

Merged and Sorted						
Original ID	UHD	Sequ ID	PXXXX	Title	Contact Name	Contact Email
Date:	Count:					
▼ Mar	76					
1001	10012	001	P001	Optical system that forms a mid-air image moving at high speed in the depth direction	Yui Osato	osato@media.lab.uet.ac.jp
1017	10172	002	P002	PIC Projector: RGB-IR Projector for Real-time Infrared Light Communication	Bun Kimoto	kimoto@ae-lab.org
1032	10322	003	P003	A virtual-real occlusion method based on GPU acceleration for MR	Tianren Luo	784587107@qq.com
1050	10502	004	P004	MonEye: Monocular DeepSense Camera based 3D Human Pose Estimation	Dong-Hyun Hwang	hwang.d.h@im.thtech.ac.jp
1068	10682	005	P005	Exploring Stereovision: Deep 3-D Scene Reconstruction for Augmented Reality	Dr. Feifei Wan	wf@dlmu.edu.cn
1074	10742	006	P006	Exploring Stereovision: Deep 3-D Scene Reconstruction for Augmented Reality	Guang Ye Ye	gyeyee@youthlook.com
1078	10782	007	P007	"Ready Player One": Enhancing Omnidirectional Treadmills for use in Virtual Environments	Mr. Adrian Barberis	abarber3@uwoyo.edu
1081	10811	008	P008	Early Stage Digital: Physical Twinning to Engage Citizens with City Planning and Design	Kerr, Lee	uw18996@bristol.ac.uk
1081	10812	009	P009	Archaeological Excavation Simulation for Interaction in Virtual Reality	De-Chung Yi	i07922043@ntu.edu.tw
1082	10822	010	P010	VR Sickness in Continuous Exposure to Live-action 180° Video	Shunshi Yoshida	cs131036@nifty.ac.jp
1088	10882	011	P011	Interacting with 3D Images on a Rear-projection Tablet3D Display Using Wireless Magnetic Markers and an Annu	Shunshi Yoshida	shun@nict.go.jp
1098	10982	012	P012	Reducing Cyberickness by Geometry Deformation	Dr. Rüdiger Loh	rudiger.loh@enscm.eu
1103	11032	013	P013	Head Pointer or Eye Gaze: Which Helps more in MR Remote Collaboration?	Peng Wang	lpwemy@nd.edu
1109	11092	014	P014	Shadows can change the shape appearances of real and virtual objects	Marysia Kausaiah	marysia.kausai@lab.mfz.co.jp
1113	11131	015	P015	Personnel Spatial-Visual Haptic Size Estimation in Virtual Reality	Katzakis, Nikolaos	nikolaos.katzakis@uni-hamburg.de
1115	11151	016	P016	Repurposing Labeled Photographs for Facial Tracking with Alternative Camera Intrinsic	Kermy Mitchell	ckm@cin.ufpe.br
1121	11211	017	P017	The Augmented Reality Floods and Smoke Smartphone App Disaster Scope Utilizing Real-Time Occlusion	Ramya, Tomoki	ramya@e.asi.ac.jp
1122	11222	018	P018	Revisiting Virtual Reality for Practical Use in Therapy: Patient Satisfaction in Outpatient Rehabilitation	Dr. Jason Orlosky	jasonorlosky@gmail.com
1127	11472	019	P019	Human, Virtual Human, Bump! A Preliminary Study on Haptic Feedback	Dr. Christos Mousas	christosmousas@gmail.com
1150	11502	020	P020	Hybrid Camera System for Telepresence with Foveated Imaging	Mr. MUHAMMAD FIRDAUS	chemfirus@gmail.com
1154	11542	021	P021	Human Face Reconstruction under A HMD Occlusion	Ting Lu	201530121186@mail.scut.edu.cn
1164	11642	022	P022	Working Memory Load Performance Based on Collocation of Virtual and Physical Hands	Altan Tutar	altutur@devedon.com
1165	11652	023	P023	A decomposition approach for complex gesture recognition using DTW and prefix tre	Hui Chen	hui.chen@kaust.edu.sa
1167	11672	024	P024	Streaming a Sequence of Textures for Adaptive 3D Scene Delivery	Gwendal Simon	gsimon@adobe.com
