

Visual Computing Trends 2015

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“The Future of Visual Perception“

Abstract

Human perception starts with physical stimuli that trigger a complicated process of attention, coding, and understanding. To a large extent this process is based on prior knowledge, culture and context as well as actual needs and intentions.

Visual representations differ between cultures and their meaning may be lost or the interpretations get confused in an alien context.

New technology and related new ways of representation (e.g., 3-D, augmented reality, location and movement aware devices, fish eye, interactive video) effect all of this, resulting in a different way of selection, giving meaning to, and interaction with, devices.

In a fast moving world like ours, different generations may have difficulties to agree on what is represented.

Curriculum Vitae

Gerrit C. van der Veer has been working in University since 1961. He started in Cognitive Psychology, moved to Ergonomics, and into Computer Science, where he specialized in design of interactive systems. He has been teaching in many European countries including Belgium, Germany, Spain, Italy, Romania, and The Netherlands, as well as in India and China.

His research concerns user centered design methods, task modeling, computer supported learning, individual differences, cultural differences, mental models, experience design, and visualization.

He is currently employed by the Dutch Open University Faculty of Computer Science, the University of Sassari (Italy) Faculty of Architecture and the Maritime University of Dalian (China) Sino-European Usability Center.

Gerrit is President of ACM SIGCHI, the world leading international society for human-computer interaction.