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USC ICT Establishes Technology Evaluation Lab Led by Gale M. Lucas, PhD

Lab will conduct research to optimize interaction and outcomes between humans and virtual agents, social robots, and other such interfaces in the built environment.

The USC Institute for Creative Technologies, a unit of USC Viterbi, and Department of Defense (DoD) University Affiliated Research Center (UARC), sponsored by the US Army, is pleased to announce the launch of the Technology Evaluation Lab, led by Gale M. Lucas, PhD as Director.

The Technology Evaluation Lab will conduct lines of research in Human-Computer Interaction (HCI), Human-Robot Interaction (HRI) and Human-Building Interaction (HBI) with the goal to optimize interaction, and subsequent outcomes, between humans and social intelligence, including virtual agents, social robots, and other social interfaces in the built environment.

Dr. Lucas holds a BA in Psychology from Willamette University, a PhD in Psychology from Northwestern University, and did her postdoctoral study in Human-Computer Interaction at the University of Southern California (USC). She joined ICT in 2013 as a Researcher in the Affective Computing Lab and also holds a position as Research Assistant Professor of Computer Science and Civil and Environmental Engineering, USC Viterbi School of Engineering.

Alongside her new role as Director, Technology Evaluation Lab, Dr. Lucas will continue to serve as Co-Director of CENTIENTS, Center for Intelligent Environments, a cross-disciplinary partnership with the Sonny Astani Department of Civil and Environmental Engineering at the University of Southern California.

Established in 1999, the USC Institute for Creative Technologies (ICT) is a Department of Defense (DoD) University Affiliated Research Center (UARC), sponsored by the US Army.

Harnessing Hollywood-derived creativity with academic innovation and military-domain expertise, ICT conducts award-winning R&D in Artificial Intelligence (AI), Computer Graphics, Geospatial Sciences, Human Performance, Learning Sciences, Modeling, Simulation & Gaming, Mixed Reality (MxR), Medical VR, Narrative, and Virtual Humans. ICT accomplishments include: 2,000 Peer-Reviewed Publications with 100,000+ Citations; 140+ Honors and Awards Highlighting Faculty and Staff; 49 Hollywood Movies/Series use ICT Technologies; 278 Intellectual Property Disclosures; 29 Patents; 3 AAAI Fellows and 2 Academy Awards (Science & Technology).

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