1174	11742	025	P025	Semantic Labeling and Object Registration for Augmented Reality Language Learning	Hyungho Kim	hyungho.kim@ucsb.edu
1177	11772	026	P026	Virtual Rotation with Vision-Haptics	Ashiro Nakamura	iconaka@119@hotmail.co.jp
1188	11882	027	P027	Augmented Concentration: Concentration Improvement by Visual Noise Reduction with a Video See-Through HMD	Masaki Koshi	koshi.masaki.kd@is.naist.jp
1192	11921	028	P028	Avatars for Co-located Collaborations in HMD-based Virtual Environments	Herder, Jens	jens.herder@hs-duesseldorf.de
1192	11922	029	P029	Interaction Design for Selection and Manipulation on Immersive Touch Table Display Systems for 3D Geographic Vis	Dr Karjaphan Lundin Palmerius	karjaphan.lundin.palmerius@lu.se
1194	11942	030	P030	Analysis of Gesture Interaction in Virtual Driving System	Ying Li	liying1190@ntu.edu.sg
1196	11961	031	P031	Augmented Chair: Exploring the Sittable Chair in Immersive Virtual Reality for Seamless Interaction	Lin, Jia-Wei	r06922025@ntu.edu.tw
1197	11971	032	P032	RetrolTracker: Upgrading Existing Virtual Reality Tracking Systems	Krzysztof Stanford	krzanich@stanford.edu
1200	12001	033	P033	Emotion recognition in gamers wearing head-mounted display	Yong, Hwaamoo	hwamoo@yonsei.ac.kr
1205	12052	034	P034	Where are you walking? - Reality of telepresence under walking	T. masaki.koshi@is.naist.jp	
1209	12092	035	P035	Contextual Bandit Learning-Based Viewpoint Prediction for 360 Video	Joris Heyse	joris.heyse@ugent.be
1211	12112	036	P036	Integrating Tactile Feedback in an Actuator-based Reamer for Surgical VR-Training	Mario Lorenz	mario.lorenz@mb.tu-chemnitz.de
1215	12152	037	P037	Real-time 3D Magnetic Field Visualization Based on Augmented Reality	Xiaolu Liu	938480747@qq.com
1216	12162	038	P038	Supporting Visual Annotation Cases in a Live 360 Panorama-based Mixed Reality Remote Collaboration	Test, Thorsten	thorsten@404dev.com
1220	12201	039	P039	Estimation of Detection Thresholds for Redirected Turning	Mizutani, Junya	mizutani.jun@cyber.t.u-tokyo.ac.jp
1228	12282	040	P040	A Hybrid RTK GNSS and SLAM Outdoor Augmented Reality System	Carmine Elvoso	carmine@cs.columbia.edu
1235	12351	041	P041	Roblox: A Tool for Constructing Mixed Reality Apps with Real-Time Streaming in Large Indoor Physical Spaces	Kiyoshi, Brandon	28450403@ucsb.edu
1237	12371	042	P042	Assessing Media QoE: Simulator Sickness and Presence for Omnidirectional Videos with Different Text Protocols	Shigehiko, Akiyoshi	shigehiko.akiyoshi@ntnu.no
1248	12482	043	P043	Color Moiré Reduction Method for Thin Integral 3D Displays	Dr. Hisayuki Sasaki	sasaki.h-y@nhi.ac.jp
1250	12502	044	P044	An Initial Investigation into Stereotypical Influences on Implicit Racial Bias and Embodied Avatars	Divineem, Kelly	divineem@clmerson.edu
1257	12572	045	P045	A Prototype of Virtual Drum Performance Systems with a Head-Mounted Display	Toshiyuki Ishiyama	ishiyama@nhi.ac.jp
1267	12671	046	P046	A Capacitive-sensing Physical Keyboard for VR Text Entry	Jason Gruber	jason.gruber@gmail.com
1281	12812	047	P047	Training Transfer of Bimanual Assembly Tasks in Cost-Differentiated Virtual Reality Systems	Songjia Shen	songjia.shen@uts.edu.au
1288	12881	048	P048	Information Placement in Virtual Reality	McNamara Ph.D., Ann	ann.viz.tamu.edu
1293	12931	049	P049	A Mixed Presence Collaborative Mixed Reality System	Norman, Mitchell	mitchell.norman@mymail.unisa.edu.au
