# DigitalXR: XR-Driven Digital Transformation of Design, Training, and Education

Special track along with Advances on Societal Digital Transformation
DIGITAL 2021, November 14 - 18, 2021 in Athens, Greece

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# Chair **Dr. Wanwan Li**

**Bio:** He has obtained his Ph.D. degree from the Department of Computer Science at George Mason University He is working in the Design Computing and eXtended Reality (DCXR) Lab with Prof. Lap-Fai (Craig) Yu. He received an MS. (Master's of Science) in Computer Science major from the University of Central Florida and a BE (Bachelor of Engineer) in computer science and technology major from the Harbin Institute of Technology(HIT).

His next upcoming position is Visiting Assistant Professor-University of South Florida-Tampa, US starting from Dec 2021.

# XR-Driven Digital Transformation of Design, Training, and Education



## Make OS Home: Home-Like Operating System in Virtual Reality

Wanwan Li

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# XR-Driven Digital Transformation of Design, Training, and Education



Digital Transformation from Traditional Education Towards VR Education: Case Study Plans

Luxia Dong

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# XR-Driven Digital Transformation of Design, Training, and Education



## Heuristics about Arcade Game Design in a Comfortable Rhythm

Shichen Li

XR-Driven Digital Transformation of Design, Training, and Education (DigitalXR 2021)

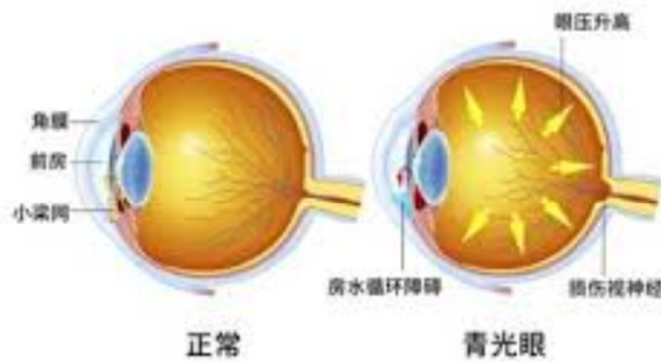# XR-Driven Digital Transformation of Design, Training, and Education



A Decision Tool Based on Mobile Sensing for Social Anxiety Disorder among University of Virginia (UVA) Students

Shichen Li

XR-Driven Digital Transformation of Design, Training, and Education (DigitalXR 2021)

# XR-Driven Digital Transformation of Design, Training, and Education



Evaluation of Machine Learning Classifiers Detecting Glaucoma Based on Deep Convolutional Neural Network

Shichen Li

XR-Driven Digital Transformation of Design, Training, and Education (DigitalXR 2021)

# XR-Driven Digital Transformation of Design, Training, and Education

**IslandPaint: Digital Painting Floating Island Design**

Wanwan Li

Advances on Societal Digital Transformation (DIGITAL 2021)

## Future Work:

(1) Make-OS-Home can be extended with new system features such as moving folders, adding 3D start menu, and adding hardware/network configurations.

(2) Case study plans for digital education transformation can be implemented in VR for real-case studies.

(3) Heuristics about arcade game design in a comfortable rhythm can be studied for XR games. etc.

# ACKNOWLEDGMENT