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Benjamin Watson is Associate Professor of Computer Science at North Carolina State University. His Visual Experience Lab focuses on the engineering of visual meaning, and works in the fields of graphics, visualization, interaction and user experience. His current work focuses on esports and computer expertise, socially rich video conferencing and display, communicative visualization and aesthetics, and augmented reality workflows. Watson co-chaired the Graphics Interface 2001, IEEE Virtual Reality 2004 and ACM Interactive 3D Graphics and Games (I3D) 2006 conferences and was co-program chair of I3D 2007. Watson is an ACM and senior IEEE member. He earned his doctorate at Georgia Tech's Graphics, Visualization and Usability Center.