

(Lecture title) How AR technology may change the way we work

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Key words: Augmented reality (AR), Metabus, 3D display, 3D hologram, telepresence

1. Abstract

Note: Use the description to give students a brief introduction to your content and clarify the broad appeal of your lecture to students. It is helpful for students to prepare some background knowledge for active participation in lecture and discussion.

In this lecture, we will discuss how AR technology may change the way we work. The concept and principle of AR technology are introduced and current status of AR technology and emerging new AR business will be introduced. Most of all, the focused discussion about how AR technology may change the way we work will be conducted with attendees and undergraduate student.

2. Recommended prerequisite topical readings for helping students prepare discussion

Note: References, Web-page, link, papers, articles, news etc. It would be great to give out thought-provoking questions or interesting points a priori that students can keep in mind before listening to the lecture.

1. "The promise of augmented reality" The Economist 4 Feb. 2017.
2. "In the metaverse, will big gaming eventually become big tech?" The Economist 4 Sep 2021.
3. "Virtual realities computer-generated realities are becoming ubiquitous" The Economist 1 Oct 2020.
2. "Apple's duel with Facebook is a new form of big-tech rivalry" The Economist 27 Feb 2021
3. "Enter the metaverse: the digital future Mark Zuckerberg is steering us toward" The Guardian 28 Oct 2021

3. Lecturer's brief biography

- Mar. 2010 – present
Professor in Department of Electronics and Information Engineering, College of Science and Technology, **Korea University**
- Apr. 2008 – Feb. 2010
Senior Researcher in **Samsung Electronics** LCD business
- Mar. 2001-Aug. 2007
M.S. and Ph. D in Electrical Engineering and Computer Science, **Seoul National University** (Seoul, Korea)
- Mar. 1996-Aug. 2000
B.S. in Electrical Engineering and Computer Science, **Seoul National University** (Seoul, Korea)

4. Working fields (expertise)

Nanophotonics, Computational Electromagnetics, Optimization, Holography and Diffractive optics, 3D displays, Holographic 3D displays, Spatial light modulation