Merged and Sorted

1 1	Count: 76					Contact Name	Contact Email		
1 1 1									
1 1		10012	^-	1 P001	Optical system that forms a mid-air image moving at high speed in the depth direction	Yui Osato	osato@media.lab.uec.ac.jp	Po	Ma
1		10172		02 P002		Ikuo Kamei	kamei@nae-lab.org	Po	
1	032	10322	00	3 P003	A virtual-real occlusion method based on GPU acceleration for MR	TianRen Luo	784587107@qq.com	Po	
	.050 .068	10502 10682		34 P004 35 P005		Dong-Hyun Hwang Dr. Feifei Wan	hwang.d.ab@m.titech.ac.jp wff@dlmu.edu.cn	Po Po	
1		10742		06 P006		Guang-Yu Nie	guyuneeee@outlook.com	Po	
1	078	10782		7 P007	"Ready Player One": Enhancing Omnidirectional Treadmills for use in Virtual Environments	Mr. Adrian Barberis	abarber3@uwyo.edu	Po	
1	081 081	10811 10812		9 P009	Early Stage Digital-Physical Twinning to Engage Citizens with City Planning and Design Archaeological Excavation Simulation for Interaction in Virtual Reality	Kent, Lee Da-Chung Yi	uw18996@bristol.ac.uk r07922043@ntu.edu.tw	Conf	
	1082	10822		0 P010	VR Sickness in Continuous Exposure to Live-action 180° Video	Sinan Zhang	ce181036@meiji.ac.jp	Po	
1	.088	10882		11 PO11	Interacting with 3D Images on a Rear-projection Tabletop 3D Display Using Wireless Magnetic Markers and an Annul		shun@nict.go.jp	Po	
	1098	10982 11032		12 PO12 13 PO13		Dr. Ruding LOU Peng Wang	ruding.lou@ensam.eu ilovemymfandb@163.com	Po Po	
1	109	11092	01	14 P014	Shadows can change the shape appearances of real and virtual objects	Kazushi Maruya Ph. D.	maruya.kazushi@lab.ntt.co.jp	Po	M
	1113	11131		LS P015		Katzakis, Nikolaos	nikolaos.katzakis@uni-hamburg.de	Conf	
1	115	11151 11211		16 P016 17 P017		Kenny Mitchell Itamiya, Tomoki	cjsb@cin.ufpe.br itamiya@g.aut.ac.jp	Conf	
1		11222		18 P018	Revisiting Virtual Reality for Practical Use in Therapy: Patient Satisfaction in Outpatient Rehabilitation	Dr. Jason Orlosky	jasonorlosky@gmail.com	Po	
	147	11472 11502		19 P019 20 P020		Dr. Christos Mousas Mr. MUHAMMAD FIRDAUS	christosmousas@gmail.com	Po Po	
1	150 154	11542		P021	Human Face Reconstruction under A HMD Occlusion	Ting Lu	201530271186@mail.scut.edu.cn	Po	
1	164 165	11642 11652		22 P022 23 P023	Working Memory Load Performance Based on Collocation of Virtual and Physical Hands A decomposition approach for complex gesture recognition using DTW and prefix tree	Altan Tutar Hui Chen	altutar@davidson.edu hui.chen@kaust.edu.sa	Po Po	
		11672		24 P024		Gwendal Simon	gsimon@adobe.com	Po	
1	174	11741		5 P025	Semantic Labeling and Object Registration for Augmented Reality Language Learning	Huynh, Brandon	bhuynh@cs.ucsb.edu	Conf	
	177	11772 11882		26 P026	Virtual Rotation with Visuo-Hapitcs Augmented Concentration: Concentration Improvement by Visual Noise Reduction with a Video See-Through HMD	Akihiro Nakamura	sconakaa6119@hotmail.co.jp koshi.masaki.kd8@is.naist.jp	Po Po	
	192	11921		28 P028	Avatars for Co-located Collaborations in HMD-based Virtual Environments	Herder, Jens	jens.herder@hs-duesseldorf.de	Conf	
		11922		P029	Interaction Design for Selection and Manipulation on Immersive Touch Table Display Systems for 3D Geographic Visu	Dr Karljohan Lundin Palmer	karljohan.lundin.palmerius@liu.se	Po	
		11942 11961		0 P030 1 P031		Dan Zhao Lin, Jia-Wei	359131908@qq.com r06922025@ntu.edu.tw	Po	
1	197	11971	03	32 P032	RetroTracker: Upgrading Existing Virtual Reality Tracking Systems	Krzanich, Kylee	krzanich@stanford.edu	Conf	l N
		12001	03	3 P033	Emotion recognition in gamers wearing head-mounted display	Yong, Hwanmoo	hwanmooy@yonsei.ac.kr	Conf	l N
		12052 12092	03	84 P034 85 P035		Taro Maeda Joris Heyse	t_maeda@ist.osaka-u.ac.jp joris.heyse@ugent.be	Po Po	
		12112	03	86 P036	Integrating Tactile Feedback in an Acetabular Reamer for Surgical VR-Training	Mario Lorenz	mario.lorenz@mb.tu-chemnitz.de	Po	- N
		12152 12161		7 P037 88 P038		Xiaoxu Liu	938480746@qq.com	Po	N
		12161	03	88 P038 9 P039	Supporting Visual Annotation Cues in a Live 360 Panorama based Mixed Reality Remote Collaboration Estimation of Detection Thresholds for Redirected Turning	Teo, Theophilus Mizutani, Junya	teoty004@mymail.unisa.edu.au mizutani@cyber.t.u-tokyo.ac.jp	Conf	
		12282	04	0 P040	A Hybrid RTK GNSS and SLAM Outdoor Augmented Reality System	Carmine Elvezio	carmine@cs.columbia.edu	Po	M
		12351 12371		11 PO41 12 PO42	Rotbav: A Toolkit for Constructing Mixed Reality Apps with Real-Time Roaming in Large Indoor Physical Spaces	Xing, Huan Singla, Ashutosh	294501943@qq.com ashutosh.singla@tu-ilmenau.de	Conf	M
1	248	12482	04	13 P043	Color Moiré Reduction Method for Thin Integral 3D Displays	Dr. Hisayuki Sasaki	sasaki.h-ey@nhk.or.jp	Po	- N
1	250	12502	04	14 P044	An Initial Investigation into Stereotypical Influences on Implicit Racial Bias and Embodied Avatars	Divine Maloney	divinem@g.clemson.edu	Po	- N
	257 267	12572 12671		5 P045 6 P046		Toshiyuki Ishiyama Grubert, Jens	ishiyama@kthrlab.jp jens.grubert@gmail.com	Po	
1	281	12812	04	7 P047	Training Transfer of Bimanual Assembly Tasks in Cost-Differentiated Virtual Reality Systems	Songjia Shen	songjia.shen@uts.edu.au	Po	- N
		12881		18 P048	Information Placement in Virtual Reality	McNamara Ph.D., Ann	ann@viz.tamu.edu	Conf	
	293 1299	12931 12991		9 P049 0 P050	A Mixed Presence Collaborative Mixed Reality System Collaborative Data Analytics Using Virtual Reality	Norman, Mitchell Nguyen, Huyen	mitchell.norman@mymail.unisa.edu.au huyen.nguyen@unsw.edu.au	Conf	N.
1	302	13021	05	1 P051	A 6-DOF Telexistence Drone Controlled by a Head Mounted Display	Gao, Hao	tsgaohao@gmail.com	Conf	l N
		13241 13361		2 P052 3 P053	Automatic Generation of Interactive 3D Characters and Scenes for Virtual Reality from a Single-Viewpoint 360-Degre	Dupont de Dinechin, Grego Techasarntikul, Nattaon	gregoire.dupont_de_dinechin@mines-p nattaon@lab.ime.cmc.osaka-u.ac.jp	Conf	
1	340	13401	05	4 P054	Enchanting Your Noodles: GAN-based Real-time Food-to-Food Translation and Its Impact on Vision-induced Gustato	Nakano, Kizashi	nakano.kizashi.nc2@is.naist.jp	Conf	N.
	341 349	13411 13491		55 P055 66 P056	Towards an Affordable Virtual Reality Solution for Cardiopulmonary Resuscitation Training	Liyanage, Samali	samali.liyanage93@gmail.com	Conf	l N
		13551		7 P057		Du, Ruofei Du, Ruofei	ruofei@cs.umd.edu ruofei@cs.umd.edu	Conf	
1	356	13561	05	8 P058	Virtual Reality Synthesis of Robotic Systems for Human Upper-Limb and Hand Tasks	Heidari, Omid	heidomid@isu.edu	Conf	N.
	366 387	13661 13871		9 P059 0 P060	Towards an Immersive Driving Simulator to Study Factors Related to Cybersickness Sports Training System for Visualizing Birds-Eye View Position from First-Person View	Venkatakrishnan, Roshan Sumi, Kaoru	rvenkat@g.clemson.edu kaorus@fun.ac.jp	Conf	
	1387	13971		51 P061		Thompson, Stephen	stephenthomp09@gmail.com	Conf	
1	402	14021	06	2 P062	Effects of VR on Intentions to Change Environmental Behavior	Mario Lorenz	weller@informatik.uni-bremen.de	Conf	
	442 449	14421 14491		3 P063 4 P064	Watching videos together in social Virtual Reality: an experimental study on user's QoE VirtualTablet: Extending Movable Surfaces with Touch Interaction	De Simone, Francesca Hoppe, Adrian	f.de.simone@cwi.nl adrian.hoppe@kit.edu	Conf	
1	472	14721		55 P065	DepthMove: Hands-free Interaction in Virtual Reality Using Head Motions in the Depth Dimension	Liang, Hai-Ning	haining.liang@xjtlu.edu.cn	Conf	
		14811		66 P066	Virtual-GymVR A Virtual Reality Platform for Personalized Exergames	Fernandez Cervantes, Victo	vf@ualberta.ca	Conf	
	1536 1550	15361 15501		7 P067 8 P068	Haptic Compass: Active Vibrotactile Feedback of Physical Object for Path Guidance Holding a virtual object by tablet for tangible 3D Sketching on it	Sun, Mengmeng Wang, Shouxia	774204921@qq.com wangshouxia2015@163.com	Conf	
1	565	15651	06	9 P069	Evaluating Dynamic Characteristics of Head Mounted Display in Parallel Movement With Simultaneous Subjective O	Miyamoto, Eisaku	k16miyamoto@gmail.com	Conf	N.
	1686 1692	16861 16921		70 P070 71 P071		Gonzalez-Franco, Mar	margon@microsoft.com	Conf	
		17201		2 P072	Spherical Structure-from-Motion for Casual Capture of Stereo Panoramas Evaluation of Maslow's Hierarchy of Needs on Long-Term Use of HMDs—A Case Study of Office Environment	Ventura, Jonathan Guo, Jie	jventu09@calpoly.edu guojie@bit.edu.cn	Conf	
	395	13951	07	73 P073	Mixed Reality Storytelling Environments based on Tangible User Interface: Take Origami as an Example	Song, Yingjie	1101086727@qq.com	Conf	N.
