

Institute of Computer Graphics



JKU
JOHANNES KEPLER
UNIVERSITÄT LINZ

RESEARCH

FWF funds our doc.funds.connect project Human-centered AI

Professor Marc Streit will be one of the key researchers in the HCAI PhD research and training program.

[TO ARTICLE ↗](#)

RESEARCH

New Publication

Spatio-temporal Analysis of Multi-agent Scheduling Behaviors on Fixed-track Networks (2022 IEEE 15th Pacific Visualization Symposium)

[TO ARTICLE ↗](#)

RESEARCH

New Publication

Fuzzy Spreadsheet: Understanding and Exploring Uncertainties in Car Tabular Calculations

New IEEE Transactions on Visualization and Computer Graphics

[TO ARTICLE ↗](#)

RESEARCH

New Publication

Cheminformatics Model Explorer (CIME): Exploratory Analysis of Chemical Model Explanations (Journal of Cheminformatics, 2022)

[TO ARTICLE ↗](#)

RESEARCH

New Publication

Inverse Airborne Optical Sectioning (Drones 2022)

[TO ARTICLE ↗](#)

RESEARCH

New Publication

Through-Foliage Tracking with Airborne Optical Sectioning (Journal of Remote Sensing)

[TO ARTICLE ↗](#)

ICG LAB TALKS

Lena Cibulski

Date: 18.01.2023, 13:00 @ S3 055
Speaker: Lena Cibulski, Fraunhofer IGD
Title: Making Choices with Visualizations

[ICG LAB TALK](#)

VCC

Visual Computing Club VCC

The Visual Computing Club (VCC) is an assembly of excellent students in visual computing (computer graphics, visualization, computer vision, image processing).

[MORE](#)

TEACHING

B.Sc. & M.Sc. Projects

Open projects proposals and practical courses for Bachelor and Master theses


[MORE](#)

The Institute

We do Visual Computing!

Website: www.jku.at/cg


COMPUTER
VISION & GRAPHICS



Computational Imaging
Machine Learning
Intelligent Optics

Oliver Bimber


VISUAL DATA
SCIENCE



Visualization
Visual Analytics
Explainable AI

Marc Streit

GAME
COMPUTING



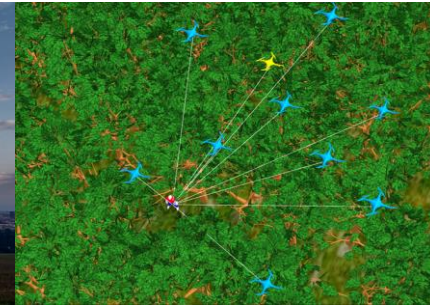
Games User Research & Analytics
Gameplay Visualization
AI-based Playtesting

Günter Wallner

Open Projects: <https://www.jku.at/en/institute-of-computer-graphics/teaching/student-projects/open-projects/>

Seminars: topics in combination with project / BSc thesis **or** selected from pool of 2022/23 VC publications

Deadline: 13.2.2023 (contact supervisor)



Research Areas:

Computer Vision / Image Processing
 Computational Imaging & Optics
 Light Fields
 Intelligent Drones



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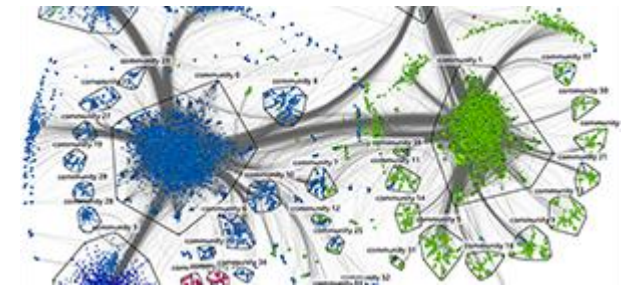
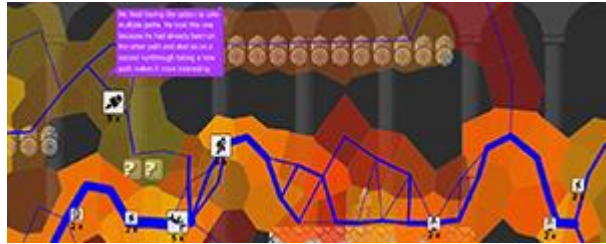


Research Areas:

- Visualization
- Visual Analytics
- Explainable AI
- Biological Data Vis



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Research Areas:

- Games User Research
- Games Analytics
- Gameplay Visualization
- AI-based Playtesting



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