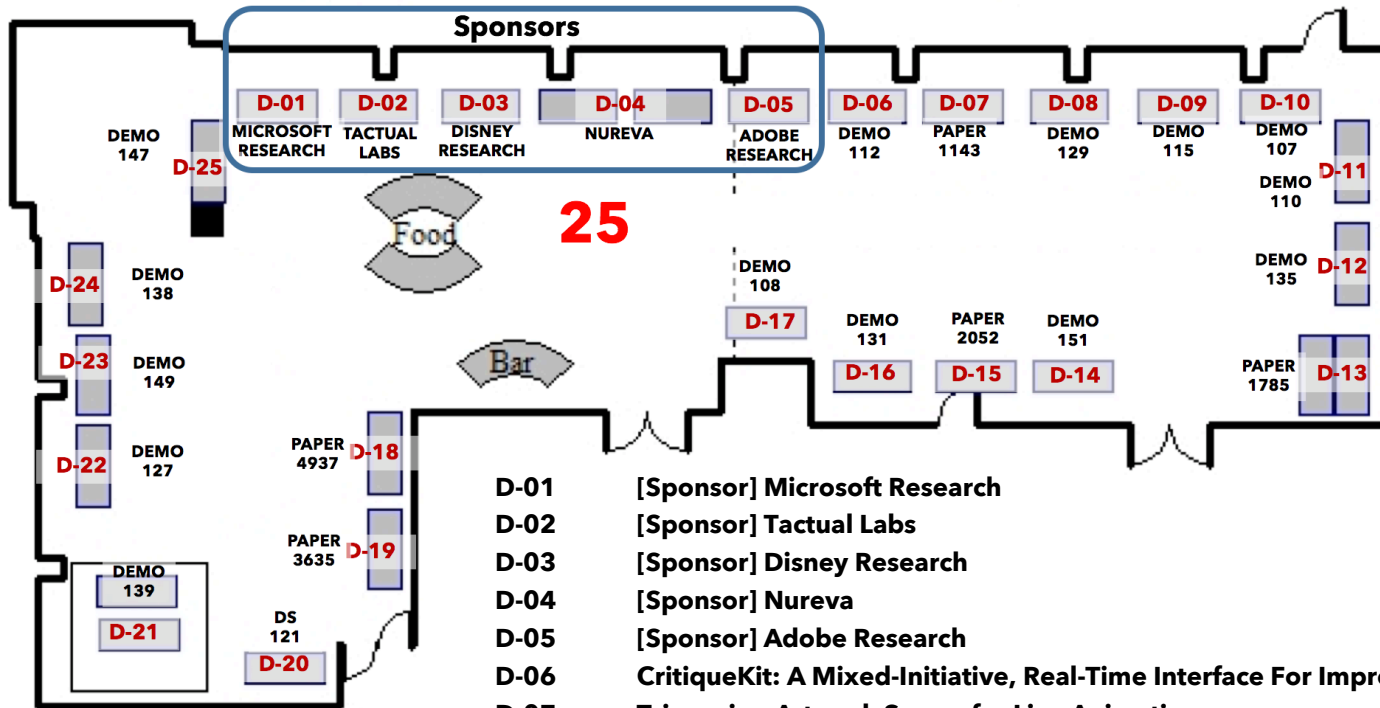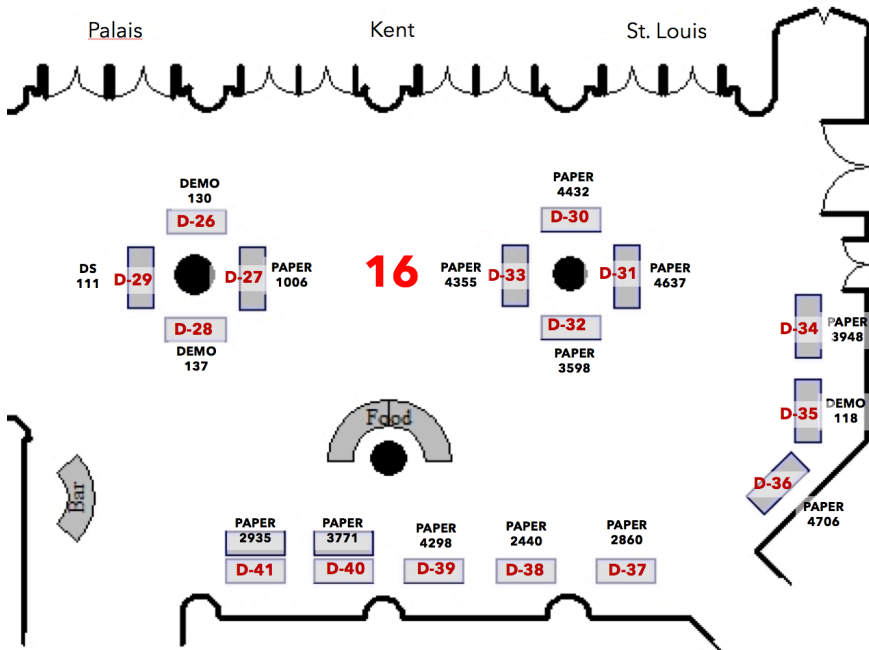# Lobby Level　　　Villeray, DeTourny

(Brighter demo environment)