		15231 14451		74 P074 75 P075	Explore the Weak Association between Flow and Performance based on a Visual Search Task Paradigm in Virtual Res		bianyulong_007@126.com xinpeij@foxmail.com	Conf	
				5 PU/5	Developing an Agent-based Virtual Interview Training System for College Students with High Shyness Level				
1				6 P076	A Comparison of Deskton and Augmented Reality Scenario Rased Training Authoring Tools	lin, Xinpei Vargas González Andrés	andnovar@email.com	Conf	
1		15321		76 P076	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools	lin, Xinpei Vargas González, Andrés	andnovar@gmail.com	Conf	
1 1 1 1	76 1478	15321 14781	07	7 P077	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies	Vargas González, Andrés Engel, Don	andnovar@gmail.com donengel@umbc.edu	Conf	· N
1 1 1 1	76 478 531	15321 14781 15311	07 07 07	77 P077 78 P078	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro	Vargas González, Andrés Engel, Don Yukawa, Hikari	andnovar@gmail.com donengel@umbc.edu sah_inoue@cc.nara-wu.ac.jp	Conf	F N
1 1 1 1	76 478 531 009	15321 14781	07 07 07 07	77 P077 78 P078 79 P079 80 P080	A Comparison of Desktop and Augmented Resilty Scenario Based Training Authoring Tools Virtual Resilty and Photogrammetry for improved Reproducibility of Human-Robot Interaction Studies Virtual Craining Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freely Explore the Scene with 360 Field of View	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao	andnovar@gmail.com donengel@umbc.edu	Conf	F N
1 r: 1 1	76 478 531 009 013	15321 14781 15311 10092 10132 10302	07 07 07 07 08	77 P077 78 P078 79 P079 80 P080 81 P081	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro- Freely Explore the Scene with 380 Field of Viewe Effect of Full Body Avatar in Augmented Reality Remote Collaboration Symmetrical Reality Crowdet a Unified Presence for Orlypical and Virtual Reality	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tzu-Yang Wang Zhenliang Zhang	andnovar@gmail.com donengel@umbc.edu sah inoue@cc.nara-wu.ac.jp zhaoqiang@itt.ac.cn st900278@gmail.com zziyw10@gmail.com	Conf Conf Po Po	F N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 478 531 1009 1013 1030 1040	14781 15311 10092 10132 10302 10401	07 07 07 07 08 08	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Carling Experience: Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freely Explore the Scene with 350 Field of View Effect of Full Body Auder in Augmented Beality Remoted Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality And Mobile Augmented Reality Approach for Centality Chamsel Cities with Controlled Vector Fields	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiago Zhao Tzu-Yang Wang Zhenliang Zhang Zhu, Lifeng	andnovar@gmail.com donengel@umbc.edu sah inoue@cc.nara-wu.ac.jp zhaoqiang@ict.ac.cn st500278@gmail.com zifyw10@gmail.com lithufl@gmail.com	Conf Conf Conf Po	F N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 1478 1531 1009 1013 1030 1040 1042 1045	14781 15311 10092 10132 10302 10401 10422 10452	07 07 07 08 08 08	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro- Freely Explore the Scene with 380 Field of Viewe United Orli Body Avatar in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Unified Framework for Physicial and Virtual Reality A Mobile Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields On Starring Physical Generities; sace before augmented and virtual reality environments.	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tzu-Yang Wang Zhenliang Zhang	andnovar@gmail.com donengel@umbc.edu sah inoue@cc.nara-wu.ac.jp zhaoqiang@itt.ac.cn st900278@gmail.com zziyw10@gmail.com	Conf Conf Po Po Po Conf Po	F N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 1478 1531 1009 1013 1030 1040 1042 1045 1048	14781 15311 10092 10132 10302 10401 10422 10452 10481	07 07 07 07 08 08 08 08	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freeth Explore the Scene with 136 Field of View Britted of Full Body Avois in Augmented Beality Remote Collaboration Symmetrical Reality: Toward a Lumifed Transevork for Physical and Virtual Reality Another Augmented Beeling Augments for Centaling Dynamic Effects with Controlled Vector Fields A Modile Augmented Beeling Augments for Centaling Dynamic Effects with Controlled Vector Fields Reality Proceedings Augmented for Centaling Dynamic Effects with Controlled Vector Fields Reality Proceedings Augmented for Centaling Dynamic Effects with Controlled Vector Fields Reality Proceedings Augmented for Centaling Dynamic Effects with Controlled Vector Fields AUCK ARA. AV A Machiner Systems to Interactive Dynamic Augmented and Beeba Waltings and B	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tzu-Yang Wang Zhenliang Zhang Zhu, Lifeng Insung Ihm Mr. Yuji Sano Cavallo, Marco	andnovar@gmail.com donengel@umbc.edu sah inoue@cc.nara-wu.ac.jp rhaoqiang@icl.ac.nc st900272@gmail.com iztyw10@gmail.com lift.hulf@gmail.com lift.hulf@gmail.com satesteava@hortmail.ta sano@aclab.evys.tsukuba.ac.jp mastercava@hortmail.ta	Conf Conf Conf Po Po Conf Po Conf	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 478 1531 1009 1013 1030 1040 1042 1045 1048 1056	15321 14781 15311 10092 10132 10302 10401 10422 10452 10481 10562	07 07 07 08 08 08 08 08	77 P077 78 P078 79 P079 30 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Freels Explore the Scene with 350 Field of View. Better of Full Body Avoit in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Unified Framework for Physical and Virtual Reality A Mobile Augmented Reality Approach for Certailing Powards (Extens with Controlled Vector Fields On sharing Physical Recometric Scace between augmented and Virtual Reality environments. Player Perception Augmentation for Regimens Using Visual and Haptic Feedback in Blad Game CAVE. As. AVR Authoring System to Interactively Design, Simulate, and Debug Multi-user AB Experiences WIRTURAL REALITY PREMISSOR VINTUAL REALITY PERSPARANCY ON CENTROL MANUEL PERSPARANCY.	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tzu-Yang Wang Zhenliang Zhang Zhenliang Zhang Zhu, Liferg Insung Ihm Mr. Yuji Sano Cavallo, Marco Jiahui Dong	andnovar@gmail.com donengel@umbc.edu sah.inoue@cr.arevu.ac.jp zhaodian@ikt.ac.cn st900278@gmail.com zityw10@smail.com itthull@gmail.com itthull@gmail.com itmull@sgang.ac.kr sano@aclab.evps.tsukuba.ac.jp mastercav@biotmail.it dong212@purdue.edu	Conf Conf Po Po Po Conf Po	N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 478 478 4531 4009 4013 4030 4040 4042 4045 4048 4056 4058 4065	15321 14781 15311 10092 10132 10302 10401 10422 10481 10562 10582 10652	07 07 07 08 08 08 08 08 08	77 P077 78 P078 89 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Reproducibility Augmentation Reality Approach Cestily Remote Collaboration Symmetrical Reality. Toward at Junified Framework for Physical and Virtual Reality Remote Collaboration Symmetrical Reality. Toward at Junified Experience Vision State	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tzu-Yang Wang Zhenlang Zhang Zhenlang Zhang Zhenlang Zhang Zhenlang Zhang Zhenlang Zhang	andnovardgmall.com donengel@umbc.edu sh. Inone@Cc.narww.ac.jp rhaodina@kt.ac.rc st800278@gmall.com zrkw.108gmall.com lthrufl@gmall.com lthrufl@gmall.com lthrufl@gmall.com lthrufl@gmall.com dmall.com lthrufl@gmall.com ithrufl@gmall.com ithrufl@gmal	Conf Conf Po Po Conf Po Conf Po Conf Po Po Conf Po Po Po Po Po Po Po Po Po Po Po Po Po	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 478 531 6009 6013 6030 6040 6042 6045 6056 6058 6067	15321 14781 15311 10092 10132 10302 10401 10422 10452 10481 10562 10582 10652 10672	07 07 07 07 08 08 08 08 08 08	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freeb, Esplore the Scene with 350 Field of View Effect of Full Body Avoit in Augmented Reality Remote Collaboration Symmetrical Reality, Toward a Lumified Framework for Physical and Virtual Reality An Mobile Augmented Reality Approach for Cereating Panismic Effects with Controlled Vector Fields On sharing Physical geometric, Isace Between augmented and virtual Reality environments. Proper Perception Augmentation for Regiments Using Visual and Insight Feedbach in Bid Graneporience WIRTUAL REALITY TRAINING WITH MSSSW HAPTIC ESTEDACE FOR CRYCIAS MANUE PREPAMATION Underwater Melapisation Training Similation System for Manuel Deep Schamister Velocic Evaluation of a Virtual Reality Assed Basedall Batterg Training System using Instantaneous Bat Swing Information See Birds Sys Eve Worth Omminificational Carmers on HMD	Vargas González, Andrés Engel, Don Yukawa, Hikari Qiang Zhao Tru-Yang Wang Cheniang Zhang Cheniang Zhang Cheniang Zhang Cheniang Jhang Cheniang Jhang Cheniang Jhang Cheniang Jhang Lisung	andnovar@mall.com donengel@umbc.edu sah inoue@c.cnrar-wu.ac.jp inhoogian@kt.ac.cn si900278@gmall.com izhwi.0@gmall.com ithruti@gmall.com i	Conf Conf Po Po Conf Po Conf Po Po Conf Po Po Po Conf Po Po Po Po Po Po Po Po Po Po Po Po Po	F N N N N N N N N N N N N N N N N N N N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 1478 1531 1009 1013 1030 1040 1042 1045 1048 1056 1058 1065 1067 1069	15321 14781 15311 10092 10132 10302 10401 10402 10452 10481 10562 10582 10662 10672 10691	07 07 07 08 08 08 08 08 08 08	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088 89 P089	A Comparison of Destop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Freet Spokes the Scene with 350 Field of View Britted of Full Body Avoist in Augmented Reality Remote Collaboration Symmetrical Reality. Toward & Lutified Framework for Physical and Virtual Reality Andelie Augmented Reality Approach for Certailing Pownier (Elect with Controlled Vector Fields On sharing Physical geometric, scace between augmented and virtual reality environments. Player Perception Augmentation for Regimens Using Visual and Haspits Feedback in Ball Game CAVE-RA. VIR Authorine System to Interactively Design, Simulate, and Debug Multi-user AB Experiences WIRTURL REALITY PRAINING WITH PASSES, HARDIC EERDBACK FOR CROMEN SAMPE PERFERBATION Underwater Manipulation Training Simulation System for Manned Deep Schamarine Velicile Foundation of a Virtual Reality-Saved Beach Baltating Training-Verteu using Instantaneous Bat Swing Information Self Bird's Fey View with Omnidirectional Camera on HMD Food Appearance Opinities- Authorise Opicition mapping system for enhancing perceived deliciousness based on	Vargas González, Andrés Engel, Don Yukawa, Hikari Giang Zhao Tru-Yang Wang Zhu, Lifeng Insung Bhan Zhu, Lifeng Insung Bhm Mr. Yuji Sano Cavallo, Marco Islahul Dong Kalowi, Anang Kang Kang Kang Kang Kang Kang Kang	andnovar@mall.com donengel@umbc.ndu sh. Inoue@c.narww.ac.ip zhaodian@kt.a.c.r. shoologaelit.a.com inthuf@gmall.com ithuff@gmall.com	Conf Conf Po Po Conf Po Conf Po Conf Po Po Conf Po Po Po Po Po Po Po Po Po Po Po Po Po	F N N N N N N N N N N N N N N N N N N N