1299	12991	050	P050	Collaborative Data Analytics Using Virtual Reality	Ngyuen, Huyen	huynguyen@unsw.edu.au
1302	13021	051	P051	A-DOF: Telepresence Drone Controlled by a Head Mounted Display	Gao, Hao	taogaohao@gmail.com
1324	13241	052	P052	Automatic Generation of Interactive 3D Characters and Scenes for Virtual Reality from a Single-Viewpoint 360	Dupont de Dinechin, Gregoire	gregoire.dupont_de_dinechin@mines-p
1336	13361	053	P053	Evaluating of Pointing Interfaces with an AR Agent for Multi-Session Information Guidance	Tacharantikul, Nattanon	nattanon@lab.ime.cmc.osaka-u.ac.jp
1340	13401	054	P054	Enhancing Your Noodles: GAN-based Real-time Food-to-Food Translation and Its Impact on Vision-induced Gustato	Nakano, Kazuaki	kazuaki.nakano@is.naist.jp
1341	13411	055	P055	Towards an Affordable Virtual Reality Solution for Cardiopulmonary Resuscitation Training	Liyanage, Samali	samali.liyanage93@gmail.com
1349	13491	056	P056	Tracking-Tolerant Visual Cryptography	Du, Ruofei	ruofei@cs.umt.edu
1355	13551	057	P057	Interactive Fusion of 360° Images for a Mirrored World	Du, Ruofei	ruofei@cs.umt.edu
1356	13561	058	P058	Virtual Reality Synthesis of Robotic Systems for Human Upper-Limb and Hand Tasks	Heider, Ondrej	heider@fhnw.ch
1366	13661	059	P059	Towards an Immersive Driving Simulator to Study Factors Related to Cyberickness	Venkatkrishnan, Rohan	venkat@cdmerson.edu
1387	13871	060	P060	Surround Training System for Visualizing Birds-Eye View from First-Person View	Surri, Kaoru	kaoru@fun.ac.jp
1397	13971	061	P061	Real-time Underwater Caustics for Mixed Reality 360° Videos	Thompson, Stephen	stephenthompson7@gmail.com
1402	14021	062	P062	Effects of VR on Intentions to Change Environmental Behavior	Thompson, Stephen	stephenthompson7@gmail.com
1442	14421	063	P063	Watching videos together in social Virtual Reality: an experimental study on user's QoE	De Simone, Francesca	f.de.simone@cwi.nl
1449	14491	064	P064	VirtualAvatar: Extending Movable Surfaces with Touch Interaction	Hoppe, Adrian	adrian.hoppe@kit.edu
1472	14721	065	P065	DepthMoore: Hands-free Interaction in Virtual Reality Using Head Motions in the Depth Dimension	Liang, Hai-Ning	haining.liang@pku.edu.cn
1481	14811	066	P066	Virtual-GymVR: A Virtual Reality Platform for Personalized Exercise	Fernandez Cervantes, Victor	victor@fhnw.ch
1536	15361	067	P067	Haptic Comp: Active Vibrotactile Feedback of Physical Object for Path Guidance	Shen, Mengmeng	774204921@qq.com
1550	15501	068	P068	Holding a virtual object by tablet for tangible 3D Sketching on it	Wang, Shoukai	wangshoukai2015@163.com
1555	15551	069	P069	Evaluating Dynamic Characteristics of Head Mounted Display in Parallel Movement With Simultaneous Subjective O	Miyamoto, Eisaku	k1m@yamato-net.jp
1686	16861	070	P070	Individual Differences in Embodied Distance Estimation in Virtual Reality	Suzuki-Franco, Marc	gonzalezfranco@gmail.com
1692	16921	071	P071	Spherical Structure-from-Motion for Casual Capture of Stereo Panoramas	Ventura, Jonathan	jventura@calpoly.edu
1702	17021	072	P072	Evaluation of Master's Hierarchy of Needs on Long-Term Use of HMDs—A Case Study of Office Environment	Guo, Jie	guojie@bit.edu.cn
1938	19381	073	P073	Mixed Reality Storytelling Environments based on Tangible User Interface: Take Oregon as an Example	Song, Yingjie	1101086727@qq.com
