(Introduce yourself)

This panel will be discussing upcoming Virtual Reality projects that can support the Mars Society’s goals to excite the public about sending humans to Mars, as well as support STEM and computer science education. The Mars Society’s MarsVR Program will soon be releasing its Phase One VR environment which is focused creating a complete simulation of the Mars Desert Research Station in Utah for use in training its crews.

James Burk is the IT Director for the Mars Society and a software project manager, formerly with Microsoft. He manages the MarsVR project.

Shannon Norrell is the Director of Engineering for MarsVR and a VR expert. He co-founded the HP Mars Home Planet contest and formerly worked in the CTO’s office at HP, as well as at Apple and Microsoft.

Jeff Dillon is a senior engineer with Unity, which is the VR & game development platform that we are using for the MarsVR project.

Erik Stowers is a graduate student at Texas A&M’s school of engineering and is working on SpaceCRAFT VR, which he will talk about today. That project is led by former astronaut Dr. Greg Chamitoff who is an also advisor on our MarsVR project. The MarsVR team and the folks at Texas A&M are working together to share resources & assets between both projects.