11 11 11 11 11 11 11 11 11 11	76 1478 1531 1009 1013 1030 1040 1042 1045 1056 1058 1065 1067 1069 1073	15321 14781 15311 10092 10132 10401 10422 10452 10481 10562 10582 10652 10672 10691 10732 10772	077 077 077 080 080 080 080 080 080 080	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088 89 P089 90 P090 91 P091 92 P092	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 130 Field of View Extra of Tail Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transecon. for Physical and Virtual Reality Symmetrical Reality: Toward a Unified Transecon. for Physical and Virtual Reality Not having Physical Reality: Toward a Unified Transecon. for Physical and Virtual Reality Not having Physical Reality: Toward a Unified Transecon. For Physical Reality Player Perception Augmentation for Regioners Using Visual and Haptic Feedback in Ball Game CAVE. ABA. VIR Authoris System to Interactive Deskip, Similaria, and Desky Multi-part AB Experiences WIRTUAL REALITY TRAINING WIRTH MSSOVE HAPTIC FEEDBACK FOR CRONDER AMAPLE PREPARATION Underwated Mesignation Training, Similarion System for Memoral Despos Systems using instinances bits twing Information of a Virtual Reality Sused Basedul Batting Toxing System using instinances bits twing Information of Application of a Virtual Reality Sused Basedul Batting Toxing System using instinances bits Swing Information Preliminary Collaboration of Cilil Describing Systems (Berlind Reality Systems Gerickies Williams) and Preliminary Collaboration of Cilil Describing Artificial Posterial Fields	Vargas González, Andrés Engel, Don Trufawa, Histari Olang Zhao Tru-Yang Wang Ehenlang Zhang Tru-Yang Wang Ehenlang Zhang Tru, Lieng Insuae Dhang Mit Yali Sano Covallo, Marroo Ishahu Cong	andnovar@mail.com donengel@umbc.edu sib. inoue@c.cnare.wa.e.ip irboolangibit.a.c.cn stroy278@gmail.com zirbva10@gmail.com zirbva10@gmail.com zirbva10@gmail.com mimileogang.a.e.ir sanoi@acab.e.ir sanoim	Conf Conf Po Po Po Conf Po Po Conf Po Conf Po Po Po Po Po Po Po Po Po P	F N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 1478 1531 10009 1013 1030 1040 1042 1045 1048 1056 1058 1067 1069 1073 1077	15321 14781 15311 10092 10132 10302 10401 10422 10452 10481 10562 10582 10652 10672 10691 10772 10842	077 077 077 080 080 080 080 080 080 080	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088 89 P089 90 P090 91 P091 92 P092	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Head Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freels' Explore the Scene with 350 Field of View Effect of Full Body Avait in Augmented Reality Remoted Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Reality And Mobile Augmented Reality Approach for Creating Dynamic Efficts with Controlled Vector Fields On sharing physical Recometric space between augmented and virtual reality environments Player Perception Augmentation for Regimens Using Visual and Haptic Readback in Blad Game CAVE. ARA VIX Authoring System to Interactively Deskin, Simulate, and Debug Multi-user AB Experiences VIRTUAL REALITY TRAINING WITH 19050FF Harthir (Exploser) Con Crottod Madural (PeriPolAntion) Under water Manipulation Training Simulation System for Manimed Deep Spirmarine Velicite Experiences Control Madural PeriPolAntion Under water Manipulation Training Simulation System for Manimed Deep Spirmarine Velicite For Reality Six Visual Control Madural Peril Polantion System for Reality Polantion Service of Polantine Velicite For Reality Six Visual Control Madural Peril Polantion System for Reality Polantion Polantion Foldine Polantion of Cili-Petrality Results of System for Reality Polantion Polantion Foldine Polantion (Virtual Reality Internation Fields Social Skills training on Internation Reality Polantion Polantion Polantion Foldine Polantion (Virtual Reality Internation Foldine Polantion Foldine Polantical Fields	Vargas González, Andrés Engel, Don Turkawa, Histari Jahang Zhao Tur Hang Wang Thenliang Zhang Thu, Lileng Insura Histari Jahang Chang Michalle Marco Jahang Chang Michalle Marco Jahang J	andnovar@mail.com donengel@umbc.edu sah. inoue@c.cnrar.wu.ac.jp rhaoqian@kt.ac.cn sio0278@gmail.com izriwx10@gmail.com itrihufl@gmail.com ithm@sogna.e.kt ramo@etube.yu.tusuba.ac.jp mastercas@botmail.ti docupi21@pumbe.edu rhang.dmgi10.com ithm@sogna.e.kt ramo@etube.yu.tusuba.ac.jp mastercas@botmail.ti docupi21@pumbe.edu rhang.dmgi10.com yang.gip y	Conf Conf Conf Po Po Po Conf Po	F N N N N N N N N N N N N N N N N N N N
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 1478 1531 1009 1013 1030 1042 1045 1045 1056 1058 1065 1067 1069 1077	15321 14781 15311 10092 10132 10401 10422 10452 10481 10562 10582 10652 10672 10691 10732 10772	077 077 077 077 088 088 088 088 088 088	77 P077 78 P078 79 P079 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088 89 P089 90 P090 91 P091 92 P092	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hearth Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freeth Esplore the Scene with 136 Field of View Britted of Full Body Avout in Augmented Beality Remote Collaboration Symmetrical Reality: Toward a Lumifled Transevork for Physical and Virtual Reality Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields And Motile Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Always Reality Comparison of Creating Comparison (State State Controlled Vector Frields Salver Preception Augmentation for Regiment Lisens, Visidal and Happits Rechask in Ball Game CAVE-ARA. AVA MARIONE Societies of Comparison (State Controlled Vector) For Augmentation of Vertical Reality Approach of Comparison (State Controlled Vector) For Augmentation of a Virtual Reality-Salved Basedal Batting Training System using instantaneous Balt Swing Information For Augmentation of all the Vectors (Comparison Controlled Vector) For Augmentation of College Process (Controlled Vector) For Augmentation of College Process (Controlled Vector) For Augmentation of College Process (Controlled Vector) For Augmentation of Augmentation of College Process (Controlled Vector) For Augmentation of College Process (Controlled Vector) For Augmentation of Augmentation of College Process (Controlled Vector) For Augmentation of College Process (Co	Arapas González, Andrés Engel, Don Engel, Don La Maria La	andnovar@mail.com donengel@umbc.edu siah.inoue@c.cnare.wu.ac.jp rhasosiangikt.ac.cn st900278@gmail.com zzhev.10@gmail.com zzhev	Conf Conf Po Po Po Conf Po Po Conf Po Conf Po Po Po Po Po Po Po Po Po P	
11 11 11 11 11 11 11 11 11 11 11 11 11	76 1478 1478 1531 1009 1013 1030 1040 1042 1045 1045 1058 1066 1073 1077 1084 1090	15321 14781 15311 10092 10132 10302 10401 10422 10452 10452 10562 10582 10672 10691 10772 10842 10991 10991	077 077 077 077 080 080 080 080 080 080	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principogrammetry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Head Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freeb Explore the Scene with 350 Field of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields On sharing Physical geometric, space between augmented and virtual Reality enderunders On sharing Physical geometric, space between augmented and virtual reality enderunders ON-MARCH AND AUGMENT Space Between Augmented and Virtual Reality Augment of Control Control And Augmented Reality Control Augmented Augmented Reality Control Augmented Reality Loren Suite Augmented Real	Arapsa González, Andrés Engel, Don (Autous), riklari Glang Zhao (Bang Zhao	andnovar@mail.com donengel@umbc.edu shah inoue@c.cnar-wu.ac.ip rhaoolangilet at.cn shool278@gmail.com rzhys/08@gmail.com rzhys/08.git/rzhys/08.git/rshys/rshys/08.	Confi	F N N N N N N N N N N N N N N N N N N N
11 11 11 11 11 11 11 11 11 11 11 11 11	76 1478 1531 1009 1013 1030 1042 1045 1048 1056 1058 1065 1067 1069 1073 1077 1078 1099 1101	15321 14781 15311 10092 10132 10302 10401 10422 10452 10452 10562 10582 10652 10672 10691 10732 10772 10842 10902 10992 11011	077 077 077 077 088 088 088 088 088 088	77 P077 78 P078 80 P080 81 P081 82 P082 83 P083 84 P084 85 P085 86 P086 87 P087 88 P088 89 P089 90 P090 91 P091 92 P092 93 P093 94 P094 95 P095	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Hand Motion and Scent Stimulation in refunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience. Hand Motion and Scent Stimulation in refunction with a Promotional Video for Improved Relative Interaction Studies and State of Julia Bod Avant in Augmented Reality Remoted Notari Interaction Studies Avant in Augmented Reality Reproduce for Certailing Pownsic Relative Interaction Studies and Virtual Reality Remoted Notari Interactions Studies and Post Residence Virtual Reality Reportable Cortains Spannic Relative Interactions Studies and Reality Reproduce for Certains Spannic Relative Reality Reportable Nations (September 1998) and Part Reality Reportable Nation Studies and Debug Multi-user All Experiences VIRTUAL REALITY REALISM CENTRAL REALITY REMOTE REPORTS CON CRICHAM SANDE PERSIANTION Underwater Manipulation Training, Simulation System for Manned Deep Submarine Velicide Caulation of a Virtual Reality Success Described Interting Toxing System using Instantaneous But Swing Information Seef Bird S, See View with Commission System for Manned Deep Submarine Velicide Evaluation of a Virtual Reality Instance Reality System See Avantage Reality Reality System Reality System See Avantage Reality Reality System See Avantage and See Representatives Live Coding of a VR Render Engine in VR. Review Programmer Reality System See Avantage on Virtual Reality System See Avantage Reality Clotacles Awareness Methods from Occupancy Map for Walking in VR. Papel Center Described On Sea and the User for the User Interaction in VR and ARI Armonoments.	Arangsa González, Andrés Engel, Don Araban, Fikari Diang Zhao, Thu Yang Wang Zhen Jiang Zhang Zhu, Lifeng Insung tim Mr. Yuj Sano Cavallo, Marco Jahaban Dong Saloo, Jahan Jangan Hangan Jangan	andnovar@mail.com donengel@umbc.edu shi, noue@cc.nare.wu.ac.jp rhooolan@kt.ac.co. stoy278@gmail.com izhyw10@gmail.com ithrufl@gmail.com ith	Confi Confi Confi Poi Poi Poi Poi Poi Poi Poi Poi Poi Po	
11 11 11 11 11 11 11 11 11 11 11 11 11	76 1478 1531 1009 1013 1030 1040 1042 1045 1056 1056 1056 1067 1069 1073 1077 1084 1099 1101 1107 1111	15321 14781 15311 10092 10132 10302 10401 10422 10481 10562 10652 10672 10691 10772 10842 10902 10911 10912 10911 11071	077 077 077 077 080 080 080 080 080 080	77 P077 P077 P078 P079 P079 P079 P079 P079 P079 P079 P079	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freely Explore the Scene with 130 Field of View Extra of Tail Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Traineous's for Physical and Virtual Reality Symmetrical Reality: Toward a Unified Traineous's for Physical and Virtual Reality Symmetrical Reality: Toward a Unified Traineous's for Physical and Virtual Reality Not harring Physical Reality (Symmetrical Reality) Symmetrical Reality: Toward a Unified Reality Remote Collaboration Flags Preception Augmentation for Regioners Libring Visual and Haptic Feedback in Ball Game CAVE ARA. AN A HARRING System to Interactive Deskin, Similation and Haptic Reality Traineous Andrews (Symmetrical Symmetrical Reality Visual R	Avargas González, Andrés Engel, Don Avardas (Maria Charles) (Jahor Zhao (Jahor Zhao (Jahor Zhao (Jahor Zhao (Jahor Zhao (Jahor Zhao (Jahor Jahor (Ja	andnovard@mail.com donengel@umbc.edu sishnoue@c.cnare.wu.ac.jp rhosoiang@kt.ac.cn stoyx.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com zriyw.10@gmail.com passetcona@fborianail.il dong?12@purdue.edu rhane, dimu@15.0c.com pooliyaan1994@yshoo.xo.jp leminige.edu.2c.com jii.zumini@ysopue.is.vec.ac.jp jii.zumini@ysopue.is.vec.ac.	Confi	N
11 11 11 11 11 11 11 11 11 11 11 11 11	76 478 5531 5009 501040 5045 5045 5058 5067 5069 5077 5084 5099 5090 5090 5090 5090 5091 5091 5091	15321 14781 15311 10092 10132 10302 10401 10422 10481 10562 10562 10672 10691 10732 10772 10941 10902 11011 11071	077 077 077 080 080 080 080 080 080 080	77 P077 P077 P078 P078 P078 P078 P078 P0	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Head Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freels' Explore the Scene with 350 Field of View Effect of Full Body Avait in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Creating Panismic Effects with Controlled Vector Fields On sharing Physical geometric space between augmented and virtual Reality environments. Pagive Preception Avait in Augmented For English Report (Section Virtual Reality Section Controlled Vector Fields On sharing Physical geometric space between augmented and virtual Reality environments. CASC-SAR A No Authorities System to Interactive Deskips, Jamaistic and Celebrat Mellin service AC Societies. CASC-SAR A No Authorities System to Interactive Deskips, Jamaistic Section (Section Virtual Reality Section (Jamaistic System Section Virtual Reality Section Virtual Reality Section Virtual Reality Section On Virtual Reality Section (Section Virtual Reality Section Virtual Reality Section Virtual Reality Section Virtual Reality Section (Virtual Reality Section Virtual Reality Users using Augmented Reality Users using Augmented Reality Republication Canady Acceptance and User Experience Of Driving with a Sec-Through Codept in a Narrow-Space Overtaking Scenario Edible Retroeffector Made of Canady Acceptance and User Experience Of Driving with a Sec-Through Codept in a Narrow-Space Overtaking Scenario	Avarpas González, Andrés Engel, Don Avalvas, Histari Olang Zhao Tuzu-Ying Wang Zhendiang Zhang Thou, Lifeng Insuras Him Me Tuji Sano Cavalio, Marco Cavalio, Cavali	andnovar@mail.com donengel@umbc.edu sish_inoue@c.cnrar-wu.ac.jp rhosojang@kt.at.cn signovar.gov.ac.g	Confi	
