Explain briefly what your role is at the School?
I'm a researcher and organiser for the Medical Visualisation Network. I develop computer-human interfaces and virtual human prototypes that aim to enhance contemporary anatomy teaching and surgical rehearsal techniques.

What is the most exciting thing about your current role?
The development of interfaces and highly detailed and interactive anatomy VR models offered me the opportunity to work at the forefront of medical science and technology. It is a rapidly developing field, and I believe that the future holds many more possibilities.

What is the most interesting/groundbreaking piece of research you're currently involved in?
I designed a HUD interface of a driving simulator that sparked an initiative that brought together a multidisciplinary group of researchers from various British, European, and American universities. We presented a prototype at an international conference, and the research has since been expanded to include study in Japan, China, and Europe. It is an area of great interest to automotive industries and research units. Interestingly, none of the researchers involved had previously met each other than at meetings in virtual environments.

How important is research to the GSA?
Research should be the main pillar of any academic institution that wants to be amongst the top in the world. Internationalisation in research can effectively promote the institution and attract more research funding and consequently employ more high-calibre researchers. This means the increased prestige of research centres within the GSA can attract more postgraduate students and enlarge the quantity and quality of the GSA’s research community.

What advice would you give students today who are considering a research degree or PhD?
The contribution to knowledge through research is by itself a difficult journey, however if done in a considered manner, it can form the mind to question, analyze, and synthesize any given issue. Through this experience, any doctoral student develops skills that are not easily obtained elsewhere.