

## NWSHP1-18 Fri

An Introduction to Psychogeography, Themed Environments & Spatialized Narrative	9:55 AM - 10:15 AM
Fundamentals for Spatialized Narrative	10:20 AM - 11:30 AM
Lunch	1:00 PM - 2:00 PM
Capturing Bodies in Space	2:00 PM - 2:50 PM
Space as Story	3:30 PM - 4:30 PM
Break	4:30 PM - 4:45 PM
Brett Leonard	4:45 PM - 6:00 PM

## CR1-D1-18 Sat

The Philosophical Foundations of Experiential Design	10:00 AM - 10:45 AM
Cyberdelic Concrecence: Exhuming Terence McKenna	11:00 AM - 11:25 AM
Empathic Understandings with Psychedelics & EVR	11:30 AM - 11:50 AM
Super Session: Consciousness & Reality - Esoteric Elucidations of VR	12:00 PM - 1:00 PM
Lunch	1:00 PM - 2:00 PM
Keynote: Philip Rosedale	2:00 PM - 2:45 PM
The Next Cyber Warfare Wave: AR and VR Worlds	4:00 PM - 4:20 PM
Blockchain, Crypto Assets, Tokens: A SWOT Analysis For Immersive Technology	5:00 PM - 6:00 PM

## CR2-D1-18 Sat

Break	10:00 AM - 11:00 AM
Top 3 Challenges Faced by Technical Sales Professionals	11:00 AM - 11:25 AM
Case Study: VR / AR in Experiential Marketing for Global Brands	11:30 AM - 11:50 AM
Body in Sound: Physical Audio and the Design of Wearables, Chairs, and Experience	12:00 PM - 12:25 PM
Lunch	1:00 PM - 2:00 PM
Break	2:00 PM - 2:30 PM
Efficient Avatars: Adventures in the Uncanny Valley	3:00 PM - 3:25 PM
How to Use the Technology of Immersive Media to Express Artistic Visions	4:00 PM - 4:20 PM
Hybrid Digital Art: The Genesis	4:30 PM - 4:55 PM
EXPANDING ON - Empathic Understandings with Psychedelics & EVR	5:15 PM - 6:00 PM

## GS-D1-18 Sat

Lunch	1:00 PM - 2:00 PM
-------	-------------------

## CR1-D2-18 Sun

Changing Realities: Indie VR Game Development for Hospitals	10:00 AM - 10:25 AM
State of Healthcare in AR-VR with Social Impact Outcomes	11:15 AM - 12:00 PM
Spotlight on VR-AR Driven Healthcare Education, Data Integration & Protection	12:00 PM - 12:50 PM
Lunch	1:00 PM - 2:00 PM

The Future of Imagery: A Talk w ILM, LucasFilm VFX  
Legend Steve "Spaz" Williams

---

4:00 PM - 4:45 PM

## CR2-D2-18 Sun (AWE's AR Track)

Break

10:00 AM - 10:30 AM

---

Investing in AR - Fireside Chat

11:10 AM - 11:30 AM

---

Break

11:30 AM - 12:00 PM

---

The Future Has No Keyboard: How To Build Today's  
Technology Using Tomorrow's Interfaces

12:20 PM - 12:40 PM

---

Lunch

1:00 PM - 2:00 PM

---

AR/MR Collaboration – The Power of Multi-User  
Shared Experiences for the Enterprise

2:20 PM - 2:40 PM

---

The AR Cloud Will Change Everything

3:30 PM - 3:50 PM

---

Designing User Interfaces for the Real World

3:30 PM - 4:10 PM

---

The Trials Of Attracting Early Adopters For AR  
Gaming

4:10 PM - 4:30 PM

---

Driving VR/AR Adoption For Future Generations

5:40 PM - 6:00 PM

---

## ITR-D1-18 Sun (Advanced Imaging Focus)

3D Scanning for Fun and Profit - The Easy Road to  
Photorealism in VR

10:00 AM - 10:50 AM

---

3D Scanning to VR: Embodied Identity

11:00 AM - 11:50 AM

---

Depthkit for Volumetric Performance

12:00 PM - 1:00 PM

---

Lunch

1:00 PM - 2:00 PM

---

360 Video Power Tools Overview

2:00 PM - 2:20 PM

---

Creating Immersive Full Dome Experiences : TouchDesigner, Maya and After Effects	2:30 PM - 3:00 PM
---	-------------------

---

## GS-D2-18 Sun

Lunch	1:00 PM - 2:00 PM
-------	-------------------

---

## CR1-D3-18 Mon

AR is Hot. VR is Not. Yet.	10:00 AM - 10:45 AM
----------------------------	---------------------

---

AR & VR Headset Comparisons: The (Very) Good, The Bad and The Ugly	12:00 PM - 1:00 PM
---	--------------------

---

Lunch	1:00 PM - 2:00 PM
-------	-------------------

---

Game Over: How a \$215B AR Market Will Gamify Everything	3:30 PM - 4:20 PM
---	-------------------

---

SUPER SESSION: VR and AR Game Design - State of the Art	4:45 PM - 6:00 PM
--	-------------------

---

## CR2-D3-18 Mon

Designing Digital Prototypes	11:15 AM - 12:00 PM
------------------------------	---------------------

---

Hardhat Not Required - VR/AR in the Industrial Space	12:15 PM - 1:00 PM
---	--------------------

---

Lunch	1:00 PM - 2:00 PM
-------	-------------------

---

Where Will Your Art Be In 35 Years?	2:00 PM - 2:45 PM
-------------------------------------	-------------------

---

STYLY and The Future of Fashion, Music, and Art in the VR Era	3:00 PM - 3:45 PM
--	-------------------

---

## ITR-D2-18 Mon (Interactive Design Focus)

The Fundamentals of VR - Designing for Immersion	10:15 AM - 11:45 AM
--	---------------------

---

Artistry of the Future: How AR/VR is Revolutionizing  
the Creative Process

12:00 PM - 12:55 PM

Lunch

1:00 PM - 2:00 PM

**GS-D3-18 Mon**

Lunch

1:00 PM - 2:00 PM