	76 1478 1531 76 1478 1531 1009 1013 1030 1040 1042 1045 1056 1058 1065 1069 1073 1077 1084 1090 1011 1101 1101 1114 1120	15321 14781 15311 10092 10132 10302 10401 10422 10481 10562 10652 10672 10691 10772 10842 10902 10911 10912 10911 11071	077 077 077 077 080 080 080 080 080 080	77 P077 P077 P078 P079 P079 P079 P079 P079 P079 P079 P079	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freely Explore the Scene with 350 Field of View Effect of Full Body Avait in Augmented Reality Remoted Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Reality And Mobile Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields On sharing physical Recometric space between augmented and virtual reality environments Player Perception Augmentation for Regimens Using Visual and Haptic Readback in Blad Game CAVA: AA VI Authoring System to Interactively Deskin, Simulatie, and Deboty Multi-user AB Experiences VIRTUAL REALITY TRAINING WITH YASDEV HAUTE (TEXPLOR CONTOMS MANUE) Perel Proception, but the Visual Reality Approach to Controll Advance Visual Reality Food Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Peleimans Collaboration of Cell-Pearling Visual Post Cell Control Manuel (Visual Post) Food Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Peleimans Collaboration of Cell-Pearling Visual Post On Visual Reality Users using Augmented Reality PREMAP Predictive Redirected Walking using Artificial Potential Fields Social skills training on in Virtual Reality, Intended for manages and sales representatives Use Coding of a Vis Render Engine in VIR Interesting the Visualisation Techniques for Observing a Group of Virtual Reality Users using Augmented Reality Obstacles: Awareness Methods from Occupancy Map for Walking in VIR Augmenting Virtual Reality with Visual Reality Users using Augmented Reality AVE Interactive Story Using ROV and Esabback for Empathy Shared Dody by Action Interpretation of Virtual Reality on the	Avargas González, Andrés Engel, Don Avargas González, Andrés Engel, Don Avargas Grand Gran	andnovardgmala.com donengel@umbc.edu siah.inoue@c.cnare.wu.ac.ip inboolangib!ct.ac.cn st900278@gmal.com izzhev.10@gmal.com izzh	Confi	
	76 1478 1531 1009 1013 1030 1040 1042 1045 1045 1058 1056 1067 1069 1073 1077 1084 1090 1091 1101 1111 1114 1120 1126	15321 14781 15331 10092 10302 10401 10402 10452 10481 10582 10582 10582 10582 10582 10692 109902 10911 110772 10941 110902 10941 11071 11112 11112 111202	077 077 077 080 080 080 080 080 080 080	77 P077 78 P078 78 P078 79 P080 70 P080 70 P080 70 P080 70 P080 71 P081 72 P082 73 P087 74 P087 75 P087 76 P087 77 P087 77 P087 77 P087 78 P088 79 P089 79 P099 79 P099 79 P099 79 P099 79 P099 70 P090 70	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freeb Esplore the Scene with 350 Field of View Effect of Full Body Avois in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Reported to Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical acontexts; Space between augmented and virtual Reality endersomers. On sharing Physical acontexts; Space between augmented and virtual Reality and Space States of Versical Space States Space States Space States Space States Space States Space Space Space States Space	Avargas González, Andrés Engel, Don Archavos, ristari Claing Zhao Chemisang Zhang Chemisang Zhang Chemisang Zhang Chemisang Zhang Chemisang Zhang Chemisang Zhang Chemisang Chang Chang Chang Chemisang Chemisang Chang Chemisang	andnovard@mail.com donengel@umbc.edu siah.inoue@c.cnare.wu.ac.ip inboolangelict ac.cn stoy278@gmail.com zzhev.10@gmail.com izhev.10@gmail.com izhev.10@gmail.com	Confi Po	
	76 47478 76 47478 76 47478 76 76 77 76 77 77 77 77 77 77 77 77 77	15321 14781 15311 10092 10401 10302 10401 10402 10402 10402 10452 10582 10672 10772 10772 10991 10111 11112 11111 11112 111202 111202 11392	077 077 077 077 077 080 080 080 080 080	77 P077 78 P078 78 P078 79 P089 70 P089 70 P089 70 P089 70 P087 71 P087 72 P087 73 P087 74 P087 75 P087 76 P087 77 P087 78 P088 78 P088 79 P089 79 P097 70	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Residence of Julia Book Avait in Augmented Reality Remoted Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Reality And Mobile Augmented Reality Approach for Creating Dynamic Efficiency William (Section Modified Reality Reproduced Reality Approach for Creating Dynamic Efficiency Interpretated Virtual reality endocrements Player Perception Augmentation for Regimens Using Visual and Haptic Readback in Blad Game CAVA: AA VIX Authoring System to Interactively Deskin, Simulation, and Debox Multi-user AB Experiences VIRTUAL REALITY TRAINING WITH YASDES AMENT CEEDBACK CONTOIN SAMARY EPPORADION Under water Manipulation Training Simulation System for Manimed Deep Spinnarine Velicie See State Size Size Visual Control State State Performance on HAMD Food Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Perliminary Collaboration of Cell-Deskins (Size Interes of HAMD FORM Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Perliminary Collaboration of Cell-Deskins (Size Interes of HAMD FORM Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Perliminary Collaboration of Cell-Deskins (Size Interes of HAMD FORM Appearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Perliminary Collaboration of Cell-Deskins (Size Interes on HAMD FORM Appearance Deskins of Cell-Deskins (Size Interes on HAMD FORM	Avargas González, Andrés Engel, Don Andrés Engel, Den Grand Engel, De	andnovar@mail.com donengel@umbc.edu shinoue@c.cnrar.wu.ac.jp rhaoqiang@ct.ac.cn si900278@gmail.com tziywi.0@gmail.com ithrufl@gmail.com	Confi Confi Po	
	764 778 778 778 779 779 779 779 779 779 779	15321 14781 15331 10092 10302 10401 10402 10452 10481 10582 10582 10582 10582 10582 10692 109902 10911 110772 10941 110902 10941 11071 11112 11112 111202	077 077 078 088 088 088 088 088 088 089 099 099 09	77 P077 78 P078 78 P078 79 P080 70 P080 70 P080 70 P080 70 P080 71 P081 72 P082 73 P087 74 P087 75 P087 76 P087 77 P087 77 P087 77 P087 78 P088 79 P089 79 P099 79 P099 79 P099 79 P099 79 P099 70 P090 70	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Spoke the Scene with 130 Field of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. for Physical and Wirtual Reality Freels Spoke the Scene with 130 Field of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. for Physical and Wirtual Reality For State Sta	Avargas González, Andrés Engel, Don Engel, Don Avargas González, Andrés Engel, Don Avargas González, Andrés Engel, Don Avargas Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel, Barra Engel	andnovard@mail.com donengel@umbc.edu siah.inoue@c.cnare.wu.ac.ip inboolangelict ac.cn stoy278@gmail.com zzhev.10@gmail.com izhev.10@gmail.com izhev.10@gmail.com	Confi Po	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	76 76 76 76 77 76 77 76 77 77 77 77 77 7	15321 14781 15311 10092 10132 10302 10302 10401 10422 10452 10452 10552 10652 10652 10672 10691 10732 10841 10732 10841 111011 111011 11111 1111202 111442 111462 111462	077 077 077 077 077 077 078 088 088 088	77 P077 88 P078 88 P078 88 P078 90 P080 90 P080 91 P081 90 P080 91 P081 91 P08	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Research Conference on Conference Conference on Conference Conf	Avarpas González, Andrés Engel, Don (Avavas, Histari Glang Zhao, Chen Jang Zhang, Then Jiang Zhang, Then Jiang Zhang, Then, Lifeng Insuing Him. (Canalid, Marro Islahu Gong (Asalad, Marro (Asalad, Marro (Asal	andnovard@mail.com donengel@umbc.edu siah.inoue@cc.nare.wu.ac.ip irhaoolangibt.ac.com sinyu.inouega.com irhaoolangibt.ac.com ir	Confi Po	
	76 76 77 76 77 77 77 77 77 77 77 77 77 7	15321 14781 15311 10092 10092 10401 10401 10402 10402 10402 10452 10562 10582 10572 10772 10772 10772 10772 11011 11120 11120 11120 11141 11120 11141 11120 11142	077 077 077 078 088 089 089 089 089 089 089 089 089 08	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 130 Field of View Brets of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality Flore of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality Flore of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Virtual Reality Flore Procession Augmented Reality (1994) Flore Statistics Flore Procession Augmented Reality Remote Collaboration Flore Procession Augmented Reality Flore Procession Augmented Reality Flore Procession Augmented Reality Flore Augmented Reality Fl	Avargas González, Andrés Engel, Don Avardas (1984) Glang Zhao Glang Zhao Glang Zhao Glang Zhao Ghenliang Zhang Chenliang Ch	andnovard@mail.com donengel@umbc.edu sishnoue@c.cnars.wu.ac.jp rhosoiangilict.ac.cn stoy278@gmail.com zirlws.10@gmail.com zirl	Confi	
	5532 76 76 76 78 1531 1531 1531 1531 1531 1531 1531 153	15321 14781 14781 15311 15311 15311 10092 10132 10302 10302 10302 10522 10582 10582 10582 10582 10582 10582 10582 10582 10582 10582 11011 11112 11112 11112 111141 111202 11141 111502 11141 111502	077 077 077 078 088 089 089 089 089 089 089 089 089 08	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principal Control of Temporary Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 350 Field of View (Rect of Full Body Author in Augmented Beality Remote Collaboration Symmetrical Reality: Toward a Lumiled Trainsevork for Physical and Virtual Reality Andelies Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields A Motible Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields A Motible Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields A Motible Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Ray Proceedings of Proceedings of Proceedings of Physical and Steps Scendario Institute Andrews A	Avargas González, Andrés Engel, Don Ardrés Engel, Don González, Andrés Engel, Don González, Andrés Glang Zhao, Ghan Charlang, Zhang Zhen Ghang Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhang, Zhang Zhang	andnovard@mail.com donengel@umbc.edu siah.inoue@c.cnare.wu.ac.ip rhasolangib!ct.ac.cn st900278@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com intradi@gmail.com intradia.com intradi	Confi Po	
	76 76 77 76 77 76 77 76 77 77 77 77 77 7	15321 14781 1531 15311 1531 15311 153	077 077 077 077 077 077 080 080 080 080	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Head Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freely Explore the Scene with 350 Field of View Effect of Full Body Avait in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Creating Panismic Effects with Controlled Vector Fields On sharing Physical seconetics, space between augmented and virtual Reality environments. Pagive Perception Avait in Augmented For English Remote Collaboration CAVIC-RA A W Authoring System to Interactively Desion, Similate, and Cebes Mellinouer All Conceivers CAVIC-RA A W Authoring System to Interactively Desion, Similate, and Cebes Mellinouer All Conceivers English of a Virtual Reality Assect Baseball Batting Training System using instantaneous Bat Swing Information Feel Bird's Eye Vew With Omnificational Carest on HMIO Food Appearance Optimizer. Automatic projection mapping system buring instantaneous Bat Swing Information Feel Bird's Eye Vew With Omnificational Carest on HMIO Food Appearance Optimizer. Automatic projection imaging a Virtual Reality Users using Augmented Reality Flower Desir College on Virtual Reality Intered for manager and sales representatives. Use Coding of a Vir Brender Engine in VIV. Liver Coding of Virtual Reality Intered for manager and sales representatives. Use Coding of a Virtual Reality Intered for Interaction in VIR and ARI Environments Appail Carter Detection Based on the UNet for the User Interaction in VIR and ARI Environments Appail Carter Detection Based on the UNet for the User Interaction in VIR and ARI Environments AVR Interactive Story Using POV and Flashback for Empathy Shared Dool by a Scholar Interplant of Nove Arity Based Principal Virtual Reality Interes and Real	Avarpas González, Andrés Engel, Don Archava, Histari Olang Zhao Truz-Ying Wang Zhendiang Zhang The United The Mind The The Mind The The The The The The The The	andnovard@mall.com donengel@umbc.edu sish_inoue@c.cnrar-wu.ac.ip rhoogianglet.ca.c.c. signog@c.cnrar-wu.ac.ip rhoogianglet.ca.c.c. signog@c.com imm@congrat.com imm@congrat.co	Confi	
