

COMPUTER SCIENCE
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Bias and XR

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Abstract: Bias, a prejudice in favor of or against one group compared to another, affects our lives from how we act to how things are designed. A person's biases can cause harm, such as a doctor's implicit bias when treating a patient or a teacher's implicit bias when working with students. Augmented, Mixed, and Virtual Reality are power technologies that can be used to study human behavior. In this talk I will present ways in which these XR technologies can be used to investigate and mitigate harmful biases. However, XR has been created by humans and I will further discuss ways that design biases have been added into these systems. I will conclude with a call to action to researchers providing actionable steps to help mitigate bias within our research practices.

Friday, October 28, 2022, 1:00 pm
<https://emory.zoom.us/j/95719302738>

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