# Pre Conference (16-17 MAR 2024) Saturday (SA) Sorcerer's **Apprentice Fantasia Fantasia** A-F 2 M-P Event Setup Workshops Doctoral Consortium **Tutorials** Break (Catered) Workshops Doctoral Consortium Lunch (Not Catered) Workshops Doctoral Consortium **Futorials** Break (Catered) Workshops Doctoral Consortium **Tutorials**

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# Pre Conference (16-17 MAR 2024) Sunday (SU) Sorcerer's **Fantasia Apprentice** Fantasia A-F M-P 2 Event Setup Future Faculty Forum (F3) **Tutorials Break (Catered) Norkshops** Lunch (Not Catered) **Futorials** Break (Catered) Future Faculty Forum (F3) Workshops utorials **PRIVATE EVENT** F3 Reception (Napa Room)

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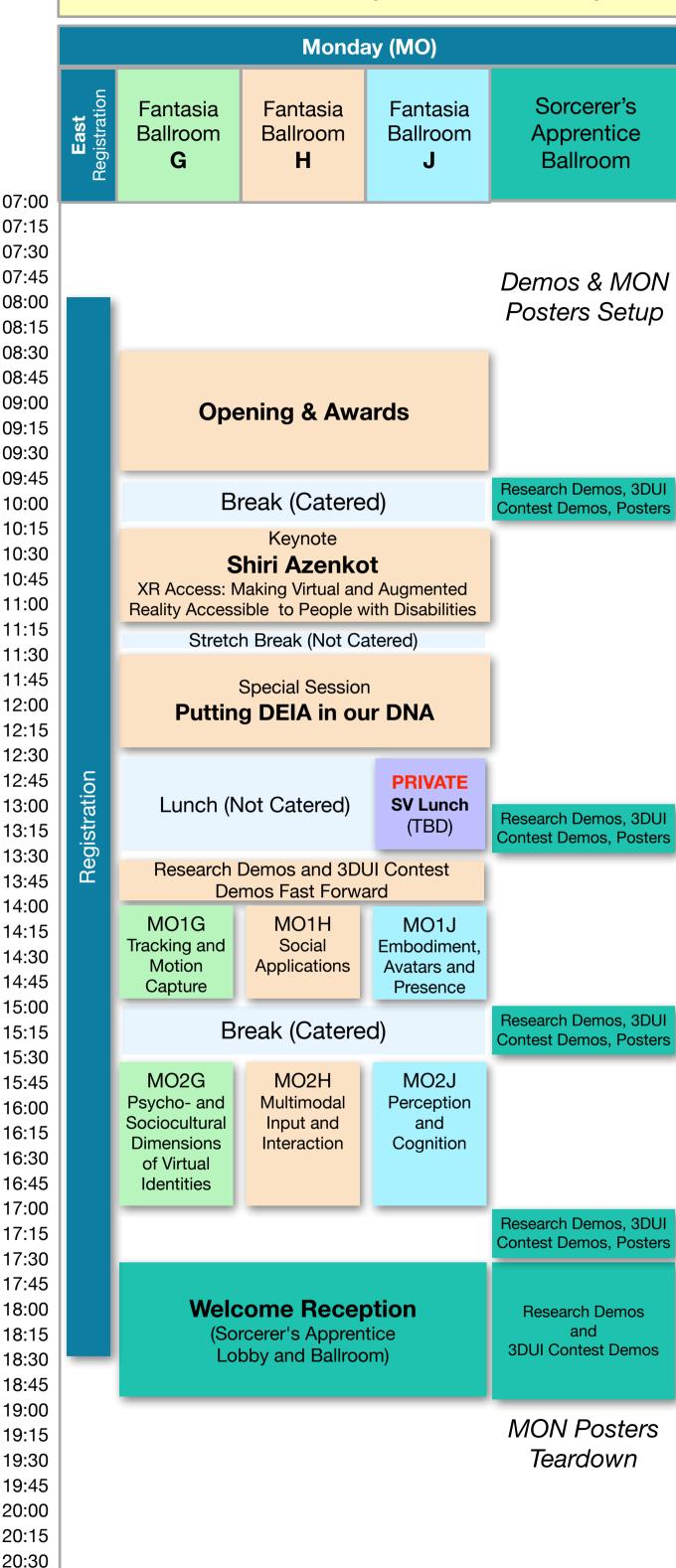
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## Main Conference (18-21 MAR 2024)



