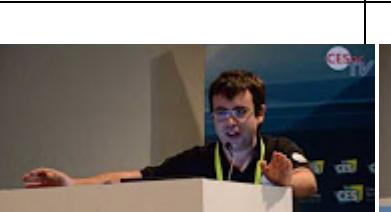
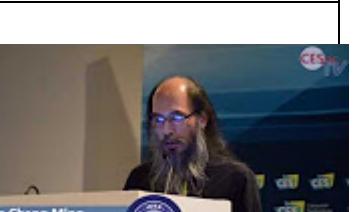
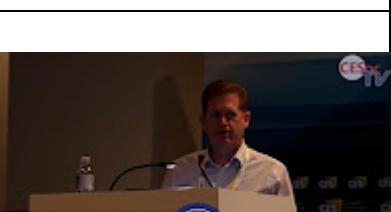
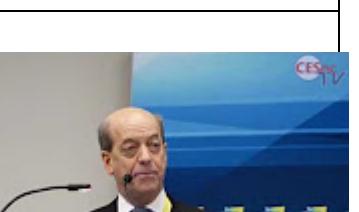


## Educational videos on Consumer Electronics:

 <p><a href="#">Discussion</a> 53:59</p>	 <p><b>Mixed Reality, AI and Technology Ethics - The Future Today</b> Rudi Schubert IEEE Standards Association</p> <p><a href="#">Mixed Reality, AI and Technology Ethics - The Future Today. Rudi</a> 30:06</p>	 <p>David Chechelashvili Ila State University</p> <p><a href="#">David Chechelashvili</a> 8:18</p>	 <p>"Game Design Perspectives on VR" Chris Mitchell Vancouver Film School</p> <p><a href="#">Game Design Perspectives on VR. Chris Mitchell</a> 19:42</p>	 <p><a href="#">Discussion</a> 14:31</p>
 <p>"Different Perspectives on VR/AR Innovation" Theo Valich VR World</p> <p><a href="#">Different Perspectives on VR/AR Innovation. Theo Valich</a> 17:22</p>	 <p>"Mixed Reality Standardization Opportunities &amp; Considerations" Rudi Schubert Director, IEEE Standards Association</p> <p><a href="#">Mixed Reality Standardization Opportunities &amp; Considerations. Rudi Schubert</a> 28:14</p>	 <p>Yu Yuan Founder &amp; CEO, Senses Global Corporation</p> <p><a href="#">Discussion</a> 13:49</p>	 <p>Standards needed for internet scale VR Philip Rosedale CEO &amp; Co-Founder, High Fidelity</p> <p><a href="#">Standards needed for internet scale VR. Philip Rosedale</a> 24:52</p>	
 <p><b>TARGET</b> Innovating Apparel Design &amp; Development: 3D Virtual Technology Alexis Kantor, VP, Product Design &amp; Development</p> <p><a href="#">Innovating Apparel Design &amp; Development: 3D Virtual Technology. Alexis Kantor</a></p>	 <p><b>TRUE FIT</b> Personalization Data Platform for Apparel and Footwear  <a href="#">Personalization Data Platform for Apparel and Footwear. Amory Wakefield</a></p>	 <p><b>3DBP</b> Perspective. Carol McDonald Gromo Consult</p>	 <p>3D Body Scanning and applications. David Bruner</p>	 <p><a href="#">Luciano Oviedo</a> 5:14</p>

14:06	7:13	7:39	8:49	
				
<p><a href="#">Discussion</a> 31:33</p>	<p><a href="#">Smart Devices, Homes, Cars: Is the Modern Consumer Overwhelmed? Milan Bjelica</a> 21:37</p>	<p><a href="#">Stop Sketching Start Building. Henrik Ljung</a> 18:56</p>	<p><a href="#">Applications for antiferromagnetic spintronics. Xavier Marti</a> 20:36</p>	<p><a href="#">Wearable Technology for Clothing. Dr. Yan Chang Ming</a> 17:45</p>
				
<p><a href="#">Discussion</a> 11:47</p>	<p><a href="#">S34 –Applications &amp; Presentation Layer. Madeleine Noland</a> 28:31</p>	<p><a href="#">ATSC 3.0 Physical Layer Functionality. Luke Fay</a> 29:22</p>	<p><a href="#">ATSC 3.0 Transport. Rich Chernock</a> 19:22</p>	<p><a href="#">ATSC 3.0: Features &amp; Transition. Skip Pizzi</a> 25:29</p>

For more Educational videos on Consumer Electronics please visit:

<https://www.youtube.com/user/ieeeCESocTV/videos>