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# Social paper: Edgard A. Lamounier Jr.

## Introduction

I am a full professor in the Faculty of Electrical Engineering at the Federal University of Uberlândia (UFU), Brazil. My research area is related to the use of Virtual and Augmented Reality techniques as assistive technology for human rehabilitation. My research group is mostly concerned on how to develop computing techniques to support human health. I hold degrees in Computer Science (PhD, Leeds-UK), Computing Engineering (MSc, Uberlândia-Brazil), and Mathematics (BSc, Uberlândia-Brazil). During 2010-2012, I was the President of the Special Interest Group in Virtual and Augmented Reality of the Brazilian Computing Society (SBC). Currently, I am the Tutor of the Postgraduate Program in Biomedical Engineering at UFU. My email is [lamounier@ufu.br](mailto:lamounier@ufu.br)

## Current Research Projects

- 1) The use of Mobile Augmented Reality for helping Alzheimer's Disease Patients in their first stages.
- 2) Digital Games for Coping with Occupational Stress.
- 3) 3DLimb: Low Cost, Fast Manufacturing, 3D Printed Upper Limb Prostheses.

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CHI'18 Extended Abstracts, April 21-26, 2018, Montreal, Canada.

- 4) m-IndoorAR: A Mobile Augmented Reality Interface for Wheelchair Indoor Navigation

## Recent Publications

1. K. Kanno, G. F. M. Lima, A. Cardoso, E. Lopes and **E. A. Lamounier Jr.** Augmented Reality System for Aiding Mild Alzheimer Patients and Caregivers. To be published at IEEE VR 2018.
2. M. F. Nozella, F. Benavetantana, G. F. M. Lima, K. V. Marques, **E. A. Lamounier Jr.** and A. Cardoso. 2017. Three-dimensional reconstruction of a cerebellum and heart using photogrammetry techniques. In Proceedings of IEEE International Conference on Biomedical and Health Informatics (BHI'17).
3. L. C. Oliveira, A. B. Soares, A. Cardoso, A. O. Andrade and **E. A. Lamounier Jr.** 2016. Mobile Augmented Reality enhances indoor navigation for wheelchair users. Research on Biomedical Engineering, v. 32, p. 111-122.
4. L. O. Berreta, A. Cardoso, **E. A. Lamounier Jr.**, F. N. Soares, M. O. Silva and D. J. Ferreira. 2015. Locomotion Interface with Natural Interaction for Assisting Mobility of Visually Impaired. IEEE Latin America, v. 13, p. 2384-2389.
5. R. A. Lopes, A. Cardoso, **E. A. Lamounier Jr.** And E. Lopes. 2014. A Proposal for Stress Management Using Serious Games Associated to Virtual and Augmented Reality. Journal of Systemics, Cybernetics and Informatics, v. 12, p. 01-07.