**Title:**

Beyond Reality: Create, Enhance, and Transform Reality Experience

**Speaker:**

Kangsoo Kim, Ph.D. ([kangsoo.kim@ucalgary.ca](mailto:kangsoo.kim@ucalgary.ca))  
Department of Electrical and Software Engineering  
Schulich School of Engineering, University of Calgary

**Abstract:**

From the perspective of interdisciplinary human-centered computing research, Dr. Kim’s research aims to improve user experience and enhance human abilities in eXtended Reality (XR). In this talk, he will share his research vision and philosophy by presenting his past and current research projects. The talk will broadly cover various XR prototypes to improve user experience and performance in different contexts, but particularly focus on his efforts and achievements on increasing the sense of social presence with of a virtual agent. His method leverages the agent’s visual embodiment and the physically coherent and plausible behaviors to achieve the effects. Multiple user studies conducted for the past years support the positive influence of such an interactive embodied virtual agent on user experience and perception as an effective user interface. He will also discuss the implications of the research while illustrating different application scenarios beyond virtual agent interactions.

**Speaker’s short bio:**

Dr. Kim is an Assistant Professor in the Department of Electrical and Software Engineering at the University of Calgary. After his PhD in Computer Science at the University of Central Florida (2018), he was a postdoctoral researcher at the same institute with an appointment in the Institute for Simulation and Training and the College of Nursing (2019–2020), and at the University of Delaware (2021). His research interests broadly cover pervasive context-aware eXtended Reality (XR) systems and intelligent social interactions in XR. His research has been published in top-tier conferences and journals, including IEEE Transactions on Visualization and Computer Graphics (TVCG), IEEE International Symposium on Mixed and Augmented Reality (ISMAR), IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR), and ACM International Conference on Intelligent Virtual Agents (IVA), achieving multiple Best Paper Awards at ACM Symposium on Virtual Reality Software and Technology (VRST) and ACM Spatial User Interaction (SUI). (more at <http://www.kangsookim.com>)