	76 76 77 76 77 76 77 76 77 77 77 77 77 7	15321 14781 14781 15311 15311 15311 10092 10132 10302 10302 10302 10522 10582 10582 10582 10582 10582 10582 10582 10582 10582 10582 11011 11112 11112 11112 111141 111202 11141 111502 11141 111502	077 077 077 077 077 080 080 080 080 080	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scens Stimulation in Conjunction with a Promotional Video for Improved Freeth Esplore the Scene with 180 Field of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Semmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andelte Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields Andelte Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Recorder, Space beforeen, augmented and virtual Reality Andelte Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Recorder, Space beforeen, augmented and virtual Reality Approach for Certain Dynamic Reality Approach for Certain Reality Approach (Certain Dynamic Reality Certain Reality Approach (Certain Dynamic Reality Approach Certain Dynamic Reality Approach (Certain Dynamic Reality Approach Certain Dynamic Reality Approach (Certain Dynamic Reality Approach Certain Dynamic Reality Certain Reality C	Avargas González, Andrés Engel, Don Ardrés Engel, Don González, Andrés Engel, Don González, Andrés Glang Zhao, Ghan Charlang, Zhang Zhen Ghang Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhenglang, Zhang Zhang, Zhang Zhang	andnovardgmall.com donengel@umbc.edu sali, inoue@c.cnare.wa.e.ip zhaoolangile.t.a.c.n s1900278@gmall.com zzhev.10@gmall.com zzhev.20gmall.com zzhev.20gmall.com zzhev.20gmall.com zzhev.20gmall.com zzhev.20gmall.com zzhev.20gmall.com	Confi	
	762 76478 76531 766731 7	15321 14781 1531 15311 1531 15311 153	077 077 077 077 077 077 077 077 077 077	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freeth Explore the Scene with 180 Field of View Effect of Full Body Avoit in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Unified Framework for Physical and Virtual Reality An Mobile Augmented Reality Approach for Cereating Dynamic History with Cereating View Cereating View And Virtual Reality An Mobile Augmented Reality Approach for Cereating Dynamic History with Cereating View Cereating View And Virtual Reality Available Reality Remote Cereating View And Virtual Reality Available Reality Remote Virtual Reality View Available Reality Remote Virtual Reality View Available Reality View Virtual Reality View Available Reality Virtual Reality V	Avarpas González, Andrés Engel, Don Ardrés Engel, Engel Engel, E	andnovardgmall.com donengel@umbc.edu sali, inoue@c.cnar-wu.ac.ip rhaoolangil@umbc.edu sali, inoue@c.cnar-wu.ac.ip rhaoolangil@ct.ac.cn sinoue.go.cnar-wu.ac.ip rhaoolangil@ct.ac.cnar-wu.ac.ip rhaoolang	Confi	
	76 76 76 76 76 76 76 76 76 76 76 76 76 7	15321 14781 14781 15311 15311 15311 15311 15311 15311 10302 10132 10132 10132 101402 101402 101402 101502 100502 1	077 077 077 077 077 077 077 077 077 077	77 P077 P077 P077 P077 P077 P077 P077 P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Spoke the Scene with 130 Field of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Probical and Wirtual Reality Florida Reality: Toward a Unified Transevor. In Probical and Wirtual Reality Nation States and States of College States and States and Wirtual Reality Flory Perception Augmentation for Regimens Using Wood and Hapific Feedback in Ball Game CAVE. Ask. AN A Hamilton's System to Interactive Deskips, Similation and Hapific Feedback in Ball Game CAVE. Ask. AN A Hamilton's System to Interactive Deskips, Similation System Using Hapific Feedback in Ball Game CAVE. Ask. AN A Hamilton's System to Interactive Deskips, Similation Systems of Management Systems (Interactive Deskips). Annual Properties of Augmentation of a Wirtual Reality Hamilton's Systems in Interactive Deskips Systems using Interactive Annual Reality Systems Systems (Interactive Deskips). Annual Properties of Augmentation of a Wirtual Reality System Systems (Interactive Deskips). Annual Reality Systems Systems (Interactive Deskips). Annual Reality Systems (Interactive Deskips	Avargas González, Andrés Engel, Don Avargas González, Andrés Engel, Don Avargas (Barria Glang Zhao Ghendiang Zhang Chendiang Zhang Chendiang Zhang Chendiang Zhang Chendiang Zhang Chendiang Chang Chendiang Chang Chendiang Chang Chendiang Chang Chendiang Marco Ghendiang Chendiang Marco Ghendiang Chendiang Chen	andnovard@mail.com donengel@umbc.edu sishnoue@c.nars.wu.ac.jp dhoociangilit.ca.c.n st090278@gmail.com zirlyes.10@gmail.com zirlyes.20gmail.com zirly	Confi	
	762 763 76478 76478 76531 7653	15321 14781 15311	077 077 077 077 077 077 077 077 077 077	77 P0777 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principal Comparison of the Com	Avargas González, Andrés Engel, Don Ardrés Engel, Don Banquel de Anthon Securel Engel, Marchen Dens, Weiya Atklier De Martin La La La Maria La La Marchaman Mystafa, Alabhro Patrick Lindermann	andnovard@mall.com donengel@umbc.edu siah.inoue@c.nare.wu.ac.ip rhasolangikit.ac.cn strovat.O@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zano@aclub.evg.tsuksha.ac.ip mantecconegbornamil.at dong212@gmall.com zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ic zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zen	Confi	
	76 76 77 76 76 77 76 77 77 77	15321 14781 1531 15311 1	077 077 077 077 077 077 077 078 088 088	P P P P P P P P P P P P P P P P P P P	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hearth Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freeth Explore the Scene with 350 Field of View Effect of Full Body Avoit in Augmented Reality Remote Collaboration Symmetrical Reality, Toward a Unified Framework for Physical and Virtual Reality An Mobile Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields On sharing Physical geometric, Scace Between augmented and virtual Reality environments Proper Perception Augmentation for Reality Remote Collaboration On sharing Physical geometric Scace Between augmented and virtual Reality environments Proper Perception Augmentation for Reality Remote Langity Reveals of Human Reality Report Perception Augmentation Techniques WIRTHAM REALITY TRANSING WITH PASSAY HAPTIC FEDBACK FOR CRYCIAS MANUE PREPAMATION Underwater Manipulation Training Similation Systems for Manuel December Schwarzing Perspection WIRTHAM REALITY TRANSING WITH PASSAY HAPTIC FEDBACK FOR CRYCIAS MANUE PREPAMATION Underwater Manipulation Training Similation Systems for Manuel December Schwarzing Perspection For State Properties of Proper	Avarpas González, Andrés Engel, Don (Aukawa, Hikari Glang Zhao Tuzu Yang Wang Zhendiang Zhao Tuzu Yang Wang Zhendiang Zhao Tuzu Yang Wang Zhendiang Zhang Tuzu Yang Wang Zhendiang Zhang Tuzu Yang Wang Zhendiang Zhang Tuzu Yang Wang Zhendiang Zhang Tuzu Yang Wang Zhang Tuzu Yang Zhang Tuzu Yang Zhang	andnovar@mall.com donengel@umbc.edu shi, hnoe@Ec.nare.wu.ac.jp rhaoojangle.kt.ac.cn stooy.26@gmall.com rzhywi.06@gmall.com rzhywi.06@gmall.com rzhywi.06.gmall.com rzhywi	Confi	
	762 76478 76478 76478 76531 76	15321 14781 15311	077 077 077 077 077 077 077 077 077 077	77 P0777 P0778 P0798 P0799 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P07999 P079999 P07999 P0799 P0799 P0799 P0799 P0799 P0799 P0799 P07999 P0799	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scens Stimulation in Conjunction with a Promotional Video for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scens Stimulation in Conjunction with a Promotional Video for Improved Research Conference on	Avargas González, Andrés Engel, Don Ardrés Engel, Don Banquel de Anthon Securel Engel, Marchen Dens, Weiya Atklier De Martin La La La Maria La La Marchaman Mystafa, Alabhro Patrick Lindermann	andnovard@mall.com donengel@umbc.edu siah.inoue@c.nare.wu.ac.ip rhasolangikit.ac.cn strovat.O@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zzhev.10@gmall.com zano@aclub.evg.tsuksha.ac.ip mantecconegbornamil.at dong212@gmall.com zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ic zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zenyimitech.ac.ic zouliyuan1994@yshoo.xc.ip zen	Confi	
	76 76 77 76 76 77 76 77 77 77	15321 14781 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15331 15341	077 077 077 077 078 088 088 088 088 088	77 P0777 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scens Stimulation in Conjunction with a Promotional Video for Improved Freels Esplore the Scene with 350 Field of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andelite Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rayase beforeen, augmented and virtual Reality Andelite Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rayase beforeen, augmented and virtual Reality Agreed Field (Approach of Certain Controlled Vector Fields) On sharing Physical Boometric Rayase beforeen, augmented and virtual Reality Approach for Certain Controlled Vector Fields On sharing Physical Boometric Rayase beforeen, augmented and virtual Reality Approach for Certain Controlled Vector Fields On sharing Physical Boometric Rayase Beforeen, augmented and virtual Reality Approach for Certain Controlled Vector Fields On sharing Physical Boometric Rayase Physical Reality Approach (Approach Physical Reality Approach Physical Reality Approach Physical Reality Approach Physical Reality Approach Physical Reality Controlled Reality Physical Reality Real	Avarpas González, Andrés Engel, Don Avarpas González, Andrés Engel, Don Avarpas González, Andrés Baba Trav Yang Wang Thendiang Zhang Then The	andnovard@mail.com donengel@minbc.edu shah inoue@c.cnar-wu.ac.ip zhaoolangibt.ac.cn shah inoue@c.cnar-wu.ac.ip zhaoolangibt.ac.cn shahoolangibt.ac.cn zhiya.10@gmail.com intribudigmail.com intribudigmail.	Confi	
	76 2 3 4 7 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	15321 14781 15311	077 077 077 077 077 077 077 077 077 077	77 P0777 P0778 P78 P0788 P0788 P0788 P0788 P0788 P0788 P0788 P078 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Spoke the Scene with 130 Field of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Probical and Wirtual Reality Freels Spoke the Scene with 130 Field of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Probical and Wirtual Reality For Standard Reality: Toward a Unified Transevor. In Probical and Wirtual Reality Flags Preception Augmentation for Regioners Using Wood and Hapitic Feedback in Ball Game CAVE. Ask. AN A Reality Transevor. In Problems In Problems And Hapitic Feedback in Ball Game CAVE. Ask. AN A Reality Transevor. In Problems In Problems And Hapitic Feedback in Ball Game CAVE. Ask. AN A Reality Transevor. In Problems In Problems And Hapitic Feedback in Ball Game CAVE. Ask. AN A Reality Standard Reality Standard Standard Reality College C	Avargas González, Andrés Engel, Don Avargas González, Andrés Engel, Don Avargas (Barria Barria B	andnovard@mail.com donengel@umbc.edu sish. inoue@c.cnare.wa.e.ip inboolangibit.as.cn siboolangibit.as.cn siboo	Confidence of the confidence o	
	76 76 77 76 76 77 76 77 77 77	15321 14781 15311	077 077 077 077 078 088 088 088 088 088	77 P0777 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Heart Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freels Explore the Scene with 350 Field of View Effect of Full Body Avoit in Augmented Reality Remote Collaboration Symmetricial Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Cereating Dynamic History with Controlled Vector Fields Andible Augmented Reality Approach for Cereating Dynamic History with Controlled Vector Fields On shafting Physical geometric, space between augmented and virtual Reality enderties Vector Fields On shafting Physical geometric, space between augmented and virtual Reality enderties Vector Fields On shafting Physical geometric Reality Reproach for Cereating Dynamic History with Cereating Very American Vector Reality Approach for Cereating Dynamic History On Shafting Physical geometric Reality Reproach Cereating Dynamic History WINTHAL REALITY TRANSING WITH PASSAYE HAPTIC FEEDBACK FOR CIPCUDA MAPILE PREPABATION Underwated Manipolation Takining Similation Systems for Manapole Deep Schamicher Stevens to Internetwork Dynamics American Very Reality Re	Avarpas González, Andrés Engel, Don Avarpas González, Andrés Engel, Don Avarpas González, Andrés Balandrán Balandrá	andnovard@mail.com donengel@minbe.edu siah.inoue@ec.nare.wu.ac.ip rhaoolangil@t.at.ecn sinysi.of@gmail.com zrinysi.of@gmail.com zrinysi.of@gmail.com intelligenail.com intelli	Confidence of the confidence o	
	762 764 778 778 778 778 778 778 778 778 778 77	15321 14781 15311	077 077 077 077 077 077 077 088 088 089 089 089 089 089 089 089 089	77 P0777 P0778 P78 P0788 P0788 P0788 P0788 P0788 P0788 P0788 P078 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principal Control of the Control o	Avargas González, Andrés Engel, Don Avargas González, Andrés Engel, Don Avargas (Barria Barria B	andnovard@mail.com donengel@umbc.edu sish. inoue@c.cnare.wa.e.ip inboolangibit.as.cn siboolangibit.as.cn siboo	Confidence of the confidence o	
