About the Contributors

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**Sofia Bayona** received her degree on Computer Science and Engineering from the Universidad Rey Juan Carlos in 2002. In 2003, she researched at INRIA Rhone-Alpes, France. She obtained her PhD in Computer Science from Universidad Rey Juan Carlos in Madrid in 2007. From October 2003 until September 2009, she held a position of full-time Assistant Professor at the University Rey Juan Carlos, in Madrid. Currently, she is a FP7 Marie Curie Intra European Fellow working at the Imperial College London (grant PIEF-GA-2009-236642). She is the publicity co-chair of Madrid ACM SIGGRAPH Professional Chapter. Her research interests are virtual reality, simulation and presence.

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Ross Brown is a Senior Lecturer with the Faculty of Science and Technology, Queensland University of Technology, Brisbane, where he is the Software Technologies Coordinator for the Bachelor of Games and Interactive Entertainment. He is also a member of the Business Process Management (BPM) Research Cluster, an internationally leading research group in the BPM domain. His main research interests are in the application of games technology to other application domains. In particular, his latest research covers the development of virtual environment technology for educational applications, representation of business processes, urban planning and mining. He has been using the Open Source Virtual World Open Simulator to enable people to visualise information and processes to obtain insight into complex scenarios for all stakeholders at both naive and expert levels. Ross’s work within the Education and New Media research project in the Smart Services CRC is focussed on the provision of easy to use software tools for educators to create lesson plans within collaborative virtual environments. The research will utilise a combination of virtual world and business process workflow technology that will guide educators in the process of creating quality interactive lessons.

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Hui Chen received the B.S. and M.S. degrees in computer science from Shandong University, P.R. China, and received the Ph.D. degree in computer science from the Chinese University of Hong Kong, Hong Kong. Dr. Chen has published more than twenty technical papers refereed, including MIT Journal of PRESENCE: Teleoperators and Virtual Environments, Journal of Virtual Reality: Research, Development and Applications, Computer Animation and Virtual Worlds, and international conferences. She is currently an assistant professor in the Center for Human-Computer Interaction, Shenzhen Institute of Advanced Integration Technology, Chinese Academy of Sciences/The Chinese University of Hong Kong, Shenzhen Institute of Advanced Technology, Chinese Academy of Sciences, Shenzhen, China. Her research interests include haptics simulations, virtual reality, computer-assisted surgery, and interactive computer graphics.

Rui (Irene) Chen is currently a PHD candidate in the department of Design lab at the University of Sydney. She has been actively involved in the following funded projects: “US National Science Foundation (NSF): “Skill Development and Transfer from Virtual Training Systems”, University of Sydney Faculty of Architecture Research-enhanced Learning and Teaching Scholarship Grant: “Immersive Augmented Reality Experiential Learning Space for Urban Design” and Chartered Institute of Building (CIOB) Australasia Research Development Grant: “Smart Construction Site: increasing awareness of construction assets”. Her main research area is using the Tangible Augmented Reality systems to enhance the learning education in design activities. Her research interests cross from Augmented Reality,
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Lei Hou is a PhD Student in design computing in USYD with his background mechanical engineering. The aim of his Ph.D. research project is to experimentally investigate the effects of the synchronous merging of virtual entities into real environments on assembly design of the industrial product development as the research purpose. The focus is on the issues of assembly interference detection assembly workload evaluation, perceptual and cognitive performance in product assembly design by using AR.

Pedro Merino, graduated at the Universidad Politécnica de Madrid (UPM) in 1983 as an engineering surveyor and got his BSc in Geodesy and Cartographical in 1998. He completed several masters, and participated in national and international simposia as a Computing Expert. Since 1984 he is working as an expert on Surveying, Mapping and Computing to the National Geographic Institute, and the National Affairs Administration.

Teresa Mostaza graduated at the Universidad Politécnica de Madrid (UPM) in 1992 as an engineering surveyor. BSc in Geodesy and Cartographical Engineering in 2005 and Dr Engineer in Geodesy
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Xiangyu Wang is Lecturer in Design Computing at the Faculty of Architecture, Design & Planning, at the University of Sydney. He obtained his Ph.D. degree in Civil Engineering at Purdue University in 2005. Dr. Wang’s work is featured with highly interdisciplinary research across Design, Computer Engineering, Construction, and Human Factors. His specific research interests include virtual environments for design, human-computer interactions, computer-supported cooperative work, and construction automation and robotics. He is now supervising five Ph.D. students and has published over 140 refereed articles into a wide range of highly recognized international journals and conferences (ASCE, IEEE, ACM, etc.). He was also awarded a US National Science Foundation grant to investigate skill development through virtual technologies.

Gabriel Zachmann is professor for computer graphics at Clausthal University, Germany. He is also the head of the Computer Graphics Group in the Computer Science Department. Prior to that, he was assistant professor in the computer graphics group at Bonn University, Germany, and head of the research group for novel interaction methods in virtual prototyping. In 2000, Dr. Zachmann received his PhD in computer science from Darmstadt University. From 1994 until 2001, he was with the Virtual Reality group at the Fraunhofer Institute for Computer Graphics in Darmstadt, where he carried out many industrial projects in the area of virtual prototyping. He was one of the pioneers in Europe who helped
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