



Adrian David CHEOK

PhD, B.Eng(Hons First) – University of Adeline

Associate Professor,

Department of Electrical & Computer Engineering,

National University of Singapore (NUS)

Director, Mixed Reality Lab NUS

Blk E3A, Room 02-05

7 Engineering Drive 1, Singapore 117574

Phone: 6516 7515/ 6516 7514

E-mail : adriancheok@mixedrealitylab.org



MAJOR RESEARCH INTERESTS

He has previously worked in real-time systems, soft computing, and embedded computing in Mitsubishi Electric Research Labs (Osaka, Japan). Conduct research covering mixed reality, human-computer interaction, wearable computers and smart spaces, fuzzy systems, embedded systems, power electronics, and multi-modal recognition. He has successfully obtained funding for externally funded projects in the area of wearable computers and mixed reality from Nike, National Oilwell Varco, Defense Science Technology Agency, Ministry of Communications and Arts, National Arts Council, Singapore Science Center, Hougang Primary School. The research output has included numerous high quality academic journal papers, research prototype deliverables numerous demonstrations including to the President and Deputy Prime Minister of Singapore, broadcast television worldwide broadcasts on his research (such as CNN/CNBC/Discovery/National Geographic), and international invited new media exhibits such as in Ars Electronica and Wired Nextfest.

He is currently an Associate Professor at the National University of Singapore where he leads a team of over 20 researchers and students. He has been a keynote and invited speaker at numerous international and local conferences and events. He is invited to exhibit for two years in the Ars Electronica Museum of the Future, launching in the Ars Electronica Festival 2003. His works "Human Pacman" and "Magic Land" were selected as one of the worlds top inventions by Wired and invited to be exhibited in Wired NextFest 2005. He was invited to show the works "Human Pacman" and "Magic Land" at Wired NextFest 2005. He was IEEE Singapore Section Chairman 2003, and is presently ACM SIGCHI Chapter President. He was awarded the Hitachi Fellowship 2003, the A-STAR Young Scientist of the Year Award 2003, and the SCS Singapore Young Professional of the Year Award 2004. In 2004 he was invited to be the Singapore representative of the United Nations body IFIP SG 16 on Entertainment Computing and the founding and present Chairman of the Singapore Computer Society Special Interest Group on Entertainment Computing. Also in 2004, he was awarded an Associate of the Arts award by the Minister for Information, Communications and the Arts, Singapore.

In 2005 he was awarded the Microsoft Research Fellowship. He is Editor/Associate Editor of the following academic journals: The Open Electrical and Electronic Engineering Journal, Advances in Human Computer Interaction, International Journal of Entertainment Technology and Management (IJEntTM), Virtual Reality (Springer-Verlag), International Journal of Virtual Reality, and The Journal of Virtual Reality and Broadcasting.

RECENT REPRESENTATIVE PUBLICATIONS

1. JOURNAL: CHEOK, A. D., TEH, K. S., NGUYEN, T. H., QUI, T. C., LEE, S.P., LIU, W., LI, C. C., DIAZ, D., and BOJ, C. 2006. Social and Physical Interactive Paradigms for Mixed-Reality Entertainment, ACM Computer in Entertainment (CIE), 4, 2 (Apr. 2006), 5.
2. JOURNAL: Khoo, E.T., Lee, S.P., Cheok, A.D., Nguyen, T.H.D., Age Invaders: Social and Physical Inter-Generational Family Entertainment. Special Issue of Springer Journal Virtual Reality, "VR-based Edutainment"
3. JOURNAL: Real-Time 3D Human Capture System for Mixed-Reality Art and Entertainment Ta Huynh Duy Nguyen; Tran Cong Thien Qui; Ke Xu; Cheok, A.D.; Sze Lee Teo; ZhiYing Zhou; Mallawaarachchi, A.; Shang Ping Lee; Wei Liu; Hui Siang Teo; Le Nam Thang; Yu Li; Kato, H.; Visualization and Computer Graphics, IEEE Transactions on Volume 11, Issue 6, Nov.-Dec. 2005 Page(s):706 - 721
4. JOURNAL: Live three-dimensional content for augmented reality Farbiz, F.; Cheok, A.D.; Liu Wei; Zhou ZhiYing; Xu Ke; Prince, S.; Billingham, M.; Kato, H.; Multimedia, IEEE Transactions on Volume 7, Issue 3, June 2005 Page(s):514 - 523
5. JOURNAL: Human Pacman: A Mobile Entertainment System with Ubiquitous Computing and Tangible Interaction over a Wide Outdoor Area, Adrian David Cheok, Siew Wan Fong, Kok Hwee Goh, Xubo Yang, Wei Liu, Farzam Farbiz, Personal and Ubiquitous Computing, 2004, pp. 71-81
6. JOURNAL: Lee, S.P., Cheok, A.D., Teh, K.S.J., Goh, P.L.D., Chio, W.J., Wang, C., and Farbiz, F., A mobile pet wearable computer and mixed reality system for human-poultry interaction through the internet, Personal and Ubiquitous Computing, Volume 10, Number 5 / August, 2006, pp. 301-317