

RESEARCH PARTNERS LUNCH SERIES

Coordinated by the Center for Advanced Public Safety or Hosted by the College of Engineering

NEUROSCIENCE AND VIRTUAL REALITY

Tuesday, May 5, 2015 from 12:00pm to 1:30pm NERC (North Engineering Research Center), Room 1012

RSVP by Sunday, May 3, 2015 via the following link: https://universityofalabama.az1.qualtrics.com/SE/?SID=SV_035Mg7iQ8lGwLeR

You are invited to the May 5 lunch in the Research Partners Lunch Series. The goal of the lunch series is to introduce research topics for the development of research partnerships across disciplines. These partnerships can serve as a foundation for interdisciplinary research endeavors, grant proposal writing, course development, and innovative research applications. Different researchers from across the University are invited to brief a research topic each month for potential research partners. The lunch will begin at noon and the presentation will begin at 12:15pm.

Advances in both Neuroscience and Virtual Reality have given rise to exciting opportunities to combine the fields. The potential applications include treatments for substance abuse, pain. This discussion will include the application of Virtual Reality and Neuroscience to improve shoot/don't shoot decision making for Law Enforcement, and the use of a driving/racing simulation to look at sensation seeking, with potential applications to alcohol and substance abuse.

Kindly RSVP your attendance by Sunday, May 3rd via the link below so we can reserve your lunch. https://universityofalabama.az1.qualtrics.com/SE/?SID=SV_035Mg7iQ8lGwLeR

If you have any further questions about the lunch, please call Valerie Trull at 205-348-4054.

Thank you so much and we look forward to meeting you at the Research Partners Lunch Series.

Laura Myers, *Executive Director* Center for Advanced Public Safety lmyers@cs.ua.edu

SAVE the DATES for these future 2015 series events!			
January 20	April 21	July 28	October 20
February 24	May 26	August 25	November 17
March 31	June 30	September 29	December 15