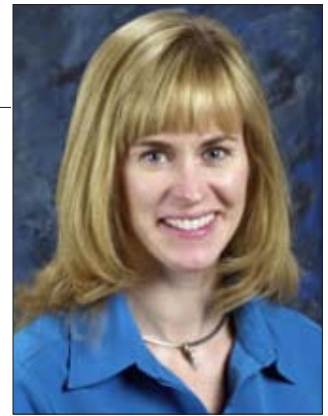


## IEEE VGTC Virtual Reality Technical Achievement Award 2006

The 2006 Virtual Reality Technical Achievement Award goes to Kay Stanney in recognition for seminal technical achievement in virtual & augmented reality. Kay Stanney has been a leader in the field of virtual reality for the past ten years. Probably most important to the field of virtual reality (VR) is her contribution as editor of the Handbook of Virtual Environments: Design, Implementation, and Applications (2002, Lawrence Erlbaum Associates). Her research has centered on two primary areas: sickness and aftereffects associated with exposure to VR systems, as well as multimodal human-computer interaction. The IEEE VGTC is pleased to award Kay Stanney the 2006 Virtual Reality Technical Achievement Award.



**Kay Stanney**

University of Central Florida

IEEE VGTC Virtual Reality Technical Achievement Award Recipient  
2006

### BIOGRAPHY

Dr. Kay M. Stanney is a Professor and Trustee Chair in the University of Central Florida's Industrial Engineering & Management Systems Department, as well as President of Design Interactive, Inc. Her research in the areas of multimodal interaction, augmented cognition, and virtual environments has been funded by the National Science Foundation, Office of Naval Research (ONR), Defense Advanced Research Projects Agency (DARPA), and National Aeronautics and Space Administration, as well as other sources. Dr. Stanney is editor of the Handbook of Virtual Environments: Design, Implementation, and Applications (2002, Lawrence Erlbaum Associates), co-founder and co-chair with Michael Zyda of the 1st Virtual Reality International (2005), co-founder with Ronald Mourant of the Virtual Environment Technical Group within the Human Factors and Ergonomics Society, co-chair with Dylan Schmorrow of the 2nd Augmented Cognition International 2006, held in conjunction with HFES 2006, and co-chair with Dylan Schmorrow of the 3rd Augmented Cognition International 2007, to be held in conjunction with HCI International 2007. Her seminal work in the area of VR sickness has led to recognition of the safety concerns that must be addressed in order for VR to be broadly accepted as a mainstream technology for training, teaching and entertainment. Several corporations, including Walt Disney and Chevron, as well as the United States Department of Defense have consulted with Dr. Stanney and leveraged the results of her research in their attempts to safely utilize VR technology in efforts ranging from theme park rides to consumer products, and training systems designed to aid the modern warfighter. Her recent research in the area of multimodal systems has the potential for broad impact across the fields of human computer interaction and interactive systems design. She is currently conducting user-centered design research for ONR's Virtual Technologies and Environments (VIRTE) Program and is lead on their usability engineering effort. She is also involved in research in support of

DARPA's Augmented Cognition Program, and in Spring 2005 received their Coggie Award, an award designed to recognize those individuals who have gone above and beyond the call of duty in service to this DARPA Program. Working together with DARPA, multiple universities, and several companies, Dr. Stanney seeks to revolutionize the manner in which humans interact with computer systems, thereby unlocking access to computer users of all types, such as the visually impaired or hard-of-hearing, by leveraging modalities beyond the currently overtaxed visual sense. In the summer of 2005, she also received the DARPA Foundations of Augmented Cognition Award. Dr. Stanney received a B.S. in Industrial Engineering from the State University of New York at Buffalo in 1986, after which time she spent three years working as a manufacturing/quality engineer for Intel Corporation in Santa Clara, California. She received her Masters and Ph.D. in Industrial Engineering, with a focus on Human Factors Engineering, from Purdue University in 1990 and 1992, respectively.

### AWARD INFORMATION

The IEEE VGTC Virtual Reality Technical Achievement Award was established in 2005. It is given every year to recognize an individual for a seminal technical achievement in virtual & augmented reality. VGTC members may nominate individuals for the Virtual Reality Technical Achievement Award by contacting the 2007 awards chair for virtual reality, Larry F. Hodges, at [vgtc-vr-awards@computer.org](mailto:vgtc-vr-awards@computer.org).