

## Press Bulletins

1. **Virtually Limitless**, Cosmos Magazine, Ultimate Science Guide, 2014, on Page 30 as Benjamin Skuse interview 22/1/2014. [http://riaus.org.au/wp-content/uploads/2014/01/USG\\_2014\\_web-optimised.pdf](http://riaus.org.au/wp-content/uploads/2014/01/USG_2014_web-optimised.pdf)
2. **Mobile Technologies and Motion Sickness**, 27<sup>th</sup> Sep 2013, <http://theconversation.com/au>
3. **Applications of Virtual Reality**, Karen McGee, Macquarie University Poster, 28.8.2013
4. **Gait recognition**, TwoMinuteTV by Michael Koslowsky, Producer, 11th Dec 2012 - which is a series of two minute videos to be aired on Qantas inflight in early 2013.
5. **3D TVs and Motion Sickness**, ABC 7:30 report, June 3<sup>rd</sup>, 2010 at 7:30pm on ABC1, <http://www.abc.net.au/iview/#/view/578098>
6. **Simulator Sickness Research**, Good Game, ABC TV Show, 2009 by Maurice Branscombe Monday 9<sup>th</sup> November at 8:30PM on ABC2
7. **Gesture Recognition**, Photonics Spectra, March 2009 by Laura Marshall
8. **Interacting With Computers Via Gesture Recognition**, 24 Dec 2008, Medical News Today, Article id 133748, <http://www.medicalnewstoday.com> and <http://www.medilexicon.com>
9. **The relevance of Life on Mars**, Northern District Times, July 23<sup>rd</sup> 2008
10. **Body Machine Interface-Remapping Residual Mobility of Disabled People to Control Robots**, IEEE Circuit, Vol 30, Issue 2, 7 July 2007.
11. **A step up in world first research: Is the way we walk as unique as our fingerprints?** Macquarie Globe, Online Newspaper of the Macquarie International community, Research Section, [Edition 9, 2007 - 01 Mar 2007](http://www.international.mq.edu.au/globe/default.aspx?id=244&EditionID=137), <http://www.international.mq.edu.au/globe/default.aspx?id=244&EditionID=137>
12. **Gait Recognition research could make catching Osama a walkover**, Sun-Herald on 22 October 2006: [http://www.comp.mq.edu.au/news/Gait\\_Recognition\\_Oct2006.pdf](http://www.comp.mq.edu.au/news/Gait_Recognition_Oct2006.pdf)
13. **Silly walk traps terrorists**, Sydney Morning Herald online platform to discuss the impacts of this research project in public: [http://blogs.smh.com.au/science/archives/2006/10/silly\\_walk\\_trap.html](http://blogs.smh.com.au/science/archives/2006/10/silly_walk_trap.html)
14. **Gait recognition research**, Radio talk with Jen Fleming, in ABC Newcastle at 2:20pm on 24 October 2006
15. **Macquarie University Virtual Reality Lab**, Radio Talk, MacquarieInquire, 107.3FM, 6 October 2006, 9am
16. **Virtual reality lab offers exciting research opportunities**, Postgraduate enewsletters, A Macquarie University Newsletter for postgraduate study, science and technology, Issue 5, September 2006, [http://www.postgradandbeyond.mq.edu.au:80/enewsletter/science/issue\\_5\\_06\\_stories/story4.html](http://www.postgradandbeyond.mq.edu.au:80/enewsletter/science/issue_5_06_stories/story4.html)
17. **Macquarie creates new virtual reality lab**, Macquarie Globe, Online Newspaper of the Macquarie International community, Research Section, Edition 13, 29 March 2006, <http://www.international.mq.edu.au/globe/default.aspx?id=244&EditionID=91>
18. **Virtual reality: Seminar and research opportunities**, Postgraduate enewsletters, A Macquarie University Newsletter for postgraduate study, science and technology,

Issue 5, September 2005, [http://www.postgradandbeyond.mq.edu.au/enewsletter/05-science/issue\\_17\\_stories/story1.htm](http://www.postgradandbeyond.mq.edu.au/enewsletter/05-science/issue_17_stories/story1.htm)

19. **Industry@ICS - More News**, <http://www.ics.mq.edu.au/industry/news/> Technology Trends Seminar announcement with a link to **New virtual reality lab more than just fun and games**, Macquarie University News - May 2004
20. **Macquarie's new virtual reality lab**, Postgraduate enewsletters, A Macquarie University Newsletter for postgraduate study, science and technology, Issue 2, March 2004 [http://www.postgradandbeyond.mq.edu.au/enewsletter/05-science/issue\\_8\\_stories/story2.htm](http://www.postgradandbeyond.mq.edu.au/enewsletter/05-science/issue_8_stories/story2.htm)
21. **New Virtual Reality Lab more than just fun and games**, Macquarie University News, May 2004, page 15  
<http://www.pr.mq.edu.au/macnews/showitem.asp?ItemID=284>
22. **University types networking with industry reps** (Wayne Moore and Manolya Kavakli) <http://www.csu.edu.au/faculty/sciagr/sit/events/ie2004/>
23. A new Christmas experience, Western Advocate, Australia, December 21, 2002  
<http://athene.riv.csu.edu.au/~mkavakli/krystal/WA-21-12-2002.jpg>
24. Krystal was born on November 24, Western Advocate, Australia, December 3, 2002  
<http://athene.riv.csu.edu.au/~mkavakli/krystal/WA-3-12-2002.jpg>
25. Toys for the Boys, Australian Financial Review (Observer, Computer Games), August 24-25 2002, page 47-48 <http://athene.riv.csu.edu.au/~mkavakli/AFR-2002-page1.jpg> <http://athene.riv.csu.edu.au/~mkavakli/AFR-2002-page2.jpg>
26. **Building A House of Games**, NewTimes, Charles Sturt University, June 2002, Vol 12, No1 <http://www.csu.edu.au/division/marketing/tms/T121/T121p11.htm>  
<http://athene.riv.csu.edu.au/~mkavakli/manolya-times.jpg>
27. Lifestyle Lured Manolya West, Western Advocate, Australia, July 11, 2002  
<http://athene.riv.csu.edu.au/~mkavakli/WA-11-7-2002.jpg>  
<http://athene.riv.csu.edu.au/~mkavakli/WA-11-7-2002c.jpg>
28. Dersimiz, Bilgisayar Oyunlari, BT/Haber Bilisim OzelSayisi, Turkey, September, 2001, p38
29. **ProgrammersTest Commercial Market**, Western Advocate, Australia, June 8, 2001  
[http://athene.riv.csu.edu.au/~mkavakli/cwest\\_adv20010608.jpg](http://athene.riv.csu.edu.au/~mkavakli/cwest_adv20010608.jpg)
30. **ProfessionallyPlaying Computer Games**, Western Advocate, Australia, March 16, 2001 [http://athene.riv.csu.edu.au/~mkavakli/cwest\\_adv20010316.jpg](http://athene.riv.csu.edu.au/~mkavakli/cwest_adv20010316.jpg)
31. **Manolya Destek Bekliyor**, Computerworld, Turkey, June 1997
32. **WorkingMiracles**, Research Paper, University of Derby, United Kingdom, February 1997 <http://www.arch.usyd.edu.au/~kavakli/Ac.GIF>