	5532 76 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321 15321 15321 15321 15321 15321 15321 15321 15322 15321 15322	077 077 077 077 077 077 077 077 077 077	77 P077 P077 P077 P077 P077 P077 P077 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principal Experience. Health Motion and Scent Stimulation in Conjunction with a Promotional Video for Improve Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience. Health Motion and Scent Stimulation in Conjunction with a Promotional Video for Improve Treats Capital Reality. And Science Hes Scene with 350 Field of View Retics of Full Body Avoit in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Lumided Transework for Physical and Virtual Reality. Andelies Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields. Andelies Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields. Andelies Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields. Player Proception Augmentation for Regiment Using Visual and Happin Seedaks in Ball Game CAVE ARA. AN AN AUGMENT SEASON SEAS	Avarpas González, Andrés Engel, Don Ardrés Engel	andnovardgmal com donengel@umbc.edu sish. Inoue@c.c.nare.wu.ac.ip rhasolang@it.ac.c.n st900278@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zano@exh.b.evy.t.t.viukba.ac.ip mantecroze@bornal.com zano@exh.b.evy.t.t.viukba.ac.ip mantecroze@bornal.com zoulywan1994@yshoo.xc.ip zend.com ze	Confidence of the confidence o	
	5532 76 76 76 76 76 76 76 76 76 76 76 76 76	15321 14781 15311 15311 15321 153311 15321 153311 153311 15331 153311 15331 153311 15331 1	077 079 079 079 088 088 088 088 088 088 088 088 088 08	77 P0777 P07	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Espoire the Scene with 180 Freels of View Extent of Julia Book youther in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Symmetrical Reality: Toward as Unified Framework for Physical and Virtual Reality Symmetrical Reality: Toward as Unified Framework for Physical and Virtual Reality Symmetrical Reality: Toward as Unified Framework for Physical and Virtual Reality Freels (Proceeding Medical Physical Reality Remote Collaboration Symmetrical Reality: Toward as Unified Framework for Physical and Virtual Reality Winter Freels On Interaction Augmentation for Regioners Living Visual and Inspiric Feedback in Ball Game CAVE ARE. AN PLANISHOR System Interactive Design, Similation and Replace Feedback in Ball Game CAVE ARE. AN PLANISHOR System Interactive Design, Similation System Interactive Design, Similation Systems Interactive Design, Similation Freelineary Cave Annual Reality Visual Reality Systems (Inspirity Annual Perspective Physiological Phy	Avarpas González, Andrés Engel, Don Ardrés Engel	andnovard@mall.com donengel@minbc.edu shai. Inoue@cc.nare.wa.ac.ip rhaoolangel@st.ac.com shool_gel@mall.com r.hysv.10@gmall.com r.hysv.10@gmall.com rihundigmall.com roudynanisydelyyshoo.co.ip regiligmatch.ac.ip ry, Liji@cc.tunt.ac.ip rilumindivoque sus-ac.ip rihundigmall.com rihundigmal	Confidence of the confidence o	
	5532 76 4778 1000099 1001013 00300 1001013 00300 1001010101010101010101010101010101	15321 14781 15321 15321 15321 15321 15321 15321 15321 15321 15322 15321 15322	07 07 07 07 08 08 08 08 08 08 08 08 08 08 08 08 08	77 P077 P077 P077 P077 P077 P077 P077 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Heart Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Freeth Esplore the Scene with 136 Freeth of View Effect of Full Body Avois in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Lumified Trainework for Physical and Virtual Reality Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Object Pro-Ecotion Augmented Symmetry of Creating Dynamic Effects with Controlled Vector Frields Object Pro-Ecotion Augmented Symmetry of Creating Dynamic Effects with Controlled Vector Frields Object Pro-Ecotion Augmented Symmetry of Creating Dynamic Effects with Controlled Vector Frields Object Pro-Ecotion Augmented Symmetry of Creating Dynamic Effects with Controlled Vector Frields Object Pro-Ecotion Augmented Symmetry of Creating Only American Symmetry of Creating Only American Englander (Creating Only American Symmetry Only American Symmetry Only American Symmetry Only American Symmetry Only American Education of a Virtual Reality Symmetry of Creating Only American Symmetry Only A	Avarpas González, Andrés Engel, Don Ardrés Engel	andnovardgmal com donengel@umbc.edu sish. Inoue@c.c.nare.wu.ac.ip rhasolang@it.ac.c.n st900278@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zzhev.10@gmal.com zano@exh.b.evy.t.t.viukba.ac.ip mantecroze@bornal.com zano@exh.b.evy.t.t.viukba.ac.ip mantecroze@bornal.com zoulywan1994@yshoo.xc.ip zend.com ze	Confidence of the confidence o	
	762 764 778 767 767 767 767 767 767 767 767 767	153211 14781 14781 14781 153311 100992 10302 103	07 07 07 07 08 08 08 08 08 08 08 08 08 08 08 08 08	77 P0777 P0778 P7878 P78	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Head Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freels Esplore the Scene with 350 Field of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andelite Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rysate Interactive Physical Body Virtual Reality Andelite Augmented Reality Approach for Certaing Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rysate Interactive Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rysate Interactive Dynamic Effects with Controlled Vector Fields On sharing Physical Boometric Rysate Interactive Dynamic States and Desire Multi-Interactive And Experiences VINTUAL REALITY TRANSING WITH PASSAY HAPTIC FEDRACE FOR CROUND ANAPLE PREPARATION Underwater Manipolation Taxining Strington Fortament Deep Symminism Internations of a Virtual Reality Seed Baseball Batting Taxining System using instinateneous Bat Swing Information Food Repearance Optimizer. Automatic projection mapping system for enhancing perceived deliciousness based on Preliminars Violation of 6th Peretrality Sensition Systems (Ill-Man. Food Repearance Optimizer: Automatic projection mapping system for enhancing perceived deliciousness based on Preliminars Violation of 6th Peretrality Personalition Systems (Ill-Man. Food Repearance Optimizer Automatic Projection on Personalition Systems (Ill-Man. Food Repearance Optimizer Automatic Projection on Personalition Systems (Ill-Man. Food Repearance Optimizer Automatic Projection on Personalition Systems (Ill-Man. Food Repearance Optimizer Automatic Projection on Personalition Systems (Ill-Man. Food R	Avarpas González, Andrés Engel, Don Avarpas González, Andrés Engel, Don Avarpas González, Andrés Baba Trav Yang Wang Thensinang Zhang Thensinang Zhang Thensinang Zhang Thensinang Zhang Thensinang Thang Thensinang Thang Thensinang Th	andnovardgmala com donengel@umbc.edu siah. Inoue@cc.nar-wu.ac.ip rhasolangikt at.c.n. siah. Inoue@cc.nar-wu.ac.ip resigningech.ac.ic ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip resigningech.ac.ic resigningen.ac.ic resignin	Confidence of the confidence o	
	762 764 778 767 767 767 767 767 767 767 767 767	15321 14781 15321 14781 15321 15331 110092 15331	07 07 07 07 07 08 08 08 08 08 08 08 08 08 08 08 08 08	77 P077 P077 P077 P077 P077 P077 P077 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Principagementry for Improved Reproducibility of Human-Robot interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Freels' Esplore the Scene with 130 Freels of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality Freels' Esplore the Scene with 130 Freels of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality National Reality Reality (Source) South Starting Physical Reality (Source) Flagse Preception Augmentation for Regimens Living Visual and Hapitic Feedback in Ball Game CAVE. Ask. AN A Hamilton System to Interactive Deskin, Similation, and Desky Multiput and Especial Reality Flagse Preception Augmentation for Regimens Living Visual and Hapitic Feedback in Ball Game CAVE. Ask. AN A Hamilton's System to Interactive Deskys, Similation, and Desky Multiput and Esplored Received Visual and Hapitic Feedback in Ball Game CAVE. Ask. AN A Hamilton's System to Interactive Deskys, Similation Systems of Management Desky Systems using instantaneous Ball Wing Information of a Virtual Reality System Ball Reality Systems using instantaneous Ball Wing Information of a Virtual Reality System Systems (Instantaneous Ball Wing Information of Virtual Reality Systems (Instantaneous Ball Wing Information College Post Part Systems (Instantaneous Ball Wing Information College Post Part Systems (Instantaneous Ball Wing Information College Post Part Systems (Instantaneous Ball Wing Instantaneous Ball Wing Information College Post Part Systems (Instantaneous Ball Wing Instantaneous Ball Wing Instantaneous Ball Ball Ball Ball Ball Ball Ball Bal	Avargas González, Andrés Engel, Don (Avavas, rélatri Glang Zhao (Ghang Zhao (Gha	andnovard@mall.com donengel@umbc.edu sish.inoue@c.cnare.wu.ac.jp // shoosinagibt.cs.cc.n stoys.20@gmall.com z/shoosinagibt.cs.cc.n stoys.20@gmall.com z/shoosinagibt.cs.cc.n stoys.20@gmall.com z/shoosinagibt.cs.cc.n stoys.20@gmall.com z/shoosinagibt.cs.cc.n stoys.20@gmall.com z/shoosinagibt.cs.cc.n stoys.20@gmall.com statestican@btosinagilt.cs.cc.n stoys.20@gmall.com journary.shoosinagilt.cs.cc.n journary.shoosinagilt.cs.cc	Confidence of the confidence o	
	762 76478 767 767 767 767 767 767 767 767 767 7	153211 14781 14781 14781 153311 100992 10302 103	077 077 077 077 077 077 077 077 077 077	77 PO77 PO78 PO78 PO78 PO78 PO78 PO78 PO	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Heart Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freels Esplore the Scene with 350 Field of View Interest of Full Body Avoit in Augmented Reality Remote Collaboration Symmetricial Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Cereating Dynamic History with Controlled Vector Fields Andible Augmented Reality Approach for Cereating Dynamic History with Controlled Vector Fields On sharing Physical geometric, System to Interest-the System Cereating Controlled Vector Fields On sharing Physical geometric, System to Interest-the Openas, Chainale, and Debug Multi-law AR Experiences WISTUAL REALITY TRAINING WITH PASSAYE HAPTIC FEDBACK FOR CRYDIA MAPILE PREPARATION Underwater Manipolation Taxining, Similation System for Manapole Deep Schamarice AR Experiences WISTUAL REALITY TRAINING WITH PASSAYE HAPTIC FEDBACK FOR CRYDIA MAPILE PREPARATION Underwater Manipolation Training, Similation System for Manapole Deep Schamarice and Experiences WISTUAL REALITY TRAINING WITH PASSAYE HAPTIC FEDBACK FOR CRYDIA MAPILE PREPARATION Underwater Manipolation Training, System Lord Berger System using instinateneous Bat Swing Information Food Appearance Optimizer. Automatic projection mapping system for enhancing perceived deliciousness based on Preliminars Publishmen of 6th Bereating Published Systems (Blacker Food Appearance Optimizer, Automatic projection mapping system for enhancing perceived deliciousness based on Preliminars Publishmen of 6th Bereating Festion System (Blacker Food Appearance Optimizer, Automatic projection mapping system for enhancing perceived deliciousness based on Preliminars Publishmen of 6th Bereating Festion Systems (Blacker Food Appearance Optimizer, Automatic projection mapping system	Avarpas González, Andrés Engel, Don Avarpas González, Andrés Engel, Don Avarpas González, Andrés Baba Trav Yang Wang Thensinang Zhang Thensinang Zhang Thensinang Zhang Thensinang Zhang Thensinang Thang Thensinang Thang Thensinang Th	andnovardgmala com donengel@umbc.edu siah. Inoue@cc.nar-wu.ac.ip rhasolangikt at.c.n. siah. Inoue@cc.nar-wu.ac.ip resigningech.ac.ic ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip ry. Liji@cc.nat.ac.ip resigningech.ac.ic resigningen.ac.ic resignin	Confidence of the confidence o	
	5532 76 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321 14781 15321 15331	07 07 07 07 08 08 08 08 08 08 08 08 08 08 08 08 08	77 P077 P077 P077 P077 P077 P077 P077 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Photogrammerty for Improved Reproducibility of Human-Robot Interaction Studies Wirtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freely Explore the Scene with 350 Field of View Extra of Taillo Say Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Traineacon for Physical and Virtual Reality Freely Explore the Scene with 350 Field of View Extra of Taillo Say Author in Augmented and Say Real Sa	Vargas González, Andrés Engel, Don (Author), Andrés Engel, Bon (Author) (Au	andnovard@mall.com donengel@umbc.edu sish inoue@c.cnars-wa.ac.ip rhosolangelict as.cn stryku10@gmall.com rizhyu10@gmall.com rizhyu10gmall.com rizhyu10gmall.	Confidence of the confidence o	
