

Main Conference (18–21 MAR 2024)

Monday (MO)

Tuesday (TU)

Wednesday (WE)

Thursday (TH)

East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
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07:00				
07:15				
07:30				
07:45				
08:00				
08:15				
08:30	Opening & Awards			
08:45				
09:00	Break (Catered)			
09:15	Research Demos, 3DUI Contest Demos, Posters			
09:30				
09:45	Keynote			
10:00	Shiri Azenkot			
10:15	XR Access: Making Virtual and Augmented Reality Accessible to People with Disabilities			
10:30	Stretch Break (Not Catered)			
10:45				
11:00	Special Session			
11:15	Putting DEIA in our DNA			
11:30				
11:45				
12:00	Research Demos, 3DUI Contest Demos, Posters			
12:15				
12:30	Lunch (Not Catered)			
12:45				
13:00	Research Demos, 3DUI Contest Demos, Posters			
13:15				
13:30	Research Demos and 3DUI Contest Demos Fast Forward			
13:45				
14:00	MO1G	MO1H	MO1J	
14:15	Tracking and Motion Capture	Social Applications	Embodiment, Avatars and Presence	
14:30	Break (Catered)			
14:45	Research Demos, 3DUI Contest Demos, Posters			
15:00				
15:15	MO2G	MO2H	MO2J	
15:30	Psycho- and Sociocultural Dimensions of Virtual Identities	Multimodal Input and Interaction	Perception and Cognition	
15:45	Welcome Reception (Sorcerer's Apprentice Lobby and Ballroom)			
16:00	Research Demos, 3DUI Contest Demos, Posters			
16:15				
16:30	Research Demos and 3DUI Contest Demos			
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08:30	TU1G	TU1H	TU1J	
08:45	3D Interaction and Touch	Multisensory Interfaces	Evaluating Immersion: UX and Interaction	
09:00	Break (Catered)			
09:15	Research Demos, 3DUI Contest Demos, Posters			
09:30				
09:45	Keynote			
10:00	Michael Tschanz			
10:15	Disney's Industrial Controls Design and Data Analytics Ecosystem			
10:30	Stretch Break (Not Catered)			
10:45				
11:00	Special Session			
11:15	The Reviewing Crisis			
11:30				
11:45				
12:00	Lunch (Not Catered)			
12:15				
12:30	Lunch (Not Catered)			
12:45				
13:00	Research Demos, 3DUI Contest Demos, Posters			
13:15				
13:30	TU2G	TU2H	TU2J	
13:45	Locomotion and Redirection	Projections	3D Interaction and Teleoperation	
14:00	Break (Catered)			
14:15	Research Demos, 3DUI Contest Demos, Posters			
14:30				
14:45				
15:00	TU3G	TU3H	TU3J	
15:15	3D Interaction and Modality	Perception in Navigation, Locomotion and Redirection	User Experience	
15:30	Break (Catered)			
15:45	Research Demos, 3DUI Contest Demos, Posters			
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17:15	Research Demos, 3DUI Contest Demos, Posters			
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08:30	WE1G	WE1H	WE1J	
08:45	360 Video	Immersive Analytics and Visualizations	Industrial and Sports Applications	
09:00	Break (Catered)			
09:15	Research Demos, 3DUI Contest Demos, Posters			
09:30				
09:45	Keynote			
10:00	Michael Tschanz			
10:15	Disney's Industrial Controls Design and Data Analytics Ecosystem			
10:30	Stretch Break (Not Catered)			
10:45				
11:00	WE2G	WE2H	WE2J	
11:15	3D Authoring	Gaze	Collaboration	
11:30	Break (Catered)			
11:45	Research Demos, 3DUI Contest Demos, Posters			
12:00				
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12:30	Lunch (Not Catered)			
12:45				
13:00	Research Demos, 3DUI Contest Demos, Posters			
13:15				
13:30	WE3G	WE3H	WE3J	
13:45	Haptics	Healthcare Applications	Human Factors and Ergonomics	
14:00	Break (Catered)			
14:15	Research Demos, 3DUI Contest Demos, Posters			
14:30				
14:45				
15:00	WE4G	WE4H	WE4J	
15:15	Perception in AR, MR and Near-Eye Displays	Rendering and Displays	VR Experiences, Cybersickness and Presence	
15:30	Break (Catered)			
15:45	Research Demos, 3DUI Contest Demos, Posters			
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17:15	Research Demos, 3DUI Contest Demos, Posters			
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20:00	Conference Banquet & Keynote			
20:15	Simon Richir			
20:30	The Laval Phenomenon: A Deep Dive into France's VR Capital			
20:45	Dessert and Fireworks Viewing (Porte Cochère)			
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08:00				
08:15				
08:30	TH1G	TH1H	TH1J	
08:45	Distributed Systems and Telepresence	Multimodal Perception and Experiences	Depth and Distance Perception	
09:00	Break (Catered)			
09:15	Research Demos, 3DUI Contest Demos, Posters			
09:30				
09:45	Keynote			
10:00	Michael Tschanz			
10:15	Disney's Industrial Controls Design and Data Analytics Ecosystem			
10:30	Stretch Break (Not Catered)			
10:45				
11:00	TH2G	TH2H	TH2J	
11:15	Touch, Tangible, and Gesture Interfaces	Graphics and Crowds	Ethics in VR	
11:30	Break (Catered)			
11:45	Research Demos, 3DUI Contest Demos, Posters			
12:00				
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12:30	Lunch (Not Catered)			
12:45				
13:00	Research Demos, 3DUI Contest Demos, Posters			
13:15				
13:30	TH3G	TH3H	TH3J	
13:45	Modeling and Simulation	Software	Localization and Tracking	
14:00	Break (Catered)			
14:15	Research Demos, 3DUI Contest Demos, Posters			
14:30				
14:45				
15:00	TH4G	TH4H	TH4J	
15:15	Education Applications	Virtual Interaction and Embodiment	Locomotion and Navigation	
15:30	Break (Catered)			
15:45	Research Demos, 3DUI Contest Demos, Posters			
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