1943	19431	074	P074	Exploring the Weak Association between Flow and Performance based on a Visual Search Task Paradigm in Virtual Rea	Bian, Yulong	19007819@163.com
1445	14451	075	P075	Developing an Agent-based Virtual Interview Training System for College Students with High Stress Level	Xin, Jinpei	xinjinpei@foxmail.com
1532	15321	076	P076	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools	Vargas González, Andrés	andronvar@gmail.com
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1478	14781	077	P077	Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies	Engel, Don	donengel@umic.edu
1531	15311	078	P078	Virtual Reality Experience: Hand Motion and Scene Stimulation in Conjunction with a Promotional Video for Improv	Yakawa, Hitari	yakawa.hitari@cs.nyu.ac.jp
1009	10092	079	P079	Freely Explore the Scene with 360° Field of View	Qiang Zhao	zhaoliang@ict.ac.cn
1013	10132	080	P080	Effect of Full Body Avatar in Augmented Reality Remote Collaboration	Tzu-Yang Wang	st9008278@gmail.com
1030	10302	081	P081	Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality	Zhenliang Zhang	zlyzw10@gmail.com
1040	10402	082	P082	A Mobile Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields	Utkar, Anshu	anshu@fhnw.ch
1042	10422	083	P083	On sharing physical geometric space between augmented and virtual reality environments	Issung Ihm	ihm@soongsil.ac.kr
1045	10452	084	P084	Player Perception Augmentation for Beginners Using Visual and Haptic Feedback in Ball Game	Mr. Yui Sano	sano@ciablab.esys.tsukuba.ac.jp
1048	10481	085	P085	CAVE-AR: A VR Authoring System to Interactively Design, Simulate, and Debug Multi-user AR Experiences	Cavallaro, Marco	marco.cavallaro@hotmail.it
1056	10562	086	P086	VIRTUAL REALITY TRAINING WITH HAPTIC: Haptic Feedback for CHROMA SAMPLE PREPARATION	Chen, Jiahui	chenjiahui123@gmail.com
1058	10582	087	P087	Underwater Manikin Training Simulation System for Manned Deep Submarine Vehicle	zhang, zheng	zhang_dmu@163.com
1065	10652	088	P088	Evaluation of a Virtual Reality-based Baseball Batting Training System using Instantaneous Bat Swing Information	Liyuan Zou	zouliyan1994@yahoo.co.jp
1067	10672	089	P089	Self Bird's Eye View with Omnidirectional Camera on HMD	Kenji Funahashi	kenji@nhi.ac.jp
1069	10691	090	P090	Food Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on	Fujikura, Yoshitomo	y.fujikura@kaiyaku.ac.jp
1073	10732	091	P091	Preliminary Evaluation of Gill-breathing Simulation System Gill-Mat	Izumi Mizoguchi	izumi@vogue.is.unc.ac.jp
1077	10772	092	P092	PhreWAP: Predictive Redirected Walking using Artificial Potential Fields	Christian Hirt	hirt@ethz.ch
1084	10842	093	P093	Social skills training tool in Virtual Reality, intended for managers and sales representatives	Jean-Daniel Tauspik	jean-daniel.tauspik@lirmm.fr
1090	10902	094	P094	Live Coding of a VR Render Engine in VR	Marcel Schlegel	schlegel@fhnw.ch
1094	10941	095	P095	Investigating Visualization Techniques for Observing a Group of Virtual Reality Users using Augmented Reality	Thanyasat, Santawat	job.santawat@gmail.com
1099	10992	096	P096	Obstacles Awareness Methods from the Occupancy Map for Walking in VR	Marilyn Keller	marilyn.keller@gsf.fr
1101	11011	097	P097	Pupil Center Detection based on the User's Map of the User Interaction in VR and AR Environments	Han, Sang Yoon	jaegahn88@slu.ac.kr
1107	11071	098	P098	Augmented Virtual Reality with Near Real World Objects	Raoult, Michael	raoult.m@univ-grenoble.fr
