

THE FUTURE OF INTERACTIVE WORLDS

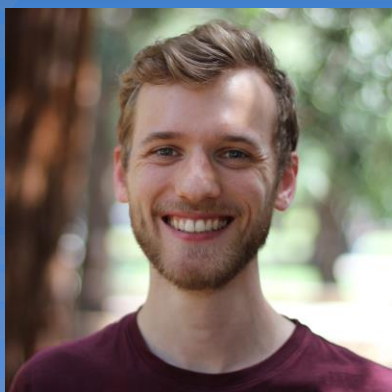
INTRODUCTION BY STEVE YONG, VP SOFTWARE ENGINEERING



Academic Day 2026

A day of research talks, panels, and discussion exploring artificial intelligence, graphics, perception, simulation, and the future of interactive entertainment.

PRESENTED BY



VINCENT SITZMANN | MIT
Generative AI, neural scene representations, & visual world synthesis.



CEM YUKSEL | UTAH
Simulation, rendering, hair, fur, and virtual world creation.



GORDON WETZSTEIN | STANFORD
Computational imaging, holographic displays, and spatial computing.



LEANNE CHUKOSKIE | NORTHEASTERN
Player cognition, gaze behavior, esports analytics, and AI.



NIEMA MOSHIRI | UC SAN DIEGO
Data science, machine learning, and complex systems.



QI SUN | NYU
Human perception, immersive technologies, VR & AR.



REGISTER HERE

June 18, 2026 8:45 AM
This is an in-person event
San Mateo Room: CC1 & CC2

Sony Interactive Entertainment, San Mateo Research Talks • Panel Discussions • Reception