Scott Fisher is a professor and founding chair of the Interactive Media Division at the USC School of Cinematic Arts. He is a media artist and interaction designer whose work focuses primarily on interactive environments and technologies of presence. He is well known for his pioneering work in the field of virtual reality at NASA. Fisher’s media industry experience includes Atari, Paramount and his own companies Telepresence Research and Telepresence Media. A graduate of MIT’s Architecture Machine Group (now Media Lab), he has taught at MIT, UCLA, UCSD and was a project professor at Keio University in Japan. His work has been recognized internationally through numerous invited presentations, professional publications and in the popular media. In addition, he has been an Artist in Residence at MIT’s Center for Advanced Visual Studies and his stereoscopic imagery and artwork has been exhibited in the US, Japan and Europe.

Ashish Soni is the executive director of Digital Innovation, founding director of the Viterbi Student Innovation Institute for Student (VSI^2) and a faculty member at the USC Viterbi School of Engineering. He crafted the vision and roadmap and is leading the launch of the newly formed VSI^2, which is the hub for innovation and engineering entrepreneurship and helps engineering students transform their ideas into successful business ventures.

He teaches courses related to high tech entrepreneurship, user experience design and innovation and recently launched one of the nation’s first educational programs in digital entrepreneurship in collaboration with the business school at USC. Mr. Soni is actively involved in the technology industry, consulting with startups, government agencies and Fortune 500 companies and has served on the advisory boards of early stage technology and media companies including Slingshot Labs, Brighter and myblife. He also sits on the executive committee of the Caltech MIT Enterprise Forum. Mr. Soni holds an MS in computer science from the University of Southern California.