

Main Conference (18–21 MAR 2024)

Monday (MO)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
Registration	Demos & MON Posters Setup			
	Opening & Awards			
	Break (Catered)			Research Demos, 3DUI Contest Demos, Posters
	Keynote Shiri Azenkot XR Access: Making Virtual and Augmented Reality Accessible to People with Disabilities			
	Stretch Break (Not Catered)			
	Special Session Putting DEIA in our DNA			
	Lunch (Not Catered)		PRIVATE SV Lunch (Fantasia K & L)	Research Demos, 3DUI Contest Demos, Posters
	Research Demos and 3DUI Demos Fast Forward			
	MO1G Tracking and Motion Capture	MO1H Social Applications	MO1J Embodiment, Avatars and Presence	
	Break (Catered)			Research Demos, 3DUI Contest Demos, Posters
	MO2G Psycho- and Sociocultural Dimensions of Virtual Identities	MO2H Multimodal Input and Interaction	MO2J Perception and Cognition	
				Research Demos, 3DUI Contest Demos, Posters
	Welcome Reception (Sorcerer's Apprentice Lobby and Ballroom)			Research Demos and 3DUI Contest Demos
	MON Posters Teardown			

Tuesday (TU)					
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom	
07:00	<i>Demos & TUE Posters Setup</i>				
07:15					
07:30					
07:45					
08:00					
08:15					
08:30	Registration	TU1G 3D Interaction and Touch	TU1H Multisensory Interfaces	TU1J Evaluating Immersion: UX and Interaction	
08:45					
09:00					
09:15					
09:30					
09:45					
10:00		Break (Catered)			Research Demos, 3DUI Contest Demos, Posters
10:15					
10:30		Keynote Michael Tschanz Disney's Industrial Controls Design and Data Analytics Ecosystem			
10:45					
11:00		Stretch Break (Not Catered)			
11:15					
11:30	Special Session The Reviewing Crisis				
11:45					
12:00					
12:15					
12:30	Lunch (Not Catered)			Research Demos, 3DUI Contest Demos, Posters	
12:45					
13:00					
13:15					
13:30	TU2G Locomotion and Redirection	TU2H Projections	TU2J 3D Interaction and Teleoperation		
13:45					
14:00					
14:15					
14:30					
14:45					
15:00	Break (Catered)			Research Demos, 3DUI Contest Demos, Posters	
15:15					
15:30					
15:45	TU3G 3D Interaction and Modality	TU3H Perception in Navigation, Locomotion and Redirection	TU3J User Experience		
16:00					
16:15					
16:30					
16:45					
17:00					
17:15	PRIVATE EVENT Conference Committee Reception (Napa Room)			Research Demos, 3DUI Contest Demos, Posters	
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Wednesday (WE)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<i>Demos & WED Posters Setup</i>			
07:15				
07:30				
07:45				
08:00				
08:15				
08:30	WE1G 360 Video	WE1H Immersive Analytics and Visualization	WE1J Industrial and Sports Applications	
08:45				
09:00	Break (Catered)			
09:15				
09:30	Research Demos, 3DUI Contest Demos, Posters			
09:45				
10:00	WE2G 3D Authoring			
10:15				
10:30	WE2H Gaze			
10:45				
11:00	WE2J Collaboration			
11:15				
11:30	Stretch Break (Not Catered)			
11:45				
12:00	WE3G Haptics			
12:15				
12:30	WE3H Healthcare Applications			
12:45				
13:00	WE3J Human Factors and Ergonomics			
13:15				
13:30	Lunch (Not Catered)			
13:45				
14:00	PRIVATE VERA Lunch (Fantasia K)			
14:15				
14:30	WE4G Perception in AR, MR and Near- Eye Displays			
14:45				
15:00	WE4H Rendering and Displays			
15:15				
15:30	VR Experiences, Cybersickness and Presence			
15:45				
16:00	Break (Catered)			
16:15				
16:30	Research Demos, 3DUI Contest Demos, Posters			
16:45				
17:00	<i>Reconfigure Fantasia Ballroom for Banquet</i>			
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18:30	<i>WED Posters Teardown</i>			
18:45				
19:00	Conference Banquet & Keynote Simon Richir The Laval Phenomenon: A Deep Dive into France's VR Capital			
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Thursday (TH)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<i>Demos Teardown</i>			
07:15				
07:30				
07:45				
08:00				
08:15				
08:30	Registration	TH1G Distributed Systems and Telepresence	TH1H Multimodal Perception and Experiences	TH1J Depth and Distance Perception
08:45		Break (Catered)		
09:00		TH2G Touch, Tangible, and Gesture Interfaces	TH2H Graphics and Crowds	TH2J Ethics in VR
09:15		Stretch Break (Not Catered)		
09:30		TH3G Modeling and Simulation	TH3H Software	TH3J Localization and Tracking
09:45		Lunch (Not Catered)		
10:00				
10:15				
10:30		TH4G Education Applications	TH4H Virtual Interaction and Embodiment	TH4J Locomotion and Navigation
10:45		Break (Catered)		
11:00				
11:15		Closing & Awards		
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