



Fall 2008 Workshop

PUSHING BOUNDARIES IN INFORMATION VISUALIZATION: Using Virtual, Immersive and Interactive Technologies in Research & Practice

PROGRAM	<ul style="list-style-type: none">▪ Showcase some of the innovative uses of technology in terms of virtual and immersive environments for interacting with information▪ Generate attendee discussion around the use, integration and evaluation of such tools (how do we evaluate the use of these technologies? how can research improve practice? how can practice inform research, etc.)
WHEN	Saturday, September 13, 2008 9:00 am – 4:30 pm
WHERE	Renaissance Computing Institute (RENCI) UNC Campus – ITS Manning 211 Manning Drive, Chapel Hill, NC 27599
COST	Free for ASIS&T members \$50 non-members (ASIS&T student membership is only \$40)
REGISTER	Online at http://www.asis.org/Chapters/carolinas/ by Monday, Sept 8 Attendance limited to 45; Payment must be received by Monday, Sept 8
PARKING	Ram's Head Parking Deck on Ridge Road north of Manning Drive; Dogwood Parking Deck, corner of Manning Drive and Hospital Drive, one block west of ITS Manning http://www.dps.unc.edu/maps/visitor/Visitor.pdf

The Carolinas Chapter of ASIS&T cc:asis&t is pleased to announce an upcoming workshop *Pushing Boundaries in Information Visualization* to be held at the Renaissance Computing Institute (RENCI) in beautiful Chapel Hill, North Carolina on Saturday, September 13, 2008. The focus of this workshop is on current and developing technologies to enable more effective collaboration within professional and research environments. A number of researchers will demonstrate the ways in which they have been able to take advantage of current technologies in order to manage their collaborate projects and share research data using RENCIs facilities, including its high-tech Social Computing Room, an environment providing a full 360-degree display and allowing virtual, immersive, and interactive engagement for groups. Attendees may also experience haptic environments and multi-user online social environments that offer possibilities for further expanding virtual, immersive, and collaborative work.

The program will feature a colorful mix of research projects ranging from electrical stimulation of the nervous system with cochlear implant, to scalable visualization of genealogy links, experiential look at the death penalty, visualizing activity on a busy website, and comparing human and yeast cell protein interaction networks. Attendees need not be familiar with the disciplines of these research projects – the program will expose you to the use of immersive and interactive technology across a range of disciplines and then encourage discussion about the possibilities.