	5532 76 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15311 15321 15311 15321 15311 15321 15311 15321 15311 15321 15311 15321 15311 15321 15311 15321 15311 15321 15311	07 07 07 07 07 08 08 08 08 08 08 08 08 08 08 08 08 08	77 P0777 P0778 P7878 P78	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principal Experience. Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Improve Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience. Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Improve Freels Espoire the Scene with 350 Field of View Retics of Juli Block Julian Science and Science Stimulation in Conjunction with a Promotional Video for Improve Treats of Juliance Reality. Another Augmented Reality Promotin & Laurilled Trainsework for Physical and Virtual Reality. Another Augmented Reality Approach for Creating Dynamic Resides with Controlled Video Frields Another Augmented Reality Approach for Creating Dynamic Resides with Controlled Video Frields Another Augmented Reality Approach for Creating Dynamic Resides with Controlled Video Frields Another Augmented Reality Approach for Creating Dynamic Resides with Controlled Video Frields Reality Training Augmented for Register Science Science Science And Science Williams And American Science Science Video Andrew Residence Science Science Video Andrew Residence Andrews A	Avargas González, Andrés Engel, Don Ardrés Engel, Engel, Don Ardrés Engel, Engel, Don Ardrés Engel, Do	andnovard@mail.com donengel@minbc.edu siah. inoue@c.nare.wu.ac.ip rhasolangibit at.cn strovat.Ole gemail.com zirbes.10@email.com	Confidence of the confidence o	
	762 764 778 767 767 767 767 767 767 767 767 767	15321 14781 15321 14781 15321 13321	077 077 077 077 077 077 077 077 077 077	77 PO77 PO77 PO77 PO77 PO77 PO77 PO77 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principagamentry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Heart Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freeth Espoine the Scene with 136 Freeth of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Lumiled Trainework for Physical and Virtual Reality Andelte Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Andelte Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields On Julius Body College Controlled Avoid College Co	Vargas González, Andrés Engel, Don (Author), Andrés Engel, Bon (Author) (Au	andnovard@mail.com donenegi@mincedu sali, incue@cc.nare.wa.e.ip rhaoolangi@ta.com zirkesi.Olg.gmail.com zirkesi.Olg.gmail.com zirkesi.Olg.gmail.com zirkesi.Olg.gmail.com zirkesi.Olg.gmail.com zirkesi.Olg.gmail.com materi.olg.gmail.com materi.olg.gmail.com dongs.zi.Olg.gmail.com participed.incut.gmail.com zorilyanal.psid.gmail.com zorilyanal.gmail.com zorilyanal.g	Confidence of the confidence o	
	5532 76 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321 14781 15321 15331	077 077 077 077 077 077 077 077 077 077	77 PO77 PO77 PO77 PO77 PO77 PO77 PO77 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principagementry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Freels' Esplore the Scene with 130 Freels of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality Freels' Esplore the Scene with 130 Freels of View Effect of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Proficial and Virtual Reality Flore Statistics (Profice Reality Remote Collaboration Symmetrical Reality: Toward a Unified Transevor. In Virtual Reality Flore Procession Augmentation for Regimens Using Visual and Hapitic Feedback in Ball Game CAVE. Ask. AN A Hamiston System to Interactive Deskins, Gimilate, and Desky Multiput and Respective Recognition Flore Statistics (Profice Recognition Systems of Interactive Desky, Gimilate). Flore Reality Transevor. And Carrier Statistics of Profice Recognition Systems of Interactive Desky, Gimilated Flore Statistics of a Virtual Reality Sease Baseball Batting Training Systems using instinateneous Ball Swing Information Flore Ball Statistics (Profice Recognition Systems of Manager Desky, Ballice Reality College And Profice Revolution of College Profice Reality Systems (Profice Reality Systems (Profice Reality Systems Systems College Reality Col	Vargas González, Andrés Engel, Don Vardaso, Fishari Glang Zhao, Ghang Zhang Chendiang, Zhang Men Yugia Sano Chendiang, Maron Chang	andnovard@mall.com donengel@umbc.edu sihnoue@c.nare.wu.ac.jp inboolangib!ct.ac.co. sibnoue@c.nare.wu.ac.jp inboolangib!ct.ac.co. sib/sib.20@gmall.com zir/sib.20@gmall.com zir/sib.20@gmall.com zir/sib.20@gmall.com zir/sib.20@gmall.com sib.20@gmall.com sib.	Confidence of the confidence o	
	762 76478 767 767 767 767 767 767 767 767 767 7	15321 14781 15321	077 077 077 077 077 077 077 077 077 077	77 PO77 PO77 PO77 PO77 PO77 PO77 PO77 P	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principagamentry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Heart Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 350 Field of View Effect of Full Body Avoist in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Unified Framework for Physical and Virtual Reality Andelte Augmented Reality Approach for Certainty Dynamic Effects with Controlled Vector Fields On sharing Physical Boometic X, pass beforeen, augmented and virtual Reality Andelte Augmented Reality Approach for Certainty Dynamic Effects with Controlled Vector Fields On sharing Physical Boometic X, pass beforeen, augmented and virtual Reality are Resembled Vector Fields On sharing Physical Boometic X, pass beforeen, augmented and virtual Reality and the Certain Symmetric Vector (Certain Vector) On sharing Physical Boometic X, pass beforeen, augmented and virtual Reality Approach of Vector Report Vector (Certain Vector) On Sharing Physical Boometic X, pass beforeen, augmented and virtual Reality Augmented Vector Fields On sharing Physical Boometic X, pass beforeen, augmented and virtual Reality Augmented Vector (Certain Vector) WINTUAL REALITY TRANSING WITH PASSAVE HAPTIC EEDBACK FOR CROUGH ANAME PREPARATION Underwater Manipolation Taining Symtem Certain Dept. Scharing Very Reality (Certain Reality Very Vector) Food Appearance Optimizer. Automatic projection mapping system using instination provided (Certain Vector) Food Appearance Optimizer. Automatic projection mapping system using instination green very deficiency of the Vector of Very Vector (Certain Vector) Food Repearance Optimizer. Automatic projection mapping system for enhancing generice deficiousness based on Prelimizary Violation of Unit Prelimizary Violation of Unit Prelimizary Violation of Unit Prelimizary Violation of Unit Prelimizary Violation	Avarpas González, Andrés Engel, Don Archavos, Pistari Glang Zhao The Chickwas, Pistari Glang Zhao The Chen The Chickwas, Pistari Glang Zhao The Chen The Chickwas The The Chickwas The Chi	andnovard@mail.com donenegi@mince.du shah inoue@c.cnar-wu.ac.ip rhasolangib!ct.ac.cn shoot278@gmail.com zzhwi.08@gmail.com zzhwi.08@gmail.com zzhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zhwi.08@gmail.com zoulyuan1994@yshoo.co.jp zen-danoil.com zoulyuan1994@yshoo.co.jp zen-danoil.com zoulyuan1994@gmail.com zoulyuan1994@gmail.com zoulyuan1994@gmail.com zoulyuan1994@gmail.com zen-danoil.com zen-da	Confidence of the confidence o	
	5532 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321	077 077 077 077 077 077 077 077 077 077	1	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principagamentry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Carling Experience: Heart Motion and Scena Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 350 Field of View Interest of Full Body Avout in Augmented Reality Remote Collaboration Symmetricial Reality: Toward a Unified Framework for Physical and Virtual Reality Andible Augmented Reality Approach for Certailing Poinser Edits with Controlled Vector Fields Andible Augmented Reality Approach for Certailing Poinser Edits with Controlled Vector Fields On sharing Physical geometric, Space beforeen, augmented and virtual Reality endertures. On sharing Physical geometric, Space beforeen, augmented and virtual Reality endertures. On sharing Physical geometric, Space beforeen, augmented and virtual Reality and Space Space Space Virtual Reality Approach for Certail Character Space Virtual Reality Approach for Certail Character Space Virtual Reality Approach for Certail Character Space Virtual Reality Approach for Virtual Reality Approach (Amontatic projection mapping system using instinateneous Bat Swing Information of a Virtual Reality Approach (Amontatic projection mapping system for rehanding perceived deliciousness based on Preliminars Violation of 6th Perentality Remails on System using Virtual Reality Users using Augmented Reality Collaboration of the Virtual Reality Users using Augmented Reality Collaboration Approach (Amontatic Projection and Virtual Reality Users using Augmented Reality Collaboration Approach Approach Virtual Reality Users using Augmented Reality Collaboration Approach (Amontation Capture) Developing an Average Reality Virtual Reality Virtual Reality Virt	Avarpas González, Andrés Engel, Don Avarpas González, Andrés Engel, Don Avarpas González, Andrés Baba Travang Wang Thenising Zhang Thenising Zhang Thenising Zhang Thenising Zhang Thenising Zhang Thenising Zhang Thenising Thang Thenising Thang	andnovard@mail.com donenegi@mince.du shah inoue@c.cnar-wu.ac.ip rhasolangi@t.ac.cn rinysi.Oge.gmail.com r	Confidence of the confidence o	
	5532 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321	077 077 077 077 078 088 088 088 088 088	17 Poly Po	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principagementry for Improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience. Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Improved Freels Esplore the Scene with 350 Field of View Interest of Full Body Author in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Lumined Transework for Physical and Virtual Reality. Another Augmented Reality. Toward a Lumined Transework for Physical and Virtual Reality. Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Fields Reality Transport of Controlled Vector Fields (Augmented Vector Fields) Reality Transport with Ornality Evolution Systems to Interactive Design Agreemance Dept. September 1997, 1	Avargas González, Andrés Engel, Don Ardrés Engel	andnovard@mail.com donengel@mibc.edu siah.inoue@c.cnare.wu.ac.ip rhasolangikit.at.cn st900278@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zano@ac.th.ev.t.stvistoba.ac.ip mail.com zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com z	Confidence of the confidence o	
	5532 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15321	077 077 077 078 088 088 089 089 089 089 089 089 089 08	1	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Virtual Reality and Principgammenty for improved Reproducibility of Human-Robot Interaction Studies Virtual Crafting Experience: Hand Motion and Scena Stimulation in Conjunction with a Promotional Video for Improved Freeth Esplore the Scene with 136 Freeth of View Effect of Full Body Avout in Augmented Reality Remote Collaboration Symmetrical Reality: Toward a Lumified Trainework for Physical and Virtual Reality Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields Another Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields On Julius Body Body Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields On Julius Body Body Augmented Reality Approach for Creating Dynamic Effects with Controlled Vector Frields On Julius Body Body Body Augmented Reality Augmented Friends On Julius Body Body Body Body Body Body Body Body	Avarpas González, Andrés Engel, Don Archavon, Pistari Glang Zhao Thur Vang Wang Chenliang Jana Mary Mar	andnovard@mall.com donenegd@umbc.edu sib. inoue@c.cnarw.wa.cip rhosolangibt at c.m. sib. inoue@c.cnarw.wa.cip rhosolangibt at c.m. sib. of the committee	Confidence of the confidence o	
