

Pre Conference (16–17 MAR 2024)

Saturday (SA)

|                      |                 |                 |                               |
|----------------------|-----------------|-----------------|-------------------------------|
| East<br>Registration | Fantasia<br>A–F | Fantasia<br>K–M | Sorcerer's<br>Apprentice<br>2 |
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Registration

Workshops

Tutorials

Doctoral Consortium

Break (Catered)

Workshops

Tutorials

Doctoral Consortium

Lunch (Not Catered)

Workshops

Tutorials

Doctoral Consortium

Break (Catered)

Workshops

Tutorials

Doctoral Consortium

Pre Conference (16–17 MAR 2024)

Sunday (SU)

|                      |                 |                 |                               |
|----------------------|-----------------|-----------------|-------------------------------|
| East<br>Registration | Fantasia<br>A–F | Fantasia<br>K–M | Sorcerer's<br>Apprentice<br>2 |
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Registration

Workshops

Tutorials

Future  
Faculty  
Forum (F3)

Workshops

Tutorials

Future  
Faculty  
Forum (F3)

Workshops

Tutorials

Future  
Faculty  
Forum (F3)

Workshops

Tutorials

Future  
Faculty  
Forum  
(F3)

Main Conference (18–21 MAR 2024)

Monday (MO)

|                      |                           |                           |                           |                                      |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|
| East<br>Registration | Fantasia<br>Ballroom<br>G | Fantasia<br>Ballroom<br>H | Fantasia<br>Ballroom<br>J | Sorcerer's<br>Apprentice<br>Ballroom |
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Registration

Opening & Awards

Break (Catered)

Keynote  
Shiri Azenkot  
XR Access: Making Virtual and Augmented Reality Accessible to People with Disabilities

Stretch Break (Not Catered)

Special Session  
Putting DEIA in our DNA

Lunch (Not Catered)

Demos & 3DUI Contest Fast Forward

MO1G  
Tracking and Motion Capture

MO1H  
Social Applications

MO1J  
Embodiment, Avatars and Presence

Break (Catered)

MO2G  
Psycho- and Sociocultural Dimensions of Virtual Identities

MO2H  
Multimodal Input and Interaction

MO2J  
Perception and Cognition

Demos, Posters, & 3DUI Contest

Welcome Reception  
(Fantasia Lobby, Sorcerer's Apprentice Ballroom & Lobby)

Demos, Posters, & 3DUI Contest

Demos, Posters, & 3DUI Contest

Demos, Posters, & 3DUI Contest

Research Demos & 3DUI Contest

Main Conference (18–21 MAR 2024)

Tuesday (TU)

| East<br>Registration | Fantasia<br>Ballroom<br>G | Fantasia<br>Ballroom<br>H | Fantasia<br>Ballroom<br>J | Sorcerer's<br>Apprentice<br>Ballroom |
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Registration

TU1G  
3D  
Interaction  
and Touch

TU1H  
Multisensory  
Interfaces

TU1J  
Evaluating  
Immersion:  
UX and  
Interaction

Break (Catered)

Demos, Posters,  
& 3DUI Contest

Keynote  
**Michael Tschanz**  
Disney's Industrial Controls Design and  
Data Analytics Ecosystem

Stretch Break (Not Catered)

Special Session  
**The Reviewing Crisis**

Lunch (Not Catered)

Demos, Posters,  
& 3DUI Contest

TU2G  
Locomotion  
and  
Redirection

TU2H  
Projections

TU2J  
3D  
Interaction  
and  
Teleoperation

Break (Catered)

TU3G  
3D  
Interaction  
and Modality

TU3H  
Perception in  
Navigation,  
Locomotion  
and  
Redirection

TU3J  
User  
Experience

Demos, Posters,  
& 3DUI Contest

Main Conference (18–21 MAR 2024)

Wednesday (WE)

|                      |                           |                           |                           |                                      |
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Registration

WE1G  
360 Video

WE1H  
Immersive  
Analytics  
and  
Visualization

WE1J  
Industrial  
and Sports  
Applications

Break (Catered)

Demos, Posters,  
& 3DUI Contest

WE2G  
3D  
Authoring

WE2H  
Gaze

WE2J  
Collaboration

Stretch Break (Not Catered)

WE3G  
Haptics

WE3H  
Healthcare  
Applications

WE3J  
Human  
Factors and  
Ergonomics

Lunch (Not Catered)

Demos, Posters,  
& 3DUI Contest

WE4G  
Perception  
in AR, MR  
and Near-  
Eye Displays

WE4H  
Rendering  
and Displays

WE4J  
VR  
Experiences,  
Cybersickness  
and Presence

Break (Catered)

Special Session  
**Archiving VR**

Demos, Posters,  
& 3DUI Contest

Conference Banquet & Keynote  
**Simon Richir**  
The Laval Phenomenon: A Deep Dive  
into France's VR Capital

**Dessert + Fireworks Viewing**  
(Porte Cochère)

Main Conference (18–21 MAR 2024)

Thursday (TH)

|                      |                           |                           |                           |                                      |
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Registration

TH1G  
Distributed  
Systems and  
Telepresence

TH1H  
Multimodal  
Perception  
and  
Experiences

TH1J  
Depth and  
Distance  
Perception

Break (Catered)

TH2G  
Touch, Tangible,  
and Gesture  
Interfaces

TH2H  
Graphics  
and Crowds

TH2J  
Ethics in VR

Stretch Break (Not Catered)

TH3G  
Modeling  
and  
Simulation

TH3H  
Software

TH3J  
Localization  
and Tracking

Lunch (Not Catered)

TH4G  
Education  
Applications

TH4H  
Virtual  
Interaction  
and  
Embodiment

TH4J  
Locomotion  
and  
Navigation

Break (Catered)

Closing & Awards