedings of the 22nd International Conference on Mobile and Ubiquitous Multimedia \(acm.org\)](#)
8. [Co-Speculating on Dark Scenarios and Unintended Consequences of a Ubiquitous\(ly\) Augmented Reality | Proceedings of the 2023 ACM Designing Interactive Systems Conference](#)
9. [Virtual and augmented reality: Advancing research in consumer marketing – ScienceDirect](#)
10. [Augmented reality: Designing immersive experiences that maximize consumer engagement – ScienceDirect](#)
11. [Augmented reality is eating the real-world! The substitution of physical products by holograms – ScienceDirect](#)
12. [DI_How-to-regulate-augmented-reality-in-a-digital-world.pdf \(deloitte.com\)](#)
13. [SoK: Data Privacy in Virtual Reality \(arxiv.org\)](#)
14. [How to Address Privacy Questions Raised by the Expansion of Augmented Reality in Public Spaces | ITIF](#)