

A network diagram with nodes and connecting lines, forming a dome-like shape at the top of the page.

oculus / conn3ct

dev hospitality

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

Designing Touch
6:00pm - 7:00pm



A background graphic featuring a network of interconnected nodes and lines, resembling a web or a molecular structure, in a light gray color against a dark gray background.

oculus / connect

executive BR 210E

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

Designing Touch
6:00pm - 7:00pm



A background graphic featuring a network of interconnected nodes and lines, resembling a molecular or neural network, in a light gray color against a dark gray background.

oculus / connect

executive BR 210F

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

Designing Touch
6:00pm - 7:00pm



A background graphic featuring a network of interconnected nodes and lines, resembling a mesh or a web, in a light gray color against a dark gray background.

oculus / connect

executive BR 210G

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

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6:00pm - 7:00pm



oculus / conn3ct

executive BR 210H

Minecraft:

Breaking the rules of VR

2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch

4:40pm - 5:40pm

Designing Touch

6:00pm - 7:00pm



A network diagram with grey dots connected by thin grey lines, forming a complex web-like structure.

oculus / conn3ct

community stage

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oculus / conn3ct

demos / hall 1

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Under the hood of the Rift SDK:
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oculus / connect

registration

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

Designing Touch
6:00pm - 7:00pm



A network diagram with grey dots connected by thin grey lines, set against a dark grey background.

oculus / connect

grand ballroom 220A

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
Building for Touch
4:40pm - 5:40pm

Designing Touch
6:00pm - 7:00pm



A network diagram with grey dots connected by thin grey lines, set against a dark grey background.

oculus / connect

grand ballroom 220B

Minecraft:
Breaking the rules of VR
2:00pm - 3:00pm

Under the hood of the Rift SDK:
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Designing Touch
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A network diagram with grey dots connected by thin grey lines, set against a dark grey background.

oculus / connect

grand ballroom 220A

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oculus / conn3ct

meeting rooms

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