1111	11112	099	P099	Edible Retroreflector Made of Candy	Miko Sato	131810430@gunma-u.ac.jp
1114	11141	100	P100	Acceptance and User Experience of Driving with a See-Through Cockpit in a Narrow-Space Overtaking Scenario	Lindemann, Patrick	patrick@4-lindemanns.de
1120	11202	101	P101	AR Interactive Story Using POV and Flashback for Empathy	Byung-Chul Bae	byungchulbae@gmail.com
1126	11262	102	P102	Shared body by action integration of two persons: Body ownership, sense of agency and task performance	Takamasa Higashira	higashira@nii.ac.jp
1139	11392	103	P103	Estimation of Rotation Gait Thresholds for Redirected Walking Considering FOV and Gender	Niall Williams	nwilliams@davidson.com
1144	11442	104	P104	Haptic Rendering for Chinese Characters Recognition	Xinli Wu	wxl@etshu.edu.cn
1146	11462	105	P105	Optical Fiber 3D Sensor for Motion Capture	Prof. Eri Fujiwara	fujiwara@nrc.univcamp.br
1156	11561	106	P106	Mapping an Accessible evaluation method of VR cyberickness	Makita, Takuro	g1118303@nifty.ac.jp
1157	11572	107	P107	Real-Time Collaborative Animation of 3D Models with Finger Play and Hand Shadow	Amato Tizio	cm17032@ms.kogakuin.ac.jp
1163	11631	108	P108	Architectural Design in Virtual Reality and Mixed Reality Environments: A Comparative Analysis	Surer, Elif	elif@metu.edu.tr
1163	11632	109	P109	Virtual Reality Instruction Followed by Enactment can Increase Procedural Knowledge in a Science Lesson	Niels Andreasen	nielsandreasen92@gmail.com
1166	11662	110	P110	Shooter Bias and Socioeconomic Status in Virtual Reality	Evan Blomped	evanblomped@davidson.com
1175	11752	111	P111	Towards a Framework on Accessible and Social VR in Education	Anthony Scavarelli	anthony.scavarelli@carleton.ca
1180	11801	112	P112	Improve the Decision-making Skill of Basketball Players by an Action-aware VR Training System	Tsai, Wan-Lun	lookoutking@gmail.com
1184	11841	113	P113	Quick Estimation of Detection Thresholds for Redirected Walking with Method of Adjustment	Chen, Weiye	weiye.chen@hust.edu.cn
1191	11912	114	P114	The Influence of Body Position on Presence When Playing a Virtual Reality Game	ASLEE KIM	kimaslee7@gmail.com
1193	11932	115	P115	Development of Wearable Motion Capture System using Fiber Braag Grating Sensors for Measuring Arm Motion	Jinseok Kim	jinseok@kist.re.kr
1194	11941	116	P116	Evaluation on a Wheelchair Simulator Using Limited-Motion Patterns and Vection-Inducing Movies	Miyata, Akhiro	miyata.akhiro@acm.org
1196	11962	117	P117	A Simulation for Examining the Effects of Inaccurate Head Tracking on Drivers of Vehicles with Transparent Cockpit	Patrick Lindemann	patrick@4-lindemanns.de
1198	11981	118	P118	Did you see what I saw? Comparing user synchrony when watching 360° Video in HMD vs Flat Screen	Zhu, Yongning	yongning@tsinghua.edu.cn
1208	12081	119	P119	Building AR-based Optical Experience Applications in a VR Course	Farmer, Harry	h.farmer@bath.ac.uk
1212	12122	121	P121	Early Virtual Reality User Experience and Usability Assessment of a Surgical Shape Memory Alloy Aspiration/Irrigatio	Mario Lorenz	mario.lorenz@mb.tu-chemnitz.de
1211	12111	122	P122	Investigating Spherical Fish Tank Virtual Reality Displays for Establishing Realistic Eye Contact	Hagenmann, Georg	hagenmann@icp.fhnw.ch
1234	12342	123	P123	Towards EEG-Based Haptic Interaction within Virtual Environments	Prof. Yaoping Hu	huy@calpoly.ca