D-01	[Sponsor] Microsoft Research
D-02	[Sponsor] Tactual Labs
D-03	[Sponsor] Disney Research
D-04	[Sponsor] Nureva
D-05	[Sponsor] Adobe Research
D-06	CritiqueKit: A Mixed-Initiative, Real-Time Interface For Improving Feedback
D-07	Triggering Artwork Swaps for Live Animation
D-08	MagTics: Flexible and Thin Form Factor Magnetic Actuators for Dynamic and Wearable Haptic Feedback
D-09	shapeShift: A Mobile Tabletop Shape Display for Tangible and Haptic Interaction
D-10	HaptI/O: Physical Node for the Internet of Haptics
D-11	Printing System Reflecting User's Intent in Real Time Using a Handheld Printer
D-12	Mobile Brain-Computer Interface for Dance and Somatic Practice
D-13	You as a Puppet: Evaluation of the Telepresence User Interface for Puppetry
D-14	Eye Tracking Using Built-in Camera for Smartphone-based HMD
D-15	Eye contact detection with unsupervised gaze target discovery
D-16	Ultrasonic Cuisine: Proposal of ultrasonic non-contact stirring methods
D-17	Tactile Element with Double-sided Inkjet Printing to Generate Electrostatic Forces and Electrostimuli
D-18	FoamSense:Design of three dimensional soft sensors with porous materials
D-19	MiFace Facial Expression Modeling
D-20	Systems for Improving Online Discussion
D-21	Demonstrating Interactive Systems based on Electrical Muscle Stimulation
D-22	Filum: A Sewing Technique to Alter Textile Shapes
D-23	AccelTag: A Passive Smart ID Tag With an Acceleration Sensor for Interactive Applications
D-24	Hand Development Kit: Soft Robotic Fingers as Prosthetic Augmentation of the Hand
D-25	Sonoliards: Rendering audible sound spots by reflecting the ultrasound beams

First Floor   Foyer
(Brighter demo environment)

Palais   Kent   St. Louis

DEMO 130 — D-26

PAPER 4432 — D-30

DS 111 — D-29 | DEMO 130 | D-27 PAPER 1006 | **16** | PAPER 4355 | D-33 | D-31 PAPER 4637

D-28 — DEMO 137

D-32 — PAPER 3598

Food | Bar

D-34 | PAPER 3948

D-35 | DEMO 118

D-36 | PAPER 4706

PAPER 2935 — D-41
PAPER 3771 — D-40
PAPER 4298 — D-39
PAPER 2440 — D-38
PAPER 2860 — D-37

Code	Title
D-26	Designing Vibrotactile Widgets with Printed Actuators and Sensors
D-27	SketchExpress: Remixing Animations For More Effective Crowd-Powered Prototyping Of Interactive Interfaces
D-28	Creating Haptic Illusion of Compliance for Tangential Force Input using Vibrotactile Actuator
D-29	Hybrid Use of Asynchronous and Synchronous Interaction for Collaborative Creation
D-30	Transforming Steering Wheel System for Autonomous Vehicles
D-31	DreamSketch: Early stage 3D design exploration with sketching and generative design
D-32	CommandBoard: Creating a general-purpose command gesture input space for soft keyboards
D-33	iSoft: A Customizable Soft Sensor with Real-time Continuous Contact and Stretching Sensing
D-34	Dwell+: Multi-Level Mode Selection Using Vibrotactile Cues
D-35	Codestrates: Literate Computing with Webstrates
D-36	Visual Importance for Graphic Design Tools
D-37	WhichFingers: Identifying Fingers on Touch Surfaces and Keyboards Using Vibration Sensors
D-38	BlowFab: Rapid Prototyping for Rigid and Reusable Objects using Inflation of Laser-cut Surfaces
D-39	DodecaPen: Accurate 6DoF Tracking of a Passive Stylus
D-40	JDLED: Towards Visio-Tactile Displays based on Electrochemical Locomotion of Liquid-Metal Janus Droplets
D-41	CurrentViz: Sensing and Visualizing Electric Current Flows of Breadboarded Circuits

First Floor

St. Louis
(Darker demo environment)

St Louis

DEMO 133 — D-59 | D-42 — DEMO 152
PAPER 2024 — D-58 | D-43 — PAPER 1973
DEMO 153 — D-57 | D-44 — PAPER 2786

Bar

D-45 — DEMO 125

18

D-46 — DEMO 155

PAPER 4994 — D-56 | D-47 — PAPER 2241
14' x 14' | Food

PAPER 3335 — D-55 | D-48 — PAPER 4607
14' x 14'

D-49 — PAPER 1491

DEMO 124 — D-54 | D-50 — PAPER 1706
12' x 12'

D-51 — PAPER 2291

DEMO 122 — D-53 | D-52 — DEMO 128
10' x 10'

Code	Title
D-42	Attaching Objects to Smartphones Back Side for a Modular Interface
D-43	SweepCanvas: Sketch-based 3D Prototyping on an RGB-D Image
D-44	Carpacio: Repurposing Capacitive Sensors to Distinguish Driver and Passenger Touches on In-Vehicle Screens
D-45	SkinBot: A Wearable Skin Climbing Robot
D-46	Atypical: A Type System for Live Performances
D-47	SmoothMoves: Smooth Pursuits Head Movements for Augmented Reality
D-48	Can you read dancing letters?
D-49	Pepper's Cone: An Inexpensive Do-It-Yourself 3D Display
D-50	Characterizing Latency in Touch and Button-Equipped Interactive Systems
D-51	Panning and Zooming High-Resolution Panoramas in Virtual Reality Devices
D-52	Playful Interactions with Body Channel Communication: Conquer it!
D-53	Multiplanes: Assisted Freehand VR Drawing
D-54	PhyShare: Sharing Physical Interaction in Virtual Reality
D-55	iSphere: Self-Luminous Spherical Drone Display
D-56	Mutual Human Actuation
D-57	Feeling Fireworks
D-58	ImAxes: Immersive Axes as Embodied Affordances for Interactive Multivariate Data Visualisation
D-59	Demonstrating TrussFab's Editor: Designing Sturdy Large-Scale Structures