

Main Conference (18–21 MAR 2024)

Monday (MO)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<div><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>Research Demos and 3DUI Demos 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></div> <div>Demos & MON Posters Setup</div>			
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Tuesday (TU)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<div><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>PRIVATE EVENT Conference Committee Reception (Napa Room)</div></div> <div>Demos & TUE Posters Setup</div>			
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Wednesday (WE)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<div><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>Reconfigure Fantasia Ballroom for Banquet</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></div> <div>Demos & WED Posters Setup</div>			
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Thursday (TH)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
07:00	<div><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></div> <div>Demos Teardown</div>			
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