20:45 21:00

## Main Conference (18–21 MAR 2024)

	Main Conterence (18–21 MAR 2024)							
07.00	<b>East</b> Registration	Fantasia Ballroom <b>G</b>	Fantasia Ballroom <b>H</b>	Fantasia Ballroom <b>J</b>	Sorcerer's Apprentice Ballroom			
07:00 07:15 07:30 07:45 08:00 08:15					Demos & TUE Posters Setup			
08:30 08:45 09:00 09:15 09:30		TU1G 3D Interaction and Touch	TU1H Multisensory Interfaces	TU1J Evaluating Immersion: UX and Interaction				
09:45 10:00		В	Research Demos, 3DUI Contest Demos, Posters					
10:15 10:30 10:45 11:00		Keynote  Michael Tschanz  Disney's Industrial Controls Design and  Data Analytics Ecosystem						
11:15 11:30	<u> </u>	Stretc	h Break (Not Ca	itered)				
11:45 12:00 12:15 12:30	Registration	Special Session  The Reviewing Crisis						
12:45 13:00 13:15 13:30		Lunch (Not Catered)			Research Demos, 3DUI Contest Demos, Posters			
13:45 14:00 14:15 14:30 14:45		TU2G Locomotion and Redirection	TU2H Projections	TU2J 3D Interaction and Teleoperation				
15:00 15:15		В	Research Demos, 3DUI Contest Demos, Posters					
15:30 15:45		TU3G	TU3H	TU3J				
16:00 16:15 16:30 16:45	Τ	3D Interaction and Modality	Perception in Navigation, Locomotion and Redirection	User Experience				
17:00 17:15					Research Demos, 3DUI			
17:30					Contest Demos, Posters			
17:45 18:00 18:15 18:30 18:45		Conference	TUE Posters Teardown					
19:00 19:15								
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## Main Conference (18-21 MAR 2024)

	Main Conference (18–21 MAR 2024)							
07.00	<b>East</b> Registration	Fantasia Ballroom <b>G</b>	Fantasia Ballroom <b>H</b>	Fantasia Ballroom <b>J</b>	Sorcerer's Apprentice Ballroom			
07:00 07:15 07:30 07:45 08:00 08:15			Demos & WED Posters Setup					
08:30 08:45 09:00 09:15 09:30		WE1G 360 Video	WE1H Immersive Analytics and Visualization	WE1J Industrial and Sports Applications				
09:45 10:00		Break (Catered)			Research Demos, 3DUI Contest Demos, Posters			
10:15 10:30 10:45 11:00		WE2G 3D Authoring	WE2H Gaze	WE2J Collaboration				
11:15 11:30	⊑ □	Stretch	n Break (Not Ca	atered)				
11:45 12:00 12:15 12:30	Registration	WE3G Haptics	WE3H Healthcare Applications	WE3J Human Factors and Ergonomics				
12:45 13:00 13:15 13:30		Lunch (Not Catered)  PRIVATE VERA Lunch (TBD)			Research Demos, 3DUI Contest Demos, Posters			
13:45 14:00 14:15 14:30 14:45		WE4G Perception in AR, MR and Near- Eye Displays	WE4H Rendering and Displays	WE4J VR Experiences, Cybersickness and Presence				
15:00 15:15		Br	Research Demos, 3DUI Contest Demos, Posters					
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17:15 17:30	Reconfigure Fantasia Ballroom Research Demos, 3DUI Contest Demos, Posters							
17:45 18:00		for WED Posters						
18:15	Banquet Teardown							
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19:15 19:30		Conferer						
19:45		Simon Richir The Laval Phenomenon: A Deep Dive						
20:00 20:15	into France's VR Capital							
20:15		Dessert						
20.45			Porto Cochárol	_				

(Porte Cochére)

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## Main Conference (18–21 MAR 2024)

	Main Conference (18–21 MAR 2024)								
	Thursday (TH)								
07:00	<b>East</b> Registration	Fantasia Ballroom <b>G</b>	Fantasia Ballroom <b>H</b>	Fantasia Ballroom <b>J</b>	Sorcerer's Apprentice Ballroom				
07:15 07:30 07:45 08:00 08:15					Demos Teardown				
08:30 08:45 09:00 09:15 09:30 09:45		TH1G Distributed Systems and Telepresence	TH1H Multimodal Perception and Experiences	TH1J Depth and Distance Perception					
10:00		В	reak (Catere	d)					
10:15 10:30 10:45 11:00		TH2G Touch, Tangible, and Gesture Interfaces	TH2H Graphics and Crowds	TH2J Ethics in VR					
11:15 11:30	드	Stretc	h Break (Not Ca	atered)					
11:45 12:00 12:15 12:30	Registration	TH3G Modeling and Simulation	TH3H Software	TH3J Localization and Tracking					
12:45 13:00 13:15 13:30		Lund	ered)						
13:45 14:00 14:15 14:30 14:45		TH4G Education Applications	TH4H Virtual Interaction and Embodiment	TH4J Locomotion and Navigation					
15:00 15:15		В	reak (Catere	ed)					
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