ECE516

Personal Cybernetics and Intelligent Imaging Systems

Department of Electrical and Computer Engineering Instructor: Prof. Steve Mann

ECE 516

ECE516 is aimed primarily at third and fourth year undergraduates, and first year graduate students. 4th year undergraduates often take this course as their "other technical elective" (fourth year elective). It is often also offered as a Professional Development Course for those in industry who are looking for a new, exciting, and relevant field of study. The dasses are comprised of lectures and labs (labs have both a tutorial component and a grading component, etc.) starting in I anuary, along with a final examin April.

http://wearcam.org/ece516/

LightVector Painting

Lightspace image rendering, micro-controller programming, embedded computing, and building new devices.

iPhone Mediated Reality

iPhone apps for Augmented Reality and Mediated Reality.

See through the iPhone

LifeLogging

Cyborglogging: a continuous lifelong capture with wearable/mobile devices such as EyeTap **EyePhone** or **iPhone**

Augmented Reality

SpaceGlasses



3D Image Processing and **3D Augmediated Reality** using the latest technology: **SpaceGlasses**

EyeTap - Mobile/Wearable Computing

EyeTap: eye itself functions both as a display and a camera.

Electric Eyeglasses: download prescription, automatic adaptive prescription...

Brainwave Control

EEG (brainwaves):

Thought-controlled computing.



Contact Information

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