1246	12462	124	P124	Exploring Scalable Workspace Based on Virtual and Physical Movable Wall	Sabah Boustila	s.boustila@utoronto.ca
1252	12522	125	P125	Speech-Driven Facial Animation by LSTM-RNN for Communication Use	Ryosuke Nishimura	nishimura@lab.sys.es.osaka-u.ac.jp
1258	12582	126	P126	VR-Resolv: Cautious and Reversible Avatars in VR for Asynchronous 3D Collaborative Design	Cheng Tao Wang	cw776@cornell.edu
1268	12682	127	P127	A Study on the Sense of Burden and Body Ownership on Virtual Reality	Ryoichi Chikazumi	ryoichi.chikazumi@gmail.com
1269	12691	128	P128	Determining Design Requirements for AR Physics Education Applications	Pittman, Corey	cpittman@knights.ucf.edu
1276	12762	129	P129	Short-term Path Prediction for Virtual Open Spaces	Christian Hirt	hirt@ethz.ch
1279	12791	130	P130	A Fast Multi-6DOF Camera Calibration	Janis Kallmann	janis.kallmann@gmail.com
1280	12802	131	P131	Remapping a Third Arm in Virtual Reality	Mr. Adam Mark Drogemuhl	drogemu02@mymail.unisa.edu.au
1284	12842	132	P132	Towards Real Arm Training in Virtual Reality using Partial Least Squares Regression	Benjamin Volmer	benjamin.volmer@mymail.unisa.edu.au
1313	13131	133	P133	Virtual Reality Wound Care Training for Clinical Nursing Education: An Initial User Study	Choi, Kuo-Sze	hskchoi@polyu.edu.hk
1323	13231	134	P134	Human Sensitivity to Shapes of Shattered Parts	Hui Luo	h13004114@u.hkust.edu.cn
1332	13321	135	P135	Visual exploratory activity under microgravity conditions in VR: An exploratory study during a parabolic flight	Rafaela Ferreira, Cesar Daniel	rafaelaferrera.cesardaniel@imgate.br
1343	13431	136	P136	Localizing Teleoperator Gaze in 360° Hosted Telepresence	Zhang, Jinpin	zhangjin@informatics.uni-hamburg.de
1347	13471	137	P137	Spine in Hand: Exploring Tangible Interaction with Immersive Spherical Visualizations	Emmer, David	david.emmer@fhnw.ch
1357	13571	138	P138	Selection and Manipulation Whole-Body Gesture Elicitation Study in Virtual Reality	Oneglia, Francisco	francisco@fhnw.ch
1362	13621	139	P139	Comparison in depth perception between Virtual Reality and Augmented Reality systems	Pirsa, Jamin	1138877590@qq.com
1364	13641	140	P140	Motivation to Select Point of View in Cinematic Virtual Reality	Won, Andrea Stevenson	aw248@cornell.edu
1401	14011	141	P141	Design of a Semi-automatic Travel Technique in VR Environments	Wang, Yuyang	yuyang.wang@enscm.eu
1416	14161	142	P142	Design and Testing of a Virtual Reality Enabled Experience that Enhances Empathy for the Elderly	Kevin J. Wernert, James	kwernert@uconn.edu
1444	14441	143	P143	Virtual Games and Volitional Pain: A New Methodological Approach for Testing VR Pain Interventions on Individuals	Pimentel, Daniel	pimentel@ufu.edu
1459	14591	144	P144	Effects of Volitional Heart Rate Control on User Engagement in Virtual Reality	Houzanbeg, Samory	samory.houzanbeg@enscm.eu
1473	14731	145	P145	Omnimix: Omnidirectional Mixed Reality with Spatially-Varying Environment Reflections from Moving 360° Video Ca	Richard, Christian	christianrichard@name
1514	15141	146	P146	Camera-Based Selfies with Cardboard Headsets	Tea, Robert	tea@fhnw.ch
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1709	17091	149	P149	Networking COTS Systems to Provide a Development Environment for Inside-Out Tracking for Virtual Reality Headsets	Rasmussen, Loli	loli.k.rasmussen@gmail.com	Conf	Mar 26
