

Main Conference (18–21 MAR 2024)

| Monday (MO) | | | | |
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| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
| 07:00 | <div>Registration</div> <div>Opening & Awards</div> <div>Break (Catered)</div> <div>Keynote Shiri Azenkot XR Access: Making Virtual and Augmented Reality Accessible to People with Disabilities</div> <div>Stretch Break (Not Catered)</div> <div>Special Session Putting DEIA in our DNA</div> <div>Lunch (Not Catered)</div> <div>Demos & 3DUI Contest Fast Forward</div> <div>MO1G Tracking and Motion Capture</div> <div>MO1H Social Applications</div> <div>MO1J Embodiment, Avatars and Presence</div> <div>Break (Catered)</div> <div>MO2G Psycho- and Sociocultural Dimensions of Virtual Identities</div> <div>MO2H Multimodal Input and Interaction</div> <div>MO2J Perception and Cognition</div> <div>Welcome Reception (Sorcerer's Apprentice Lobby and Ballroom)</div> | | | |
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| Tuesday (TU) | | | | |
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| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
| 07:00 | <div>Registration</div> <div>TU1G 3D Interaction and Touch</div> <div>TU1H Multisensory Interfaces</div> <div>TU1J Evaluating Immersion: UX and Interaction</div> <div>Break (Catered)</div> <div>Keynote Michael Tschanz Disney's Industrial Controls Design and Data Analytics Ecosystem</div> <div>Stretch Break (Not Catered)</div> <div>Special Session The Reviewing Crisis</div> <div>Lunch (Not Catered)</div> <div>TU2G Locomotion and Redirection</div> <div>TU2H Projections</div> <div>TU2J 3D Interaction and Teleoperation</div> <div>Break (Catered)</div> <div>TU3G 3D Interaction and Modality</div> <div>TU3H Perception in Navigation, Locomotion and Redirection</div> <div>TU3J User Experience</div> <div>Research Demos, 3DUI Contest Demos, Posters</div> | | | |
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| 07:00 | <div>Registration</div> <div>WE1G 360 Video</div> <div>WE1H Immersive Analytics and Visualization</div> <div>WE1J Industrial and Sports Applications</div> <div>Break (Catered)</div> <div>WE2G 3D Authoring</div> <div>WE2H Gaze</div> <div>WE2J Collaboration</div> <div>Stretch Break (Not Catered)</div> <div>WE3G Haptics</div> <div>WE3H Healthcare Applications</div> <div>WE3J Human Factors and Ergonomics</div> <div>Lunch (Not Catered)</div> <div>WE4G Perception in AR, MR and Near-Eye Displays</div> <div>WE4H Rendering and Displays</div> <div>WE4J VR Experiences, Cybersickness and Presence</div> <div>Break (Catered)</div> <div>Special Session Archiving VR</div> <div>Conference Banquet & Keynote Simon Richir The Laval Phenomenon: A Deep Dive into France's VR Capital</div> <div>Dessert and Fireworks Viewing (Porte Cochère)</div> | | | |
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| Thursday (TH) | | | | |
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| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
| 07:00 | <div>Registration</div> <div>TH1G Distributed Systems and Telepresence</div> <div>TH1H Multimodal Perception and Experiences</div> <div>TH1J Depth and Distance Perception</div> <div>Break (Catered)</div> <div>TH2G Touch, Tangible, and Gesture Interfaces</div> <div>TH2H Graphics and Crowds</div> <div>TH2J Ethics in VR</div> <div>Stretch Break (Not Catered)</div> <div>TH3G Modeling and Simulation</div> <div>TH3H Software</div> <div>TH3J Localization and Tracking</div> <div>Lunch (Not Catered)</div> <div>TH4G Education Applications</div> <div>TH4H Virtual Interaction and Embodiment</div> <div>TH4J Locomotion and Navigation</div> <div>Break (Catered)</div> <div>Closing & Awards</div> | | | |
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