	5532 76 76 76 77 78 78 78 78 78 78 78 78 78 78 78 78	15321 14781 15311	077 077 077 078 088 088 088 089 089 089 089 089 089 08	17 17 17 17 17 17 17 17	Accompanion of Desktop and Augmented Reality Scenario Based Training Authoring Tools Wirtual Reality and Principgamentry for Improved Reproducibility of Human-Robot interaction Studies Wirtual Crafting Experience. Hand Motion and Scent Stimulation in Conjunction with a Promotional Video for Impro Freels Esplore the Scene with 130 Freels of View Extra of Tailla Oph Author in Augmented Reality Remote Collaboration Symmetrical Reality. Toward a Unified Transecork for Physical and Virtual Reality. Symmetrical Reality. Towards a Unified Transecork for Physical and Virtual Reality. Symmetrical Reality. Towards a Unified Transecork for Physical and Virtual Reality. Symmetrical Reality. Towards a Unified Transecork for Physical and Syntam Symmetry. Symmetrical Reality. Towards a Unified Transecork for Physical and Syntam Symmetry. Player Perception Augmentation for Regioners Using Would and Hapitic Feedback in Ball Game CAVE. Ask. AN PLANISH System Sy	Avarpas González, Andrés Engel, Don Archavon, Pistari Glang Zhao Thur Vang Wang Chenliang Jana Mary Mar	andnovard@mail.com donengel@mibc.edu siah.inoue@c.cnare.wu.ac.ip rhasolangikit.at.cn st900278@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zzhev.10@gmail.com zano@ac.th.ev.t.stvistoba.ac.ip mail.com zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zano@ac.th.ev.t.stvistoba.ac.ip zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com zouliyuan1994@pshoo.xc.ip zend.com z	Confidence of the confidence o	N

Percentage of posters from Track X

	Mar 25	Mar 26	Mar 27
Posters Track	44.737 %	48.684 %	49.333 %
Conference Track	FF 252 W	E4 245 W	50.553.64

 Total Number of Posters

 Mar 25
 Mar 26
 Mar 27

 Total
 76
 76
 75

	Original ID		Sequ ID PXXX	Title	Contact Name	Contact Email	Track	Date
		17091	149 P149	Networking COTS Systems to Provide a Development Environment for Inside-Out Tracking for Virtual Reality Headse	Rasmussen, Loki	loki.k.rasmussen@gmail.com	Conf	Mar 26
		17211	150 P150	Perceived space and spatial performance during path-integration tasks in consumer-oriented virtual environments		jl.dorado59@uniandes.edu.co	Conf	Mar 26
		17491 17541	151 P151 152 P152	The Effect of Hanger Reflex on Virtual Reality Redirected Walking A Context-Aware Technical Information Manager for Presentation in Augmented Reality	Xie, Chun Gattullo. Michele	s1730541@s.tsukuba.ac.jp michele.gattullo@poliba.it	Conf	Mar 26 Mar 26
▼ Mar	75	1/541	152 P152	A Context-Aware Technical Information Manager for Presentation in Augmented Reality	Gattulio, Michele	michele.gattulio@poliba.it	Conf	Mar 26
		11512	153 P153	Edible lens made of agar	Miyu Nomura	t15304092@gunma-u.ac.jp	Po	Mar 27
-		12651	154 P154	Passenger Anxiety when Seated in a Virtual Reality Self-Driving Car	Mousas, Christos	christosmousas@gmail.com	Conf	Mar 27
		14241	155 P155	Travel Your Desk? An Office Desk Substitution and its Effects on Cybersickness, Presence and Performance in an HM		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	Hatzipanayioti, Adamantin	adamantini86@hotmail.com	Conf	Mar 27
	1013	10131	158 P158	DepthText: Leveraging Head Movements towards the Depth Dimension for Hands-free Text Entry in Mobile Virtual F	Liang, Hai-Ning	haining.liang@xjtlu.edu.cn	Conf	Mar 27
	1040	10402	159 P159	Laser-based Photochromic Drawing Method for Rotating Objects with High-speed Visual Feedback	Yuri Mikawa	yuri mikawa@ipc.i.u-tokyo.ac.jp	Po	Mar 27
-		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
		10632	161 P161 162 P162	Investigation of Visual Self-Representation for a Walking-in-Place Navigation System in Virtual Reality A Multidirectional Haptic Feedback Prototype for Experiencing Collisions between Virtual and Real Objects	Chanho Park Li Zhang	chanho@etri.re.kr zhl93@mail.nwpu.edu.cn	Po Po	Mar 27 Mar 27
		10912	163 P163	Haptic Interface Based on Optical Fiber Force Myography Sensor	Prof. Eric Fujiwara	fujiwara@fem.unicamp.br	Po	Mar 27
		10922	164 P164	ImSpector: Imersive System of Inspection of Bridges/Viaducts	Lucas Kupssinskü	lkupssinsku@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
		11041	166 P166	A Motion Deblurring Approach to Restore Rich Testures for Visual SLAM	jin, Guojing	jinguojing@outlook.com	Conf	Mar 27
		11172	167 P167	Novel View Synthesis with Multiple 360 Images for Large-Scale 6-DOF Virtual Reality System	Hochul Cho	chc2212@kaist.ac.kr	Po	Mar 27
		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
		11261 11302	169 P169 170 P170	Simulated Reference Frame Effects on Steering, Jumping and Sliding SCUBA VR: Submersible-Type Virtual Underwater Experience System	Lugrin, Jean-Luc Denik Hatsushika	jean-luc.lugrin@uni-wuerzburg.de d hatsushika@vrlab.esys.tsukuba.ac.jp	Conf	Mar 27 Mar 27
		11342	171 P171	Auditory spatial perception using bone conduction headphones along with fitted head related transfer functions	Tray Minh Voong	travoong@uos.de	Po	Mar 27
		11361	172 P172	The Effects of Tactile Gestalt on Generating Velvet Hand Illusion	Komura, Hiraku	komura.hiraku@a.mbox.nagoya-u.ac.jp	Conf	Mar 27
	1137	11372	173 P173	Towards a Virtual Memory Palace	Miss Chang (Angelina) Liu	angelinachang.liu@gmail.com	Po	Mar 27
	1140	11402	174 P174	An Open Initiative for the Delivery of Infinitely Scalable and Animated 3D Scenes	Gwendal Simon	gsimon@adobe.com	Po	Mar 27
		11422	175 P175	Fantasy Gaming and Virtual Heritage	Henry Gardner	henry.gardner@anu.edu.au	Po	Mar 27
		11492	176 P176	Thermal HDR: Applying High Dynamic Range Rendering for Fusion of Thermal Augmentations with Visible Light	Dr. Jason Orlosky	jasonorlosky@gmail.com	Po	Mar 27
		11511	177 P177	Latency Measurement in Head-Mounted Virtual Environments	Jones, Adam Yuichi Fuiino	jadamj@acm.org	Conf	Mar 27 Mar 27
		11682	178 P178	Odor Modulation by Warming/Cooling Nose Based on Cross-modal Effect Kantenbouki VR: A Virtual Reality Authoring Tool for Learning Localized Weather Reporting	Nicko Reginio Caluva	fujino@sens.sys.es.osaka-u.ac.jp nicko.caluva.mv9@is.naist.ip	Po	Mar 27
		11692	180 P180	Customizing Climate Change on your Plate: A VR Seafood Buffet	Daniel Pimentel	pimend@ufl.edu	Po	Mar 27
		11701	181 P181	Virtual Hand Illusion: the Alien Finger Motion Experiment	Soccini, Agata Marta	agata.soccini@gmail.com	Conf	Mar 27
	1171	11711	182 P182	Virtual Garment using Joint Landmark Prediction and Part Segmentation	Xu, Yi	yi.xu.purdue@gmail.com	Conf	Mar 27
		11762	183 P183	A Study in Virtual Reality on (Non-)Gamers' Attitudes and Behaviors	Sebastian Stadler	sebastian.stadler@tum-create.edu.sg	Po	Mar 27
		11842	184 P184	Eye-gaze-triggered Visual Cues to Restore Attention in Educational VR	Andrew Yoshimura	andrewyosh@yahoo.com	Po	Mar 27
		11851	185 P185	A Real-Time Music VR System for 3D External and Internal Articulators	Yu, Jun	harryjun@ustc.edu.cn	Conf	Mar 27 Mar 27
		11862	186 P186 187 P187	I Got your Point: An Investigation of Pointing Cues in a Spherical Fish Tank Virtual Reality Display Viscosity-based Vorticity Correction for Turbulent SPH Fluids	Fan Wu Sinuo Liu	wufan95@ece.ubc.ca liusinuo@xs.ustb.edu.cn	Po	Mar 27 Mar 27
		11902	188 P188	Tendon Vibration Increases Vision-induced Kinesthetic Illusions in a Virtual Environment	Daiki Hagimori	hagimori.daiki.gu6@is.naist.jp	Po	Mar 27
		12062	189 P189	Virtual Reality for Virtual Commissioning of Automated Guided Vehicles	Christoph Allmacher	christoph.allmacher@mb.tu-chemnitz.d	Po	Mar 27
		12202	190 P190	360-degree photo-realistic VR conferencing	Simon Gunkel	simongunkel@googlemail.com	Po	Mar 27
		12272	191 P191	Echolocation. Seeing the Virtual World through Lighting Echoes	Anastasia Andreasen	asta@create.aau.dk	Po	Mar 27
		12292	192 P192	MOSIS: Immersive Virtual Field Environments for Earth Sciences	Mr Pedro Rossa	prossa@edu.unisinos.br	Po	Mar 27
		12302	193 P193	A Continuous Material Cutting Model with Haptic Feedback for Medical Simulations	Mario Lorenz	mxkl@cs.uni-bremen.de	Po	Mar 27
		12392	194 P194 195 P195	An Approach to Designing Next Generation User Interfaces for Public-Safety Organizations	Jeronimo Grandi	jeronimo.grandi@duke.edu	Po Po	Mar 27 Mar 27
		12402	195 P195 196 P196	Play it by Ear: An Immersive Ear Anatomy Tutorial Pedagogical Agent Responsive to Eye Tracking in Educational VR	Haley Alexander Adams Adil Khokhar	haley.a.adams@vanderbilt.edu avk9375@louisiana.edu	Po	Mar 27 Mar 27
		12441	197 P197	A Research Framework for Virtual Reality Neurosurgery Based on Open-Source Tools	Völker, Martin	voelkermartin1@gmail.com	Conf	Mar 27
		12452	198 P198	Advancing Ethical Decision Making in Virtual Reality	Dr. Sinhwa Kang	sinhwa.kang@gmail.com	Po	Mar 27
		12471	199 P199	Brain Activity in Virtual Reality: Assessing Signal Quality of High-Resolution EEG While Using Head-Mounted Display.	Hertweck, Stephan	stephan.hertweck@gmx.de	Conf	Mar 27
		12511	200 P200	Spatial Presence in Real and Remote Immersive Environments	Khenak, Nawel	nawel.khenak@limsi.fr	Conf	Mar 27
		12562	201 P201	ReliveInVR: Capturing and reliving virtual reality experiences together	Cheng Yao Wang	cw776@cornell.edu	Po	Mar 27
		12592	202 P202	Evaluating Teacher Avatar Appearances in Educational VR		downtothelastpixel@gmail.com	Po	Mar 27
		12731 12732	203 P203 204 P204	Exploring the Usability of Nesplora Aquarium, a Virtual Reality system for neuropsychological assessment of attention Warping Space and Time – xR Reviving Educational Tools of the 19th Century	Voinescu, Alexandra Jan Oliver Wallgrün	a.voinescu@bath.ac.uk	Conf	Mar 27 Mar 27
		12732	204 P204 205 P205	Occurrence of Pseudo-Haptics by Swimming in a Virtual Reality Environment	Jan Oliver Wallgrun Dr. Hirooki Aoki	wallgrun@psu.edu h-aoki@photon.chitose.ac.ip	Po	Mar 27
		12851	206 P206	Ground Camera Images and UAV 3D Model Registration for Outdoor Augmented Reality	Liu, Weiguan	wqliu1026@163.com	Conf	Mar 27
		12972	207 P207	Parasitic Body: Exploring Perspective Dependency in a Shared Body with a Third Arm		adrienverhulst@star.rcast.u-tokyo.ac.jp	Po	Mar 27
		13111	208 P208	Real-time Animation and Motion Retargeting of Virtual Characters based on Single RGB-D Camera	Kang, Ning	861410750@qq.com	Conf	Mar 27
		13221	209 P209	A UMI3D-based Interactions Analytics System for XR Devices and Interaction Techniques	Casarin, Julien	julien.casarin@gfi.fr	Conf	Mar 27
		13381	210 P210	Embodying an Extra Virtual Body in Augmented Reality	Rosa, Nina	n.e.rosa@uu.nl	Conf	Mar 27
		13751	211 P211	Matching vs. Non-Matching Visuals and Shape for Embodied Virtual Healthcare Agents	Daher, Salam	salam@knights.ucf.edu	Conf	Mar 27 Mar 27
		13771 13781	212 P212 213 P213	Robust High-Level Video Stabilization for Effective AR Telementoring Human Perception of a Haptic Shape-changing Interface with Variable Rigidity and Size	Lin, Chengyuan Boem, Alberto	lin553@purdue.edu alberto@vrlab.esys.tsukuba.ac.jp	Conf	Mar 27
		13811	214 P214	Enhanced Geometric Techniques for Point Marking in Model-Free Augmented Reality	Li. Yuan	vli92@vt.edu	Conf	Mar 27
		14051	215 P215	No Strings Attached: Force and Vibrotactile Feedback in a Virtual Guitar Simulation	Nilsson, Niels Christian	ncn@create.aau.dk	Conf	Mar 27
		14231	216 P216	Menus on the Desk? System Control in DeskVR	Zielasko, Daniel	zielasko@vr.rwth-aachen.de	Conf	Mar 27
		14361	217 P217	Extending a User Involvement Tool with Virtual and Augmented Reality	Alavesa, Paula	paalaves@gmail.com	Conf	Mar 27
		14571	218 P218	A supernatural VR environment for spatial user rotation	Becker, Jonathan	jonathan.becker@haw-hamburg.de	Conf	Mar 27
		14771	219 P219 220 P220	AirwayVR: Virtual Reality Trainer for Endotracheal Intubation- Design Considerations and Challenges	Rajeswaran, Pavithra	prajesw2@illinois.edu	Conf	Mar 27
		14841 15191	220 P220 221 P221	Navigation and Text Type Interactions in VR using Smartphone's Touchscreen and HMD Baluna: Floating Balloon Screen Manipulated Using Ultrasound	Boustila, Sabah Furumoto, Takuro	s.boustila@utoronto.ca furumoto@hapis.k.u-tokyo.ac.jp	Conf	Mar 27 Mar 27
		15221	221 P221 222 P222	Simulation and Evaluation of Three-User Redirected Walking Algorithm in Shared Physical Spaces	Dong, Tianyang	dty@zjut.edu.cn	Conf	Mar 27 Mar 27
		15221	222 P222 223 P223	Harassment in Social VR: Implications for Design	Blackwell, Lindsay	lblackw@umich.edu	Conf	Mar 27
	1575	15751	224 P224	Acting Together, Acting Stronger? Interference between participants during face-to-face cooperative interception ta		charles.faure@ens-rennes.fr	Conf	Mar 27
		16441	225 P225	The Effect of Audio and Visual Modality Based CPR Skill Training with Haptics Feedback in VR	S I, VARUN DURAI	varun14si@gmail.com	Conf	Mar 27
		16881	226 P226	A Systematic Evaluation of Multi-Sensor Array Configurations for SLAM Tracking with Agile Movements	Williamson, Brian	brian.m.williamson@knights.ucf.edu	Conf	Mar 27
	1757	17571	227 P227	Reorient the Gazed Scene Towards the Center: Novel Virtual Turning Using Head and Gaze Motions and Blink	Onuki Yoshikazu	onuki.y.ab@m.titech.ac.jp	Conf	Mar 27