1721	17211	159	P150	Perceived space and spatial performance during path integration tasks in consumer-oriented virtual environments	Domenici, Jose	j.domenici@univie.ac.at	Conf	Mar 26
1749	17491	151	P151	The Effect of Hanger Reflex on Virtual Reality Redirected Walking	Xie, Chun	s1730541@ts.tokuba.ac.jp	Conf	Mar 26
1754	17541	152	P152	A Context-Aware Technical Information Manager for Presentation in Augmented Reality	Gattullo, Michele	michele.gattullo@poliba.it	Conf	Mar 26
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1151	11512	153	P153	Edible lens made of agar	Miyu Nomura	t15304092@gunma-u.ac.jp	Po	Mar 27
1265	12651	154	P154	Passenger Anxiety when Seated in a Virtual Reality Self-Driving Car	Chinnaras, Christos	christos@ccs.uoi.gr	Conf	Mar 27
1424	14241	155	P155	Travel Your Desk? An Office Desk Substitution and its Effects on Cybersickness, Presence and Performance in an HM	Zielasko, Daniel	zielasko@vr.rwth-aachen.de	Conf	Mar 27
1002	10022	156	P156	Personalized Personal Spaces for Virtual Reality	Daniel Pohl	daniel.pohl@intel.com	Po	Mar 27
1006	10061	157	P157	Collaborative Problem Solving in Local and Remote VR situations	Hatzipaniyoti, Adamantini	adamantini86@hotmail.com	Conf	Mar 27
1013	10131	158	P158	DepthText: Integrating Head Movement towards the Depth Dimension for Hands-free Text Entry in Mobile Virtual	Yuri Milawa	yuri.milawa@ipc.u-tokyo.ac.jp	Conf	Mar 27
1040	10402	159	P159	Laser-based Photochromic Drawing Method for Rotating Objects with High-speed Visual Feedback	Yuri Milawa	yuri.milawa@ipc.u-tokyo.ac.jp	Po	Mar 27
1046	10462	160	P160	Match the Cube: Investigation of the Head-coupled Input with a Spherical Fish Tank Virtual Reality Display	Qian Zhou	qzhou@ece.ubc.ca	Po	Mar 27
1063	10632	161	P161	Investigation of Visual Self-Representation for a Walking-in-Place Navigation System in Virtual Reality	Chanho Park	chanho@etri.re.kr	Po	Mar 27
1087	10872	162	P162	A Multidirectional Haptic Feedback Prototype for Experiencing Collisions between Virtual and Real Objects	Li Zhang	zhe93@mail.mpsu.edu.cn	Po	Mar 27
1091	10912	163	P163	Haptic Interface Based on Optical Fiber Force Myography Sensor	Prof. Erik Fujiwara	fujwara@flem.unicamp.br	Po	Mar 27
1092	10922	164	P164	ImInspector: Immersive System of Inspection of Bridges/Viaducts	Lucas Kuppsinski	lkuppsinski@edu.unisinos.br	Po	Mar 27
1102	11021	165	P165	Can We Create Better Haptic Illusions by Reducing Body Information?	Hirao, Yutaro	yutaro-hirao@suou.waseda.jp	Conf	Mar 27
1104	11041	166	P166	A Motion Occluding Approach to Restore Rich Textures for Visual SLAM	Jin, Guoping	jinguoping@outlook.com	Conf	Mar 27
1117	11172	167	P167	Novel View Synthesis with Multiple 360 Images for Large-Scale 6-DOF Virtual Reality System	Hochul Cho	chc2212@kaili.ac.kr	Po	Mar 27
1123	11232	168	P168	Scrambled Body: A Method to Compare Full Body Illusion and Illusory Body Ownership of Body Parts	Ryota Kondo	kondo@real.cs.tut.ac.jp	Po	Mar 27
1126	11261	169	P169	Simulated Reference Frame Effects on Steering, Jumping and Sliding	Luginir, Jean-Luc	jean-luc.luginir@uni-wuerzburg.de	Conf	Mar 27
1130	11302	170	P170	SCUBA VR: Submersible-Type Virtual Underwater Experience System	Denki Matsushita	d_matsushita@pvalab.eys.tokuba.ac.jp	Po	Mar 27
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